ULTRAMODERN(5)

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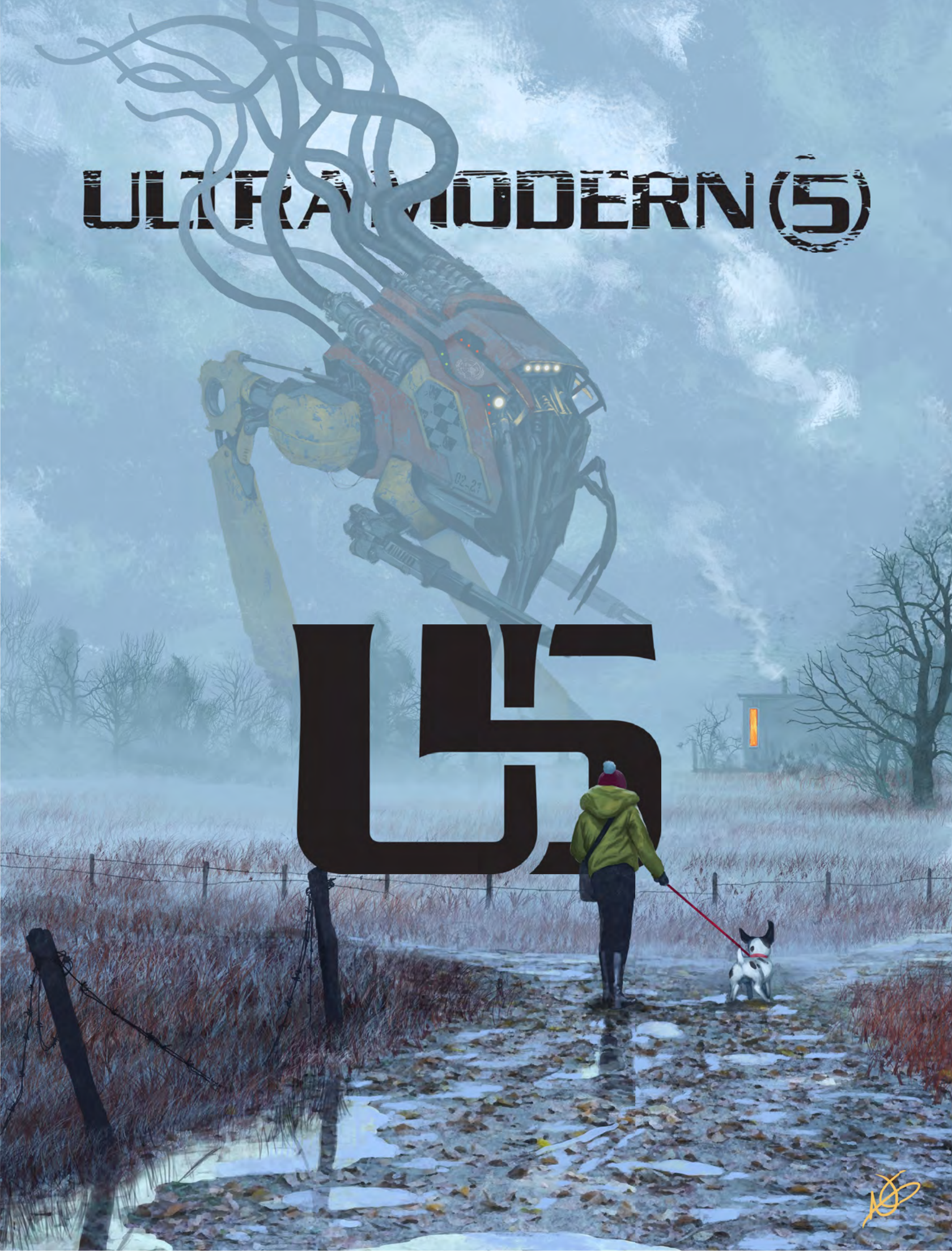
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ONE: WORLDS

WHAT IS ULTRAMODERN?

Ultramodern5—or U5—is a supplement designed to offer classes, backgrounds, feats, skills, rules, equipment, and opponents for settings outside of traditional ones involving dragons and dungeons, though still employing 5th Edition rules. This book is an expansion of the core 5E rules and thus does not reprint material from core books required for play.

Ultramodern5 utilizes the 5th edition (5E) of the first fantasy roleplaying game, the defining RPG of the past, current, and most likely next generation. The core books of that edition are required. This book was crafted utilizing those core 5E books and no others, as to not make the necessary list longer than needed.

Although numerous rules are referenced from these core books, only a few are reprinted or redefined. A few rules (specifically referencing firearms) are expanded upon, but the original 5E rules are not altered. This book creates original material within the same rules structure while also attempting to honor the original game's philosophy. All rules contained within this book are considered Open Content; all settings and definitions not related to game mechanics are considered closed content.

NEW RULES

Ultramodern5 takes pride in its lack of fundamental changes to core 5E philosophy. Generally, this book aims to add functionality and variety rather than alter how the core game works (until reaching the *optional* UltraMax rules). For example, core 5E books include rudimentary rules regarding firearms—Ultramodern5 supplements those mechanics.

CLASSES

There are new classes presented in *Ultramodern5*, and although similar in build to those in official 5th Edition licensed products, readers will notice a few notable exceptions.

Firstly, all U5 classes have martial archetype options, and unlike their fantasy counterparts, offer these options at the same levels. Archetypes are no longer bound to specific classes, meaning you can feasibly match any class to any archetype.

There are also classes that are not combat-based—their power is not in how much damage they inflict, but how they can alter the course of a story.

FIREARMS

Firearms have been greatly expanded from traditional 5E mechanics, though those rules still apply, including Ammuni-

tion, Burst Fire, and Reload. Damage types carry over as well, with energy weapons inflicting either force or radiant damage. However, additional rules have been added to better define lasers and railguns as well as plasma and nuclear weapons.

Damage Output. The one obvious observation is that damage dice listed in *Ultramodern5* are significantly reduced from those firearms in official 5E publications and are more in line for regular weapons in 5E. This is because the firearms listed are assumed rare in a fantasy world and also do not function with fantasy class abilities. With *Ultramodern5*, classes are designed to work with firearms, greatly increasing their damage based on who is using the weapon. This falls in line with traditional 5E philosophy and prevents low-level characters from being overpowered.

Critical Area Effects. Area effects within Ultramodern5 are not magical and are mostly imposed from explosives and automatic weapons laying down suppressive fire. This results in targets making saving throws rather than being attacked directly. As weapons do not scale like spells do, there is an additional rule regarding non-spell saving throws that characters impose on opponents

If an opponent rolls a natural 1 against a character-imposed area effect involving explosives or firearms, the target suffers additional damage equal to weapon's damage dice (the same as rolling a critical hit). This does not apply to area effects against player characters.

For example, if you roll 2d6+4 with burst fire, and the target rolls a natural 1, roll another 2d6 damage.

LADDERS

In traditional 5th Edition rules, classes represent defined fantasy archetypes. The type of story that *Ultramodern5* seeks to emulate calls for characters defined less by their role and more by their background and talents. Therefore, a character's capabilities are derived from two sources: a ladder that determines their general traits, outlook and disposition, and a class that defines their vocational abilities.

You choose a ladder at character generation, gaining an initial level 1 ability. You can neither change your ladder nor multi-class into another ladder. There are no prerequisites for ladders, but having high values in the ladder's key abilities will certainly help. When you reach a level where you can select either an ability score improvement or a feat, you can gain an ability from your ladder instead.

Unlike classes, which fill specific roles, ladders are based on what you are and how you live your life. These include various mental and physical disciplines as well as natural talents. Although some classes and ladders obviously complement each other, any ladder can be combined with any class. Ladders are generic in their benefits.

LEVEL ADJUSTMENT

Some races, gear, and certainly mecha are listed with level adjustment. When calculating encounter difficulty, the GM should add the adjustment to the character's level when determining appropriate challenges. This does not affect the XP rewards of an encounter, which use the PCs' normal, unmodified levels. All modifiers are cumulative but only ones that directly apply to the encounter; while a Large robot race carries a +1 level adjustment, if that same robot sits inside +5 level mecha, the +1 for being Large no longer applies (as it is inside a mecha which dictates its own size).

For example, if all four members of a party (levels 3, 3, 2, and 4) possess +5 Level mecha, their levels are 8, 8, 7, and 9, putting a Medium Difficulty Encounter at 3,650 (900+900+750+1,100). However, after building that encounter, actual XP rewards for defeating it are 650 (150+150+100+250) or 163 per character.

This system does mean that a high-level adjusted character may bring the total experience down for a group, especially if only one or two characters utilize that function. Optionally, a GM may decide to increase other characters' levels to compensate, or award the proper unadjusted XP, but then when reaching the outlier character, reduce her XP share to appropriate character level (these options, however, may have the unintentional effect of making adjusted characters less appealing to players).

For example, as before, only this time only one member (a 3rd level) possesses +5 Level mecha, with the other character level at 8, 7, and 9, putting a Medium Difficulty Encounter still at 3,650 (900+900+750+1,100). However, this time, split the XP evenly (913 XP each), except the outlier has her XP reduced to as indicated in the previous example (163).

Level adjustments can be omitted if game balance is not an issue. Some bonuses may appear to require level adjustments as they improve a character over the baseline, but if the effect is mostly situational or "story-based," a level adjustment is not necessary in practice. It is always up to the GM's discretion. Additionally, some level adjustments are listed as +0.5. These round down, so they are only counted if a character incurs another +0.5 adjustment.

> ***Editorial. Level adjustment was, admittedly, one of the least popular elements of the original d20 system. However, the alternative creates a situation where a group of low-level PCs accelerates unrealistically through character progression. It makes a game unfun. To avoid the system chafing for unadjusted players, if any character makes use of the system, all players should be encouraged to do so as much as possible.***

LIFEPATH

Backgrounds have been heavily revised. Though you are welcome to select any background from any officially licensed product, you can also take your chances with the lifepath system where virtually every facet of a character's life can be determined. Instead of selecting a single background and rolling on a handful of tables for personality and motivations, there are now dozens of tables to work from, including ones where windfall or tragedy is only a dice roll away.

MAGIC

Spellcraft in *Ultramodern5* shifts away from standard "Vancian" magic and presents a system focused on natural sources of energy, psionics, and possessing inanimate objects or vehicles. Additionally, new magic items are introduced revolving around enchanted technology.

MECHA

Mecha are large automated or piloted machines—while resembling armor, they are more akin to vehicles. This can include transformable cars, colossal towering robots, and spacecraft. This system deviates the most from standard 5E as it includes advanced rules regarding hit location and damage effects.

RACE

Many of the games set in a semi-modern, modern, or futuristic setting will assume all player characters are human. This does remove one level of choice from character generation. The human race entry has, therefore, been expanded with optional rules to allow more customization. These include adding genetic traits and natural skills that distinguish one character from the rest. Additionally, we are offering new races from various different settings from androids to aliens.

SPENDING MOVEMENT

Several classes (like the heavy) can activate specific class abilities by spending movement. When spending movement, reduce your speed that turn by the listed amount. If the required amount is your entire speed, you cannot use that ability and move that same turn. If the cost is higher than your available speed that turn, you cannot use that ability. The movement required must be spent on a single turn and cannot be broken up between turns. If the movement cost is less than your available speed, you can still move, but your available speed will be reduced by the ability's cost.

SPENDING HIT DICE

Hit dice are a repository of available dice that can be rolled during a short and long rest to recover hit points. They can also be spent during combat to activate particular class abilities. If a class ability requires you to spend hit dice to activate that ability, the stated number of hit dice are lost (unless otherwise mentioned). You cannot recover hit points with them, even if you are told to roll those dice. This reduces the number of available hit dice to spend during a short rest until you recover them normally during a long rest.

TECH LEVELS

Previously, tech levels (or TL) were indicated to list how advanced gear is. It has been narrowed slightly in this updated book to specifically refer to a standard tech level without any assumptions of setting. GMs are no longer required to set a single tech level for their game. A GM may indicate weapons as TL1, vehicles at TL3 but then allow TL5 mecha. As long as it fits the desired theme of the game, TLs are just guides.

An item's tech level is an indicator of hew advanced its technology is. Most items have a tech level (TL) of 0, meaning they have no considerable advantage over other items. Higher levels involve lasers, magnetics, powered armor, and plasma weapons, which are not available in most modern settings. Equipment is listed as having a TL of 1, 2, 3, 4, or 5. If an item doesn't have an indicated TL, it is 0.

Modifications for Tech Level. If setting a game at TL1 or higher, the cost of gear at that level and all lower levels (except TL0) is reduced by 50%. While the cost of equipment of a higher TL than the campaign standard should not increase, the availability of such equipment should be strictly controlled. The assumed 'default' TL for most U5 games is TL2 (present day-near future).

Cost. If setting a game at TL1 or higher, the cost of gear at that level and lower levels (except TL0) is reduced by 50%.

TECH LEVEL 0

This level covers the entirety of civilized history until the early industrial era, stopping before the harnessing of electric power: everything from the discovery of the wheel to its use in manufacturing.

Vehicles. Gliders or basic aero forms. Both ground and aircraft are limited to archaic steam power.

Weapons. All weapons rely on chemical propellants with simple loading mechanisms. The blunderbuss and musket are examples.

Medical. Natural healing. TL0 benefits more from rediscovered human knowledge about biology than the tools that were developed consequently. Surgery can cure most wounds, but recovery can last a while.

Similarity. Up to the mid-18th century.

TECH LEVEL 1

At this level, machines come into their own. Internal combustion and steam power have been perfected. Electric power and road vehicles are changing the way cities are built.

Vehicles. Ground vehicles are run off internal combustion and basic electrical systems. The fact they are mass-produced is the real achievement. Aircraft are flown by manual controls and receive propulsion from propellers.

Weapons. Bolt action rifles and revolvers. Cartridge-fed firearms are becoming more common.

Medical. The implementation of the scientific method and laboratory research has resulted in vaccines and the basics of genetic engineering. Drugs have become commonplace.

Similarity. 19th to early 20th Century.

TECH LEVEL 2

At this level, almost every form of technology has integrated electronics and advanced computer control. Electrification is now commonplace, though computers have yet to dominate civilization.

Vehicles. Ground vehicles now sport electronics; some even have climate control and electronic stability. Aircraft now have fly-by-wire, vectored thrust, and vertical-take-off capacity.

Weapons. Computer tracking and targeting. Infrared and thermal imaging is available, but not standard. Firearms haven't changed but have grown more complicated with advanced reloading and higher firing rates. Advances in construction make them lighter with larger calibers.

Medical. Computer diagnostic beds, MRIs, and X-Rays.

Similarity. Mid-20th century to the not too distant future.

TECH LEVEL 3

Refinements in the manipulation of magnetic fields and energy levels characterize this stage. Computers now control most of civilization and link all its citizens together.

Vehicles. Vertical take-off fan craft and wingless jets keep aircraft aloft, are much more stable, and can fly rings around more primitive craft. Aircraft designs are no longer dominated by their massive aero forms. Ground vehicles still use wheels, but now mass transit magnetic vehicles appear as an alternative.

Weapons. There will always be bullets, but the rise of both railcannons and self-propelled projectiles offer alternatives. Laser weaponry in its infancy. Advanced magnetics. Prototype exo-armor appears.

Medical. Most known diseases are curable. Healing time cut to one-third with medical attention. Nanotech healing isolated in the laboratory.

Similarity. This tech level would appear to be ultra-high-tech to a 21st-century observer, but still vaguely familiar.

TECH LEVEL 4

At this level, energy is almost as freely malleable as matter, and nanotechnology is ubiquitous.

Vehicles. Robots appear beyond the role of "dumb tool." Wheeled traffic virtually nonexistent or, if it exists, can traverse any terrain. Ramjets shrink and provide massive thrust in small packages, revolutionizing transportation outside of magnetic-traffic.

Weapons. Laser weapons "tunable." Plasma weaponry. Bolt weapons are outdated.

Medical. Nanotechnology can heal any wounds and even regenerate limbs.

TECH LEVEL 5

Any sufficiently advanced technology would be indistinguishable from magic…if magic didn't break sufficiently advanced technology.

Vehicles. Common antigravity replaces all previous transportation.

Weapons. Disruptors, vapor rifles, disintegrator weaponry.

Medical. Complete body reconstruction.

MECHA

Mecha are not listed at a specific tech level because mecha don't make sense, scientifically. As it will be repeated more than once, mecha are an example of useless technology—meaning if you developed the technology to create one as portrayed in fiction, you wouldn't need to, as peripheral technology would offer superior alternatives. That being said, we all love mecha.

As a result, the GM may choose to include mecha at any tech level, regardless of whether the technology base is remotely feasible. You can have coal-fired mecha, steam-powered mecha, mecha that constantly break down because there's no money in the department budget to do proper repairs this month, mecha powered by fusion reactors that use antigravity to fly, mecha built around salvaged alien technology, even magical mecha. Mecha function entirely on 'rule of cool'.

ULTRAMAX

Ultramax is an optional variation to *Ultramodern5*, which adds more complexity and realism onto traditional 5E. This involves making targets harder to strike but then making damage more impactful. Although initially planned to be fully incorporated with the rest of the book, it was decided to keep it separate to allow GMs the opportunity to implement these rules or not.

SETTINGS

The original *Ultramodern5* was intended to be without any traditional setting, only including two generic adventures at the end. In this revised book, one of the most significant additions is the inclusion of settings. These are not fully fleshed out worlds like DEM's other products, *Amethyst* and *Neurospasta*, but rather present a framework of ideas for GMs to employ as a springboard into their own games. These worlds in totality form the global setting of **Terminals**.

NECROPOLIS

Set within a dystopian city-world in the distant future, **Necropolis** tells of a rising threat to all classes of humanity, from those in baseworld to the hierarchy living within the arcs and the emergence of individuals with gifts to deal with said threat. Emerging underneath the coal, "The skin"—a darkness seeking to corrupt everything living—spreads like cancer. But the AllSoul has created a natural defense to defeat this evil. This campaign guide details the first few possible adventures as well as a guideline to construct an entire campaign.

THRESHOLD

Centuries after mankind took to the stars, and decades after the last war decimated the infrastructure of the various interstellar empires, the only hope left to assure humanity's continued expansion was to search for and salvage the lost vessels of the past. These included small one-man space fighters to colossal colony vessels, each with their own story to why they went dead in space. This booming economy gave rise to the "mules"—specially-trained crews on custom-designed spacecraft whose only purpose is to hunt down and recover these lost caches. However, there is more than just the past hiding within the hulls of these dead ships.

AFFINITY

Affinity employs all the mechanics being introduced in Ultramodern5 [REDUX]. It involves three different worlds with common names, places, and themes. This "rhyming" nature carries into all three divergent settings. While it will require this book, *Affinity* will be offered as a separate product from DEM.

CONESTOGA

The Conestoga, a singular colossal alien spacecraft built and later abandoned by unknown entities, drifts through space with dozens of warring factions within geodesic cylinders carried along. Employing giant robots, these factions battle for control of both resources and the remaining caches of technology still residing in vessel as it drifts through deep space.

PARADISE

Bythos is a constructed world and the centerpiece within a full-scale orrery. Moons orbit via tethered arms to the core world save one, Abraxas, home of the powerful Aegis who look upon the twelve kingdoms below, tweaking and adjusting the political atmosphere as they see fit. The Aegis are the only ones permitted to operate technology of any kind, forbidding its use to those on the planet.

TORUS

The planet Torus was once the uncontested territory of the Iokon Caliphate. But war with its outlining colonies and an ecological disaster caused the empire to collapse. Later, powerful planet-wide electromagnetic pulses began occurring at random intervals. This, coupled with religious extremism prevented advanced technology. They are one of only a few remaining stationary city-states on the planet. At one point, every inch of dry land was covered by an unending cityscape. Centuries of decay and environmental damage have left the massive rail network as the only intact structure.

TERMINALS

Terminals is an omniversal setting in which the survivors of the destruction of Earth by an infestation called 'the Antigen' in multitudinous coterminous realities are brought together on another Earth that has yet to suffer the same fate. As a 'kitchen sink' type setting dealing with alternate universes, it is possible to conduct campaigns of practically any type within the **Terminals** framework.

> ***The following excerpt was taken from Intelligence 2A11 of the Type-3 Civilization "We Who Survived" within universe $806^4.4615^6.9101^2$ and its transmission, "Felicitations and the Structure of the Universe" to Type-1 Civilization "We Who Leave Sacred Ground."***

CHARACTERIZATIONS

Before we proceed, it's important to set down several definitions to prevent potential confusion.

Universe. The totality of all space and time within a singular reality. A universe is a hyperdimensional construct residing within the omniverse. For the purposes of this exchange, "reality" and "universe" will be interchangeable. There are two types of universes— "proto-universes" that form naturally within the omniverse, and "orphan-universes" that sprout from existing universes. While an orphan universe will usually exhibit near-identical physical laws from its parent, a proto universe is not bound by those restrictions. Although many universes share certain chemical, physical, and biological laws, this is not a certainty.

Reality. The totality of everything bound into a universe, both existing and non-existing, both known and unknown. This includes time. For the purposes of this exchange, "reality" and "universe" will be interchangeable.

Divergence/Deviation/Variation. The differences between realities—effectively what sets apart one universe from another. This can include the choices of inhabitants exercising free will to the manifestation of chaos theory at the quantum level. The proximity of realities is frequently directly associated with the degree of divergence between them. To be divergent means to be universe splitting from another based on—initially—a single variation.

Omniverse. The hyperdimensional "space" occupying all realities at all times. The omniverse is both self-contained and infinite.

"The Butterfly Effect." Within the confines of this discussion, when a divergence occurs, resulting in a reality split based on a marginal variation, affected universes can eventually drift apart based on consequential aftereffects. Without this effect, divergent universes may eventually suffer collapse.

Collapse. When universes collapse, none are truly destroyed; instead, they merge, becoming a singular reality (as they probably once were at some point). A collapse generally occurs when two or more universes, sharing negligible to no variations, converge. Less common is when more divergent realities amalgamate, resulting in contradiction.

Contradiction. Although erroneously referred also as a

paradox, contradiction occurs when multiple divergent realities merge, resulting in opposing choices existing within the same universe. For example, if the difference between universes is a displaced cup, said cup may appear to mysteriously shift locations, be temporarily in two places at once, or become duplicated permanently in the new reality. Since generally, a collapse occurs only via marginal variation, often, no observable contradiction occurs.

THE OMNIVERSE

Consider this a basic introduction to the nature of everything, everywhere, and everywhen. Outside of the three common physical dimensions, there resides a fourth physical dimension reflecting the curvature of spacetime, impossible to be perceived by three-dimensional creatures, the default inhabitants of all realities. Beyond this is the more esoteric concept of time being a dimension in itself. The hyperdimensional universe containing these measurable states itself occupies a greater omniverse. Because of the peculiarities regarding universal wavefunction, there are universes that form whole cloth from the chaotic flotsam of boundless space/time/matter/energy and those which split off from other realities. While proto-universes (those forming from nothing) can often exhibit deviant rules of science or outright rampant chaos, orphan-universes (those budding from other realities) operate similarly to their twin, no matter the level of eventual deviation.

It's difficult to comprehend "space" within the omniverse as realities can "drift" apart while simultaneously occupying the same region within the greater structure. It's easier to picture a universe as a sphere nestled among other spheres within a massive enclosure, but because the omniverse disregards the arrow of time, it accounts for every universe at every point in their existence. Other descriptions imagine a bundle of strings with the beginning and end of a reality at either extremity, though this is still incorrect. In truth, the omniverse is both a bundle of strings and a bowl of spheres at the same time.

AMALGAMATION

It's important to note that orphan universes break off constantly, creating a tree-structure within time. As these universes expend their energy and die, they inevitably drift together, collapsing their realities and creating new ones in the same way an exploding star can create a nebula, which then forms later stars. As a result, while a universe can exist for an extremely long time, it is still finite, while the greater omniverse exists within the only actual representation of infinity outside of mathematics.

There have been situations where previously divergent universes have collided because of similar events within those realities. For example, if a civilization forms upon a world with several different branches based on the free will of its residents, if a cataclysmic event occurs which simultaneously destroys the various civilizations at the same time, the end result would be identical realities which would then collapse on one another, forming a singular universe from which there were many. Although a dramatic example, amalgamation frequently occurs, though few individuals within affected universes can detect the collapse. As all previous tangent universes were equal the moment before the collapse, the single emergent universe would represent all those that came before, with residents unaware of anything changing.

However, exceptions do occur.

Occasionally, two or more different realities will converge, creating disruptions in their respective universes. This can manifest in localized breaks of physical laws or the ultimate catastrophe, a wave-form collapse, where unrelated realities are forced together. The manifestations on the new combined universe can be as minor as an object being displaced by a few feet to the total erasure of a

world.

Because of the elastic nature of time within the omniverse, although realities will generally merge at the same moment, this is not always the case, causing further disruptions within a fused universe. Given the level of randomness, realties have combined with numerous discrepancies with others exhibiting minor differences remaining apart. Additionally, universes within close proximity will often affect one another, increasing the rate of spontaneous events—a cause in one universe may create an effect in another.

WORMHOLES

Finally, we reach the issue of wormholes—or hyperdimensional tears within the fabric of spacetime, a byproduct of the abrasion of realities within the omniverse. It was discovered, as one universe can affect another through simple proximity, the membranes fringing these realities is both pliable and ultimately breakable. These can be ultimately manipulated and exploited by advanced civilizations to circumvent not only space and time but, eventually, reality. Wormholes are broken up into the following three subcategories—Transfer, Temporal, and Terminal.

TRANSFER

The most common form of wormholes remains confined to a single universe, and of those, the most common configuration allows someone to enter one tear and exit at another without displacement of time. This is known as a transfer wormhole. When a tear occurs, the passageway which forms tries to adhere to the closest tear within that same reality to prevent spacetime from spilling from that universe. Eventually, the forces keeping a universe together ultimately seals these fissures and the tunnel along with it. Although frequent, transfer wormholes are notoriously unstable, though with considerable effort on behalf of a nearby civilization, they can be steadied, providing a permanent shortcut between locations within a singular universe. After said civilization stabilizes their first transfer, the creation of artificial wormholes occurs promptly, though this requires considerable preliminary engineering and energy coupled by the burden of having to transport technology to the eventual destination before a bridge can be generated. It is estimated that thousands of transfer wormholes form every second within a universe, though only a microscopic percentage naturally stabilize, with many collapsing seconds later.

TEMPORAL

Not as common are those wormholes that can displace time as well as space, the latter occurring from a tear's natural drift within a universe. To put it simply, a wormhole can either connect with another wormhole within that same universe, or it can connect with itself at another point in its lifespan though distance will also occur the longer the time jump.

As stated previously, short distance inter-universe travel is relatively common for any sufficiently advanced species, either through the passage of naturally stable wormholes or ones artificially sustained. Temporal bridges, though appealing in concept, suffer from a fundamental flaw in that they can only travel back and forth from their current point in time to their creation or from their creation to any point before their collapse. They do not allow travel to a point before a wormhole's creation. Like any bridge, however, stability becomes a factor the wider said bridge gets—the longer the distance or time traveled, the less stable the wormhole.

Unlike transfer wormholes, temporals are naturally stable though are much scarcer, seldom generating in empty space. Temporal wormholes benefit from one ability foreign to transfers—they are common in naturally-occurring exposed singularities. With fast-spinning supergiant black holes, spacetime warps the event horizon to that of a donut, what is known as a Kerr black hole. The ring singularity resides outside the mass of the black hole, creating a natural stable wormhole. However, most of these occurrences connect with themselves in a closed time loop, with only a few others connected to another stable singularity (or bouncing constantly between unstable locations). As will be explored later, temporal wormholes are not as useful as a time travel device over their potential as an energy source.

TERMINAL

This leaves the rarest of all wormholes, those connecting universes. When they do occur, terminals have been known to connect time and space with vast swaths from the perceived point of origin. Given what was previously stated, these are the least stable bridges in existence, with many spontaneous occurrences lasting only milliseconds before collapsing. The closer two realities are within the omniverse, the more stable the wormhole. Thus it is entirely possible for a traveler to cross a transfer or temporal wormhole only to span a terminal wormhole instead without being aware of the true destination, especially if the two realities were similar (which they likely would be). That being said, no terminal is ever permanently stable, as ultimately one universe would spill time-space into another, eventually destroying it if the threshold didn't repair itself on its own. These can be artificially stabilized, allowing one universe to siphon from another, a common practice by Type-4 civilizations wishing to pull energy from a smaller, younger proto-universe.

When realities with little to no divergence merge, the disruption is minor, resulting in few terminals being generated, thus their scarcity. However, if the collapsing realities exhibit numerous variations, the rate of terminal production can increase dramatically.

CIVILIZATION TYPES

In regards to a Type-1 Civilization, wormholes of any classification reside in the imaginations of theoretical physicists. Upon reaching Type-2, a civilization able to tap the energy of their entire star has commonly reached the level of knowledge and technology required to at least stabilize transfer wormholes. Temporal wormholes are less common

but become a signpost when a civilization advances to Type-3—when they are able to harness the energy from their galaxy.

Most temporal wormholes are employed as energy sources rather than time travel. When a civilization can accomplish this, they are generally promoted to Type-3. Only Type-3 civilizations are capable of creating and sustaining terminal wormholes given the immense energy required. However, the potential far exceeds the time and costs, as a sustained terminal could bridge a dying universe to a developing one or tap the nearly limitless energy of primordial universes that never coalesce into a fourth-dimensional construct. When a Type-3 achieves this pinnacle, they become a Type-4, able to harness the energy of parallel realities. Type-4s are also capable of using terminals to hop between realities at will, to effortlessly travel through any time and any space and into any reality into infinity. As expected, Type-4 civilizations don't occur often, and universes have birthed and died without ever knowing one. If a stable terminal would be discovered and confirmed within a reality by a civilization, it is likely either an artificial construct or an indication that a collapse is due to occur

Editorial. Not going to lie, these settings aren't what you call entirely original and are all mostly based on old games I ran in my youth or classic sci-fi films I grew up with. A few were settings created for the original Terminals game from the late 90s.

TERMINAL STORM

Before two or more divergent universes converge, the impending collision is known to generate terminal wormholes between the fusing realities. The influx of terminals can be compared to storm clouds producing lighting, increasing as the two formations connect. These terminals generally connect identical locations between realities, allowing passage between the universes during the short time before the realities collapse into a single timeline. A terminal storm ferocity is entirely dependent on how similar the realities are. When two universes with more divergent properties are forced together, a terminal storm is sure to happen, increasing in intensity the more realities are pulled into the collapse.

As collapsing realties occur relatively frequently, the disruption to the local omniverse cluster is minor. But if a significant convergence, involving several realties of significant deviation, were to happen, the terminal storm would increase in severity to the extent of reaching to nearby realties not directly involved in the collapse. This rare occurrence is one of the few situations where stable natural terminal wormholes can allow travelers to pass between significantly divergent realities.

PARADOXES

Each time a choice occurs within a reality, regardless of an intelligent or conscious decision, a divergent universe can deviate from its parent. If the butterfly effect does not happen, this reality is likely limited to a short lifespan, collapsing quickly back to its parent without anyone being aware. When time travel is involved, the butterfly effect is amplified, and a divergent timeline is certain. As a result, paradoxes are impossible. It is virtually impossible ever to return to the exact point of origin. If a traveler even makes the slightest alteration in the timeline, just enough to change things slightly, a reality breaks off, and without a terminal wormhole, said traveler would never be able to return to her original reality. Of course, there is one potential solution, that is attempting to repair to divergent event and hoping the deviated reality merges back to its parent. However, as said before, the two realities would be so different, that no culture shock would occur, and the traveler may never notice. However, the farther back a traveler goes, the more risk that the slight change he or she made would compound with more changes and alter the branched timeline so much that it would never merge back.

THE OMNICLYPSE

Also known as the "Kohler Maelstrom," the Omniclypse was a specific event occurring between 145 divergent realities that simultaneously collapsed into a single universe. It was recorded by Inez Kohler, observer from the Type-4 civilization "We Who Became One" within universe $803^{76}.5555^{9}.4837^{42}$, as the largest terminal storm ever detected. The storm had expanded to encompass several peripheral deviant realities not pulled into the collapse. The divergent universes collapsed through a single event—the universal destruction of the planet Earth by way of the "Antigen." Moments before the destruction, terminal activity reached unprecedented levels, making transference between realities commonplace, both to other realities drawn into the collapse and to other realities in close proximity. One such reality, $806^{4}.4616^{15}.0110^{25}$ suffered considerable terminal activity despite not being pulled into the collapse. This allowed travel from the collapsing realities into $806^{4}.4616^{15}.0110^{25}$, specifically onto an Earth not destroyed by Antigen, the only survivors from destroyed Earths becoming refugees on a planet, both foreign and familiar. Unfortunately, terminals were uncontrolled and random, and survivors weren't the only visitors to this Earth.

ANTIGEN

By the time they were discovered in $158^{2}.0349^{1}.234^{6}$, the Antigen had already eliminated all intelligent life within that universe. "We Who Became One" within universe $803^{76}.5555^{9}.4837^{42}$ intervened to prevent the Antigen from escaping that universe. However, they later spontaneously appeared again within $555^{4}.7842^{2}.111^{2}$ with no evident of terminal generation between the two realities. However, this time "We the Endless," a recently advanced Type-3 within $555^{4}.7842^{2}.111^{2}$ were able to quickly eliminate them before further loss of life. Despite no apparent connection between the two realities, Antigen form and function was identical. "We Who Became One" later detected Antigen

emergence in multiple unconnected realities, forcing the conclusion that a certain percentage of universes naturally create Antigen, though it was never determined what factors contribute to their presence. Another theory suggests Antigen is a lifeforce that exists outside reality, within the omniverse itself, and only emerge as they do when invading a universe.

Antigen appear as abominations blending machinery and organic tissue already present within that universe. They don't possess a planet of origin and don't offer the impression of having been created via natural selection. Antigen emerge within a civilization, and like cancer, devour it until the host society collapses. They then expand to destroy all life connected to any Type-0.5 civilization or greater within that universe until only they remain. Because of this cataclysmic eventuality, it is not uncommon for Antigen-infected realities to collapse. The subsequent disruption to the local cluster has resulted in Antigen hopping to contiguous realities via terminals. Most Type-3 and 4 civilizations possess the resourcefulness and advancement to destroy Antigen when uncovered, but the Antigen emergence is higher than number of civilizations reaching Type-3. While several Type-4 have quickly either sealed off infected universes or cleared Antigen invasion altogether, there still remains no complete solution to eliminate their presence, and since Antigen can still materialize within a universe without outside influence, they may be a force impossible to altogether remove from the omniverse. Thankfully, one redeeming mercy is when Antigen is eliminated from a reality, they have never reappeared unless transported via terminal

When first manifesting, Antigen appears as a biomechanical virus that employs available organic and technological systems to construct entities able to absorb, and by extension destroy anything around it. They can emerge initially as small creatures, though eventually will expand into larger ones up to and including small worlds. They cannot merely assume control of a machine—there must be a portion of living tissue nearby to construct a body, and the more organic matter nearby, the more technology can be equally appropriated. The Antigen exhibit intelligence as they can instantly understand technology they absorb along with the memories of the people they kill.

$806^{4}.4616^{15}.0110^{25}$

Emerging from the Kohler Maelstrom, this universe did not suffer the collapse fallen by the rest. It did, however, become subject to numerous random terminal wormholes that transported people and artifacts from the realities affected by the maelstrom to this one. The majority of the terminals were focused upon the collective event triggering the collapse—the destruction of the Earth by way of Antigen. As a result, most of the displaced objects and people were pulled from the impending destruction to an Earth spared that fate. Alas, the disruptions to spacetime along with the emerging artifacts, many falling towards an unsuspecting planet nearly inflicted as much damage, plummeting an innocent world into chaos. The resulting vulnerability has allowed Antigen infection displaced from the collapsed realities to establish a footprint on in an unsuspecting Earth, leaving it to the few survivors from the collapse as the only hope to save a world which both is and is not their home

INTRODUCTIONS

In **Terminals,** a player character can either be a resident of the current Earth or one of the many travelers transplanted from the Kohler Maelstrom. It is highly recommended that no two characters should derive from the same universe. This will, of course, spark inter-character conflict as each PC should have their own natural biases and assumptions based on the reality from which they originate, which may or may not match their present circumstances.

Much of the rest of this book will introduce several suggested settings, each of which can stand on its own as a game world (including the **Periphery** and **Necropolis** adventures at the back). **Terminals** operates as a default setting for *Ultramodern5*, providing a framework to mate any elements of the rules within it.

On its own, **Terminals** is a story about heroes from distinct backgrounds being displaced into a world on the brink of chaos via the sudden introduction of strange people and technology from a variety of alternate realities. Although the Kohler Maelstrom has passed, the consequences have not, creating an environment where refugees from dozens of parallel realities are forced to live together and reassemble the pieces of a planet nearly destroyed by the event that brought these people together to begin with. Not only will these divergent individuals struggle with prejudices and discriminations, but they must also face the fact this new Earth, no matter how foreign, is now their home, and it is under threat by the very same forces that already claimed their planet in an alternate timeline.

Their worlds were destroyed; now, they will have the chance to save it.

Of course, a GM can ignore all of this and simply employ the concepts presented here to create an original setting. Each idea can be disassembled and constructed to form a unique setting. GMs are invited to rebrand any definition to meld into an original idea. Further, **Terminals** itself is entirely malleable, and as such is not presented as a singular adventure given the amount of customization available. It is a world players and GMs can individualize, so any restricting by this book by defining a set location, time, or objective, would be against the philosophy of this setting. THAT being said, there are a FEW recommendations (though the intent of them is to encourage distinctiveness) to make each game group's **Terminals** campaign unique.

PLAYER CHARACTERS

As mentioned above, each character should derive from a distinct reality. This allows a wider variety of backstories than standard character creation, as players are no longer bound by the setting they are in—possessing unlimited discretionary power to create any world they may have come from (unless the player selects the resident Earth, in which case, it's up to the GM). However, if left entirely to

their own devices, players may in turn create a character that does not integrate well with the other players or even the motivation of the campaign. Therefore it is also important that characters be built as a group rather than individually, to ensure compatibility and that what one player considers a defining element of her character will not become a distraction that can derail the campaign. It is essential that players understand that, no matter their origin or attitude, characters must be designed in such a way that, eventually, they will form a party that is compelled to remain together. This leads to a suggestion readers will consider self-referential—that characters be heroic. In previous DEM publications, namely *Amethyst*, we suggested characters be the "good guys," the heroes of the story. This recommendation carries into **Terminals** as well, but here, there is absolute justification.

Outside of that, players should possess the freedom to design their own universe however they wish. Will there be magic, giant robots, or both? Will it be steampunk, dieselpunk, atompunk, space opera, or something more 'normal'? But more than that, what was the culture like? Was it theocratic, bucolic, or post-apocalyptic? Was the character previously a freedom-fighter, a loyal knight of the empire, or a bandit? Regardless, any titles or labels are worthless in this new world. Having said that, players should still construct their full lifepath as normal, as it shapes disposition, outlook, and the potential of the past returning to haunt the living.

GAME MASTERS

One aspect of **Terminals** not defined is the destination—the Earth all the travelers fall into. The book avoids specifying which universe $806^{4}.4616^{15}.0110^{25}$ is. The GM can select any setting presented here or create her own, then allow players to choose their point of origin, either another reality presented in this book or one of their own creation.

If players are designing mecha, then the GM should indicate certain modifications/aspects as unique, which only one character can flag. For example, perhaps only one mecha can transform, wield energy swords, operate via anti-gravity, employ magic, or be actually alive. Cockpit design should be so distinctive that no character could hijack another's mecha without being taught its operation. Although not mandatory, character race can be unique. One character could potentially be an elf, or an alien, or a mutant. One could psychic or an android.

Before establishing any guidelines, the GM should define the destination reality, and the campaign's perceived power level. Unlike many other games, it is suggested players create characters of moderate power (at least level 4 or higher). The reasoning is obvious—a 1st level character lacks significant distinctiveness. Equipment is minimal, and advanced gear (magic, advanced tech) is negligible. If possessing mecha (as we will see later), even a 1st level character will count as higher level. At higher levels, characters are more well-defined; they will be able to bring more unique higher-level items with them from their own universe.

Ultimately, the level is up to the GM to define, but she is also responsible for ensuring the players create characters that are mechanically as well as personally compatible with one another. While players are recommended to personalize their origin universes, these should still not be made isolate from GM guidance, less they create a character from that universe that is wholly incompatible to the dynamics of the team they will eventually form with other characters. Some players may get so swept up in the details of their universe, they'll forget their character will quickly be dragged from their universe to a new one and be compelled to work with other refugees towards a common goal.

DESIGNING

A GM should define universe $806^{4}.4616^{15}.0110^{25}$ first before aiding in player creation as it will help players and GMs work together to ensure no one is left out when the campaign finally begins. Will there be dungeon delving? If so, how will a giant robot fit? Will it be in space? If so, will a ranger be able to contribute? These are all aspects to consider. To help, a GM should answer these questions.

What state is Earth in? Was it nearly destroyed by Kohler Maelstrom? Are there artifacts from the other realities strewn about like a junkyard? Did life return to normal with walled exclusion zones where the largest artifacts fell? Was Earth even affected at all; maybe the impact was minor with most of the artifacts floating in space, creating a graveyard of lost relics for characters to explore. Earth may be precisely as it is now; it could be a thousand years in the past or a million years in the distant future. Feel free to break from expected reality—have characters arrive in a fantasy world already populated by monsters or within some fanciful science-fiction-inspired megastructure. Are they characters isolated, or are they part of a large organization tasked now with defending the planet?

Options are limitless, but ultimately, **Terminals** suggests an overarching campaign revolving around the arrival of the Antigen. As characters were pulled into this reality, so were Antigen invaders. Although not a full invasion force, this minor infection could expand to destroy this world if not found and dealt with. They may be a continuous threat or a sporadic one.

Finally, a GM should entertain any crazy idea that enters her head. **Terminals** should be a little chaotic—feel free to mix genres. Maybe an Earth-bound story carries the heroes temporarily to another world. If they need a spaceship, make the vessel from an entirely different reality with its own unique properties the characters must discover. If a base of operations is required, make it another displaced artifact, a massive derelict vessel, a castle atop a mountain, or an alien moonbase.

MANY WORLDS

Here is a list of possible worlds, either defined as player origins or the resident universe they all find themselves in. **Necropolis** and **Periphery** can also be included, but they are listed in detail in their own adventure sections. Listed below are basic ideas players or GMs can use as a jumping-off point.

EPOCH

Within this universe, Earth (known as Roksha in this reality) is a member planet under the Epoch—a religious empire on a never-ending crusade to save civilizations from destroying themselves. The Epoch forces their dogma believing that to not adhere to it would result in calamity. That being said, when a world objects, it is destroyed. With under a hundred planets (including satellite colonies) under their control, the Epoch, though powerful, is still considered an immature empire with a lethargic rate of advancement given religious inhibition and corruption. However, as they are smart enough to appropriate technology from their conquests, they have only just managed to remain progressive.

Despite being still a Type-1 civilization centuries from erecting their first Type-2 megastructure, the Epoch had cracked the code on gravitational propulsion theory, allowing incredible achievements in speed in maneuverability, an advantage the Epoch exploited in their conquest of lesser worlds. Despite this, the Epoch is never expected to reach Type 2, fated to be torn apart by internal dissension, most of which are led by a resistance faction, the Sedon. Although human, the Epoch have employed medical technology to extend their lifespan in excess of 300 cycles. The oldest among them are the Preservers, the highest-ranking individuals in the Epoch, and the only ones immune to Epoch doctrine.

Advances. *Transhuman, Anti-Gravity, Transformation*

THE PSYCHIC WARS

Earth (known as Soma in this reality) has been torn apart from thousands of years of conflict due to the petty ethnic clashes of two factions, the Telos and the Arche, with ingrained animosity tracing back to before their recorded history. With nearly identical genetic similarities and political doctrines, the only presumption as to the source of the conflict stems from the emergence of two influential leaders, the Demi. Both Kaethos and Paethos believe each other to be the rightful ruler of the world and originally split the population nearly in half.

Early in their evolution, the people of Soma developed psionic ability, able to employ their minds to alter the physical state of the world around them as well as the minds of other individuals. As the lines of conflict became defined, it was discovered that each Demi possessed the ability to distribute half the psychic energy of the population. The rate of psionic aptitude for each faction was based off the leader and not the population, resulting in an unfortunate consequence that as the population of one side reduced, individual psychic power would increase, meaning no matter how far the battle swayed throughout the millennia, the odds were always even, creating a stalemate that appeared to last forever. Not even the advancement of technology could swing the balance as psychic lenses, and psionically powered mechanical augmentations simply funneled more natural energy to the opposite side.

This conflict turned Soma into a wasteland until the "Eternal" arrived. This hero preached balance and found her own smaller sect. The most potent single psychic on Soma, the Eternal is also immune to the Demi's psychic distribution. While the Demi are immortal, the Eternal ironically is not, though killing one instantly spawns a reincarnation. And with each rebirth, the Eternal becomes more powerful, threatening to sway the conflict so that neither Demi emerges victorious, though both have vowed they would rather see Soma destroyed utterly then to capitulate to anyone else, especially a third party.

Advances. *Psionics, Esper Lens*

PLANET ICE

The ice caps were melting from increased temperatures via manmade climate change, rising ocean levels and threatening to drown every coastal city on earth. Millions were either displaced or killed. In a final effort to avert complete disaster, the industrialized nations of the world developed weather control technology, but lacking full control of the system, coupled with an underestimation of how the global climate was interconnected, when the machine was turned on, it began to flash freeze the entire planet. Despite shutting the system down, the process couldn't be stopped, and Earth had frozen. Millions more died, and those not taken starved, especially in poorer countries. The rest got to calling the event the "Stade."

Only those with the resources and manpower to establish shelters survived, resulting in a resurgence of robots. Automation was critical as nuclear, solar, and wind power was still plentiful to run these systems while food stores were scarce. In time, artificial intelligence progressed to the level where it could influence colony policy, and many of the more powerful subterranean dwellings relinquished at least partial control to them, specifically to a group of advanced AI androids known as "specialists." This was not a uniform decision, and many colonies refused to embrace automation. Resorting to manual support, several colonies froze over from failing reactors while others devolved to raiding other colonies for batteries and food. The largest colonies like Strasbourg, Nara, and Gatineau have even developed androids to make distinguishing organics from inorganics virtually impossible, and in the case of Nara, robots make up 80% of the total population. The colonies resisting this trend formed the BLOC, accusing the others, independent MEK colonies, of slowly eliminating their human population in a slow crawl to take over the planet. The MEKs refute this, though admit population growth is slow within their colonies—this is mandated to ensure overpopulation does not force people to starve, a problem plaguing the BLOC.

Advances. *Androids, Automation*

THE GENOME

Everything changed after the discovery of the genome. Society was already adapting to the social and economic upheavals surrounding the onset of the industrial age. Mechanization had been sweeping the globe, following quickly by steam power in the early 1700s. Despite speculation about what the future may bring, it was quickly diverted into a new reality once Sir Eugene Hunter revealed his breakthrough to the world at the tail end of the Indus-

trial Revolution. The organic compound could, with nominal energy induction, could be used form any shape and density required. Later, it was discovered that with the introduction of natural resources (like water, earth or light), genome could operate without the introduction of clean energy. Genome revolutionized manufacturing within the United Kingdom, becoming the most versatile and durable construction material available. By the time the discovery was displayed to the rest of the world at The Great Exhibition in Hydde Oark in 1851, Hunter's government-endorsed company, Hunter's Macrosystems, had developed the technology to include the construction of self-powered automatons relying exclusively on genome.

Medical advances were simultaneously introduced, as genome could mimic the properties of limbs and organs when shaped into the desired purpose. In a sudden shift in technological development, mankind had developed robotics and cybernetics before the arrival of nuclear power and computerization. The latter would emerge through genome as its potential applications were expanded. It could be programmed to function as an electronic circuit, an innovation that would begin to also create complications for Hunter's company (now run by his children). It became clear genome technology was indeed far beyond the capabilities of a mid-level structural engineer from Watford.
Additionally, genome is grown, not extracted or formed, devouring natural resources to create itself, a process that refining curtails. It became clear by the end of the 19th century that genome was extraterrestrial in origin, a secret held back from even the British government until world scientists had an opportunity for extensive study as the technology spread throughout the globe. By the time genome's darker secrets emerged, most of the world was reliant on it. Like all things organic, genome evolved and attempts to control it became increasingly difficult. If damaged, genome had a tendency to absorb anything and use that to regenerate. This was initially considered one of its strongest benefits until discovered that unless the material were controlled by refinement, it would keep going. Genome had evolved into a virus.

By the end of the 20th century, every nation had been appropriated, and all technology had converted to biomechanical. In the present age, sprawling biological cities tower miles from the Earth. Only the rich see the sun. The sound of wind and rain has been replaced by the gurgle of sewers and the howl of turbofans, straining to circulate the air, vent the gasses, and lessen the odor of the dying nature of old Earth. The governments of the world were terrified of the Pandora's box they opened; genome couldn't be stopped, but if controlled, it's expansion could be paced with humanity's and be mutually beneficial. If the balance were broken, mankind would be absorbed along with everything else. That impending threat is slowly becoming a reality. In areas where genome is uncontrolled, regions which are growing by the year, genome can sometimes act strangely, which segments breaking off from larger structures, develop motor functions, and rudimentary intelligence with free will and self-control. Most of these rogue devices would then run rampant between the cities. The process is called "breaking" and has resulted in manifestations as small as a cat or as large as a city, sparking conflicts in a world that had believed progress had finally ended war. Now mankind has found itself in a struggle with the very technology it uses in daily life.

Advances. *Bioenergy, Techno-organics, Regeneration*

ANTIKYTHERA

After the failed assassination attempt of Alexander the Great in the year 13 of his reign (equivalent to 323 BCE; in this timeline the Gregorian calendar never existed, but is used here for reference), Macedon chose to centralize its power around the Black Sea and eastern Mediterranean rather than expand further eastward into Arabia and India. When Alexander finally died in 49 BA (287 BCE), an established governing authority left in his stead allowed for the continued stability of Macedonia, especially against impending conflict with Rome. An alliance with Hannibal of Carthage led to a victory again Rome in their war of 131 BA (205 BCE). By 186 BA (150 BCE), Macedon had nearly uncontested control over the Mediterranean, preventing Roman excursion leading to an eventual annexation of Rome by 211 BA (125 BCE). The position of Greek culture around the region suppressed the growing monotheistic faiths emerging from the east and coupled with the continued endorsement of critical thinking and information gathering sponsored by state-run universities like the Library in Alexandria, Western Civilization found unparalleled and unrestrained advancement in the fields of science and technology. Devices such as steam power and drive gears found wide-spread applications as early as 410 BA (75 CE), catapulting the Macedonian empire well beyond those of nearby cultures.

Around 500 years later, another monotheistic religion emerged, though this one was harder to suppress, by then, even the old gods had been forgotten in light of the meteoric success of enlightenment. Other great civilizations emerged to control the north, east, and far west, and despite several great wars over the intervening thousand years, the time lacked any crusades or jihads, resorting to conflicts over resources and ethnic variations. It eventually culminated in the intergovernmental organization, the Territorial Alliance, formed from Macedonia, Britannia, Gupta, Qin, Scythia, and the National Union. The TA helped temper conflict, quell internal strife, preventing world wars and stepping in during the Union Rebellions of 880 BA (545 CE) and the Tibetan annex of 945 BA (610 CE). By 1080 BA (745 CE), a World Parliament had been formed with Antioch as its capital (and Greek as its official language), simultaneously ushering in the industrial age. The information age would arrive soon after at the turn of the year 1330 BA (995 CE), along with a series of brutal slave rebellions that reshaped governmental policy the world over. By the year 2330, mankind reached what had been dubbed as the "Imagination Age." Relativistic Light Speed drives built onto spacecraft the sizes of small worlds took decades to shepherd colonists to and from distant star systems while advances in digital technology permitted the creation of any virtual environment to those willing to escape the reality around them. A partial-Dyson sphere

around the Sun has begun to harness a massive amount of energy, allowing the first wormholes to be stabilized to shortcut distant worlds (including the Delos incident, when the AO Ionia Foldship reached the colony on Delos in three months, arriving five years before the Ramjet Theodoris Colonial which left Earth 75 years earlier).

Alas, it was around the turn of the 25th century *Basileia tou Alexandrou* when distant colonies found relics of a much older and advanced alien species (which at that time had been named the Anunnaki). It is believed this civilization has not died out, that they are at least a million years more advanced than man, and that they had spread through this half of the galaxy at some point before being pulled back. Where they are and why they faded is unknown, but experts believe it is only a matter of time before the answer is revealed.

Advances. *Beam/Energy Weapons, Energy Shielding, Fusion*

SYMBIOSIS

One would think Terra had been the source of more than one interdimensional invasion, but in this universe, the laws of nature don't function the same as other realities. Intelligent thought can, for reasons unexplained, alter the world. On an individual scale, this influence can only affect one's body or immediate vicinity. Groups or very powerful specific people can affect the world on a larger scale. One could call it magic. To those of Terra, it was called the Key. This alteration to accepted observable laws is not a break, but are rather addenda, specific exceptions to situations, allowing the impossible to exist. It has dramatically affected evolution, allowing genetic throwbacks to survive through the ages. By the time of the Bronze Age, many competing homonid species had yet to go extinct such as Erectus, Neanderthal, and Ergaster. They were joined by several new variations all part of the same genus, and each capable of harnessing the Key is different ways. Segregation occurred not through biological drives but sociological ones; despite being genetically compatible, these species grew apart on the same planet, developing independent cultures, religious dogma, and language. While some invested in skepticism and scientific development, others wallowed in fanaticism and aggression.

Accessing the Key required effort—few people were naturally gifted, and more bucolic civilizations (wholly referred to as keyfolk) excelled while others preferred to focus on technology. Eventually, this direction began to define a culture, and soon several races began to possess greater power of the Key than others. They would rely on their Keymakers and Keybreakers to progress and drive their society while others trusted mechanization and industrialization. One such later example was The Realm—populated by sapiens believing they held the right to claim the entire globe based purely on assumed superior genetics. After the rise of the Information age and possessing superior technology to the others, the realm claimed the high ground, space, and later began making targeted non-nuclear strikes upon rival nations by employing kinetic orbital strikes. The only race powerful enough to counter the realm was Arcanus, which hoisted floating mountains past the mesosphere and engaged the realm with spellcraft. The resulting conflict devastated the planet but forced the realm from Earth entirely. Those left on Earth were forced to capitulate to neighbors, reforming as the Union. Realm outcasts claimed Luna, where they remain to this day. The sudden reveal of Arcanus' capability to leave the veil of Earth employing the Key allowed what was believed un-

thinkable. The first Keyholds, fanciful and extravagant animated starships made from wood, earth, and steel, took to space, establishing colonies on nearby worlds as well as floating cities, often built on Earth, sealed in via magical shields, and lifted out of the sky.

This eventually led to the creation of the Keyslaves—the first attempts to blend the mechanisms of technology with the power of the Key. These often-imposing machines possess the spirit of life without the diversions of intelligence, requiring a merged pilot to operate. Later larger models (matching those of the largest living creatures) necessitated an off-site proxy, a specialty trained "Cypher" possessing both a psychic link to the keyslave as well as its pilot, handling functions while the pilot focuses on the task at hand. A few of the largest keyslaves employ several ciphers, but since the construction of these intelligent golems requires almost as much energy as the keyslaves themselves, it is generally not suggested that the keyslave carry the cipher as a passenger. Some slaves are so powerful that the only way to defeat one is to find and locate each cipher. Despite not being born, and being effectively animated constructs, ciphers look humanoid, and several pilots have claimed a closeness with their ciphers that transcends boundaries regarding species exclusion. The keyfolk have established their foothold on Terra, forming an unsteady alliance, the Homitant, with diverse species holding seats, from the still almost entirely evolution-based Ergast, Sapiens, and Thall to key-based species such as the Daemon, Waru, and Alboin. Meanwhile, the Realm has secured their position on the moon, turning it into a nearly hollow super fortress, making a direct assault costly. Another war is inevitable.

Advances. *Energy Cache, Remotes, Thought Control, Teleportation*

THE OUTLANDS

The more things change, the more they don't. Once powerful multi-national corporations had nearly destroyed Earth through strip mining, unregulated polluting, and eventual nuclear war, they turned their sights to the other worlds within the solar system. Competition devolved into outright physical conflict over mineral rights on the moon and the responsibilities regarding the terraforming of Mars. With the latter, the companies most responsible for converting the red planet to a livable world would be the ones with the greatest claims to the territory after. The conflict threatened to destroy Mars before terraforming could even begin, with several corporations employing ice comets to melt polar caps and seed the planet with water, though in actuality dropping the projectiles onto their competitor land-based operations instead. A similar conflict occurred a century later regarding Venus. By the time this seemingly endless corporate war had expanded to the outer worlds, many of the smaller corporations forged an alliance, the "Shop," to keep the larger ones in check. The most egregious violators were Conglomerates Amalgamated, Pyrite, and Network but even they couldn't stand up to the might of the hundreds of allied companies demanding oversight. This included significant voices once more guilty of harsher past crimes including Subarashii, Viridian Dynamics, Globex, Eurocorp, and Yoyodyne. This resulted in two pan-corporate agencies, the first a military arm funded by the shop called the Off-World Military, and the second an independent authoritative law enforcement agency known as the Outer Marshals. In order to swell OWM numbers, legions of Genetically Remodified Universal Technology Soldier (or GRUNTS) were created, who then quickly rebelled, took over their conception facility on Earth, as well as most of the planet (as they were exceptionally resistant to radiation), and declared themselves independent, requiring their replacement in the OWM with androids. Less rebellious androids, who then in time eventually assuming control over most administrative functions within the OWM as well as handle the heavy lifting as well. Despite attempts, the Outer Marshalls have always remained human, with authority over any jurisdiction they are given, whether it be mining colonies, or transport vessels, or corporate habitats.

However, the Marshalls are in short supply, and despite possessing the power to deputize anyone trustworthy, most locations off-world are nearly lawless. Mars especially, despite maintaining a breathable atmosphere after 500 years of work, still resembles a desert. Venus is not that much better. IN the present age, the majority of moons from Earth to Neptune possess colonies with the first generation-ships preparing to push onto the nearest star. Attempts to retake Earth have failed, and despite efforts and maintaining the peace, armed conflict between members of the Shop appears inevitable as mining claims grower fewer. Space stations are built daily, pulled into a location, populated, but can often be abandoned as projects fall through. There are now more near-abandoned "ghost" stations than ones fully populated, with ground-based stations not faring too much better. To make matters worse, jackers have emerged, unified bandits operating from secret location preying on those incapable of defending themselves. It has truly become a lawless frontier.

Advances. *Ablative Armor, Weapon Mounts, Genetic Advancement*

Editorial. *Terminals was a campaign I ran in the late 1990s and was specific in certain setting elements, elements I have removed here to offer more creative freedom to GMs (plus I don't like them that much now). Affinity was built from similar DNA and was created much later (2012). Both settings involve parallel realities, but where Terminal deals with traveling between universes suffering from a similar fate, Affinity is more surreal and abstract. But certain core similarities will be impossible to avoid.*

TWO: BIRTH

Excluding social constructs, race separates populations by distinct genetic differences beyond surface marginal distinctions. As a result, the vast majority of settings will only feature one race, humanity, though these can benefit from genetic diversity (see later). Other races offered here suggest several extreme variations players can select based on the parameters set by the GM.

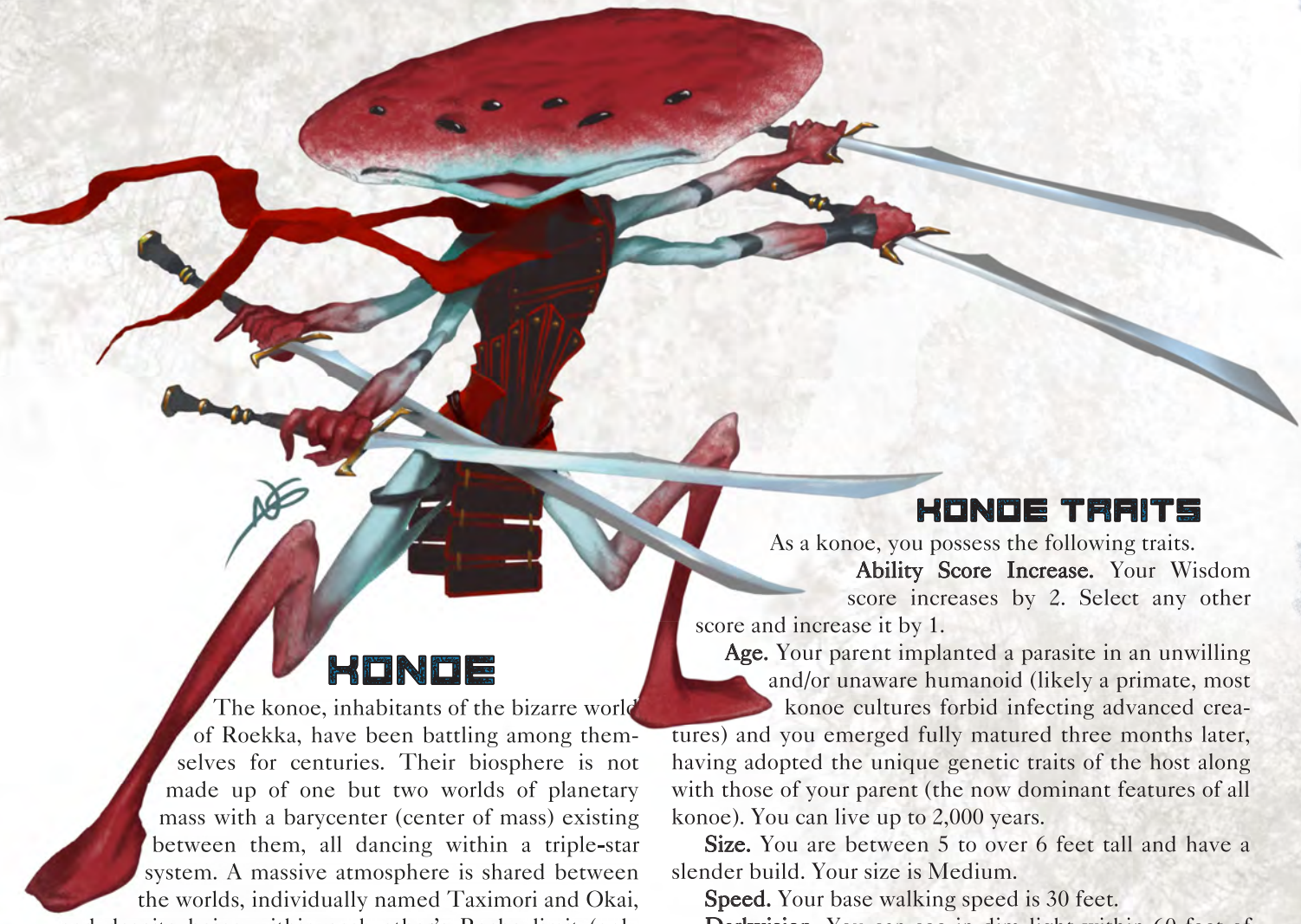
While some races offered here cover multiple variations, others detail a specific entry for a specific style of setting. In nearly every case, these races can be adjusted to conform to the setting or character concept. Because this book cannot account for every option, it is up to the GM to determine if the final selected race (after determining specifics) is balanced for the game being played.

Editorial. In other DEM publications we have preferred the term 'species' when referring to what the d20 ruleset has always termed 'race' because of the word's unfortunate sociological connotations (and because in the Amethyst *setting different types of humanoids* are *actually different, genetically incompatible species that can only interbreed through magic). As this is a more generic product, however, we here use the term 'race' in the all-encompassing biological sense, as in 'the human race'. Phenotypical subdivisions within species are properly termed 'ethnicities,' not 'races,' and should not be differentiated by game statistics (although specific cultures, which may or may not be ethnically distinct, can be distinguished by common skill and tool proficiencies).*

ALIENS

Any creature that does not share the genetic covenant with which we are familiar is considered an alien. Aliens are complete organic abnormalities, creatures that cannot emerge as a result of the progression of evolution seen on the game setting's default world. Cultural and religious differences would occur as well, obviously. Of course, the adverse could be true—maybe the ordinary humans are the invaders, and the aliens are the innate inhabitants of the world. Ultimately, these creatures do not follow many of the expected guidelines regarding standard races. (For purposes of gameplay, 'rubber forehead'-type aliens should use one of the human variant options, another option from this section, or another appropriate option from a compatible 5E product, regardless of their actual biological origins).

Although aliens featured here include basic history, they can be ignored for your own customized setting.



KONOE

The konoe, inhabitants of the bizarre world of Roekka, have been battling among themselves for centuries. Their biosphere is not made up of one but two worlds of planetary mass with a barycenter (center of mass) existing between them, all dancing within a triple-star system. A massive atmosphere is shared between the worlds, individually named Taximori and Okai, and despite being within each other's Roche limit (only 3,000 kilometers apart), both planets have remained relatively intact, though it hasn't stopped massive earthquakes and storm activity from tearing most lands apart. Despite this, the konoe have endured. Panspermia ensured both worlds would possess similar ecosystems and, the konoe quickly crossed from their home in Okai to conquer both planets. Their technology evolved to utilize flight above all other forms of transportation, mastering lighter than air vehicles and other aircraft, eventually resulting in floating cities in the expanse between worlds.

The konoe are asexual fungal organisms that evolved from a native form of cordyceps—parasitic fungus that grows within living creatures. The invading mycelium mutated millions of years ago to adopt characteristics of the tissue it was absorbing and replacing. When the host died, the fungus would emerge bearing a striking resemblance to the creature it killed. This eventually spread to more advanced lifeforms, acting as a plague upon the world until finally reaching the dominant primates that only recently developed the use of tools. By this point, the konoe still lacked any form of consciousness and were not aware they had wiped out the most evolved creature on the planet. The parasite had finally inherited a larger brain and opposing thumbs, assuming their hosts' path to civilization.

KONOE TRAITS

As a konoe, you possess the following traits.

Ability Score Increase. Your Wisdom score increases by 2. Select any other score and increase it by 1.

Age. Your parent implanted a parasite in an unwilling and/or unaware humanoid (likely a primate, most konoe cultures forbid infecting advanced creatures) and you emerged fully matured three months later, having adopted the unique genetic traits of the host along with those of your parent (the now dominant features of all konoe). You can live up to 2,000 years.

Size. You are between 5 to over 6 feet tall and have a slender build. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

Big Cap. Your head contains a powerful extrasensory organ. You can detect and pinpoint the origin of vibrations in the air as a creature moves through it. You automatically know the location of all creatures not underground within 30 feet of you. Additionally, you possess six eyes and can see all around you (you do not see invisible or ethereal creatures).

Inherited Knowledge. Your parent passed on part of its knowledge onto you. You gain proficiency in one skill of your choice.

Languages. Your native tongue is a form of touch-based telepathy compatible with other konoe. On Roekka, you can transmit messages across a biological fungus-network that can instantly connect to any konoe touching the ground for up to 200 miles. You can also use your telepathy to communicate along this network (if you are touching it). You can also speak one additional language.

Sustenance. If you remain upon natural soil (that is part of an ecosystem) for at least 2 hours a day, you are considered to have absorbed all required nutrients for that day. You do not require food; you still need water. You are also considered fully rested. You can get inebriated from any acidic liquid, including lemon juice and vinegar, the more acidic, the more potent.

Alkaline Vulnerability. You are incredibly vulnerable to basic compounds—those with a high pH, including bleach, ammonia, and even soap (though thankfully, you always give off a slightly earthy, sweet aroma). You suffer 1 damage per level of pH over 7 every round until cleaned. Common hazards include saltwater (1 damage), baking soda (3 damage), bleach (5 damage), sodium hydroxide (7 damage).

Multi-Limbed. You possess four arms and are ambidextrous. When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack. Additionally, you are not limited to wielding only light weapons; you can wield any non-two-handed weapon (this includes versatile one-handed weapons). If you do wield light weapons in all four limbs and take the Attack action, you can use a bonus action to attack TWICE with different light melee weapons that you're holding in other hands. However, in this case, you don't add your ability modifier to the damage of the bonus attacks (unless that modifier is negative).

KHITIN

The Sargasso Graveyard measures 7,496,000 kilometers end to end and is comprised of 1.2 billion objects, most of which are useless trash. However, some are intact starships with still functioning life support. Despite the crew being long dead, stowaway lifeforms persisted, resulting in the eventual emergence of the khitin after hundreds of thousands of years.

At least, that was the theory of how they emerged. Other theories point to an unstable black hole drive on the largest surviving vessel, the Yericho, opening a tunnel into an alternate reality, allowing the khitin to enter. Regardless, the hulk of the Yericho was where the khitin first appeared, within the lower decks of the 25-km long shipwreck. Sargasso was only recently discovered and subsequently named, a million years after it was thought to have been created, the byproduct of an epic clash between empires, which obviously resulted in mutual destruction as neither empire exists today. The instability of the remaining functioning reactors has warped spacetime, resulting in unexplained phenomena including time displacement and spatial paradoxes. If a vessel goes missing anywhere in the universe, it is thought to eventually end up at Sargasso. There are reports of naval vessels, ground vehicles, and ancient sublight spacecraft hundreds of light-years from where they could have launched, a perfect breeding ground for the most enigmatic alien species.

Khitin are extremely tough to kill; they are immune to zero-pressure atmosphere, most radiation, and are encased within an armored exoskeleton made up of hardened protein, calcium carbonate, and a unique polycrystalline ceramic that appears naturally produced. Throughout a khitin's life, it will shed its shell at least five times, but unlike other species, will not devour the leftover carcass, which has resulted in a popular offshoot industry of this durable material, often marketed by the khitin themselves. After appearing on the Yericho, the khitin learned of their surroundings, adapted, and spread to other intact vessels of Sargasso, until they had created a civilization among the graveyard. Scavengers were eventually repelled, and the khitin's claim over the graveyard became uncontested. Aggressive incursions in their territory are rightfully defended, and outsiders have made claims of the khitin's barbarism and ruthlessness, easily believed given their inhuman appearance.

Unfortunately, this is far from the truth.

Possessing no natural predator, the khitin never needed to develop an aggressive attitude to outsiders, and having picked up their culture and knowledge from the hundreds of civilizations represented within Sargasso, the khitin became tolerant and open to peaceful engagements. Although difficult to believe, most khitin are calm and intelligent, possessing empathy and curiosity, and given their upbringing surrounded by technology, are hotly desired as engineers and scientists. Their physical appearance and physique made them wanted in military channels despite a khitin's general abhorrence of violence.

It just goes to show, you can't judge a book by its cover.

KHITIN TRAITS

As a khitin, you possess the following traits.

Ability Score Increase. Your Intelligence and Constitution each increase by 2. Select any other score and increase it by 1. Your maximum Charisma score at character creation is 14 instead of 18.

Age. Your parents produced a fertilized egg nearly as impossible to crack as a khitin carapace, and you broke from it a softshell newborn. After feeding on the bulkheads of the surrounding vessel, you eventually shed several more times until reaching maturity, which only takes a week. You are required to shed at least twice more before being allowed to leave Sargasso. A khitin lives for at least 200 years.

Size. You are between 6 to over 8 feet tall. Your size is Medium.

Speed. Considering you have six legs, your base walking speed is 40 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

Languages. You speak the clicks and pops of the khitin native tongue. You also possess two additional languages. Because your vocal muscles are rooted deep in your skull and do not require your mouth to articulate, you speak perfectly without needing to move your mouth.

Spider Climb. You can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. You also possess a climb speed of 20 feet. You never suffer disadvantage due to zero or microgravity.

Exoskeleton. You cannot wear traditional armor. You can either be a heavy khitin or a light khitin. A light khitin has an AC of 12 and can add its entire Dex modifier to AC, and a heavy khitin has an AC of 16 and cannot add its Dex modifier to AC.

Sustenance. Khitin are silicon-based and devour inorganic material to survive; this includes metal, plastic, and carbides, leading people to believe the khitin are in actuality sentient alien machines. Their acidic saliva is employed to dissolve and devour these compounds as quickly as a caterpillar eats a leaf.

Acid Spit. As an action, you can eject a corrosive acid from your mouth with a range of 10 feet. If you hit, the target suffers 1d4 + Dexterity/Strength modifier acid damage and half that amount at the beginning of your next turn.

Molting. Upon reaching a level granting an Ability Score Improvement (4th, 8th, 12th, 16th, and 19th), you must undergo molting to gain that level's benefits, requiring you to spend an entire day (24 hours) prepping and another hour to emerge. After this, you lose your AC for another full day. When the process is finally concluded, your AC is restored and increases by 1. If you decide to gain a feat, you don't have to molt, but you also don't gain the AC improvement. If you select the feat but still molt, you gain the AC improvement but not the ability score improvement.

ALTERED

Despite what comic books claim, radiation is not known to create functional mutations that would benefit an affected creature, and even if it could, the subsequent DNA damage would kill that same creature in a matter of days. But there are certain chemicals, viruses, or procedures that could potentially result in a functional mutation.

The end result is a creature once considered human. He or she is aberrant, periphery to the original species. Calling them mutants could be regarded as pejorative as they need not be visibly malformed. In various settings, they could be called transmuted, altered, or aberrant.

Note: This race can also be used as a template to create other humanoid alien species.

ALTERED TRAITS

All altered share a few common traits.

Ability Score Increase. Increase one ability score by 2 and another by 1.

Age. You live the same as the average human (adulthood in their late teens and living less than a century).

Size. Like humans, altered vary wildly in height and build; your size is Medium.

Speed. Your base walking speed is 30 feet.

Language. You speak the common language.

Mutations. There are no altered subraces; instead, what follows are specific various modifications you can possess. Select up to two. You may also select a single Drawback, which allows you to select a third mutation. You can accept a +1 level adjustment to select two additional mutations. There are two tiers of power; choosing the same one twice gains the second tier. Some are also listed with a third option, "Feat," indicating if you pick both tiers, you can select this third ability as a feat later. Altered mutations cannot be changed after character creation (at least not without a strong story justification).

ALTERED MUTATIONS

ALL HANDS

Tier 1. Your feet are articulate. Your speed is reduced by 5 feet. You are omnidextrous and can hold weapons with any limb. You gain a climb speed equal to your normal speed.

Tier 2. You have advantage with all grapple checks, both attempting and escaping.

Feat. If you can make more than one melee attack with an action, you can make one additional melee attack with disadvantage as part of the same action.

AQUATIC

Tier 1. You have slightly scaly skin. You have gills and can breathe underwater. You gain a swim speed of 20 feet.

Tier 2. Your swim speed increases to 40; you have webbed feet and hands. Good luck concealing that.

Feat. You have developed sonar. Underwater, you have advantage with all Wisdom (Perception) checks, and you

cannot be surprised. You gain blindsight 60 feet. You have advantage with Dexterity (Stealth) checks while underwater.

ARMS

Tier 1. You gain two additional arms equal in Strength to your primary arms. You can wield two two-handed weapons, and one arm can operate as a brace for a heavy weapon.

BIG NOSE

Tier 1. You have advantage on Wisdom (Perception) checks that rely on smell.

CARAPCE

Tier 1. You have a natural armor value of 12 + Dexterity modifier.

Tier 2. You have a natural armor value of 17 but cannot wear heavy armor.

CHOPPERS

Tier 1. Your jaw is slightly elongated and your teeth... what big teeth you've got. Your bite is a natural melee weapon. It inflicts 1d6 piercing damage.

Tier 2. The damage die increases to 1d8.

Feat. You can use your natural melee weapon to make a single attack as a bonus action.

DEFORMITY

(Drawback)

You possess a visible deformity that makes hiding from authorities and bigots difficult. You have disadvantage with all checks involving Charisma.

Note: If using Altered as a template for 'rubber forehead' aliens, do not use this as a Drawback – instead, it is situational when dealing with particularly prejudiced members of other species.

DIGITIGRADE

Tier 1. Your legs are not shaped like a normal human. You walk entirely on your toes, with long ankles and short upper legs. This is very noticeable. You have advantage on Strength (Athletics) checks when performing a jump. Your speed increases by 5 feet.

Tier 2. You Strength is counted as +4 when calculating a jump. You can reduce a fall by 30 if you are not incapacitated.

Feat. You have advantage on Dexterity (Stealth) checks when attempting to move silently.

ENHANCED

Tier 1. Gain a +2 bonus to one ability (even one already boosted by a race feature).

FINE HAIRS

Tier 1. You have advantage on Wisdom (Perception) checks that rely on touch.

FRAGILE

(Drawback)

The amount of hit points you recover from spending hit dice is reduced by 1 per die (minimum 1).

IRON NAILS

Tier 1. These don't crack. They are also long and resemble silver. You can grab onto basically anything. You have a climb speed of 20. Your hands become natural melee weapons. They inflict 1d4 slashing or pierc-

ing damage. They have the finesse and light property.

Tier 2. Damage dice increases to 1d6, and you have advantage with grapple checks.

Feat. As an action, you can make two attacks using your *iron nails,* and your claws gain the AP property.

KEEN EYES

Tier 1. You have advantage on Wisdom (Perception) checks that rely on sight.

Tier 2. You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

KEEN HEARING

Tier 1. You have advantage on Wisdom (Perception) checks that rely on hearing.

Tier 2. You have blindsight out to 20 ft.

LARGE

Tier 1. You are Large. Your reach is still 5 feet.

LEGS

Tier 1. You gain two additional legs equal in Strength to your primary legs. Your speed increases by 5, and you have advantage with all saving throws to prevent from being knocked prone.

METABOLIC DISEASE

(Drawback)

You suffer from one of many non-communicable physical diseases, such as diabetes or hemochromatosis. You may act normal, but you better not get sneezed on. You have disadvantage on ability checks with Strength, Dexterity, or Constitution (pick two).

METABOLISM

Tier 1. You require twice as much food and water to survive as a normal person, but when you spend hit dice as part of a short rest, you roll each die twice and take the higher value.

MUTE

(Drawback)

You barely speak… to the satisfaction of all other characters. You cannot say more than 30 words per day.

QUILLS

Tier 1. Your hair is actually composed of sharp quills. Any creature making a melee attack on you suffers 1 point of damage.

Tier 2. You can toss a quill as a ranged attack. Target one creature within 30 feet as a bonus action. If you hit, you inflict 1d6 + Dexterity modifier damage.

RHINOHIDE

Tier 1. You are not pretty looking—your skin is of leather, and it's nearly impossible to cut. You have resistance to slashing damage from nonmagical weapons.

Tier 2. You have resistance to piercing damage from nonmagical weapons.

Feat. When struck with a critical hit, you suffer only normal damage.

SIMPLE DEFICIENCY

(Drawback)

Your maximum in either Strength, Dexterity, Constitution, or Wisdom (choose one) is 12 instead of 20, and that score can be no higher than 8 at character creation.

> ***Note: You can choose for Intelligence or Charisma to be similarly impaired as a roleplaying choice by assigning ability scores appropriately, but you gain no mechanical benefit for doing so.***

SLOW

(Drawback)

Your walking speed decreases by 5 ft.

SPEED

Tier 1. Gain +5-foot bonus to speed.

TAIL

Tier 1. You gain a prehensile tail. It counts as a hand. It is not easy to conceal. You have advantage with Dexterity (Acrobatics) checks.

Tier 2. Your tail has a 10-foot reach.

Feat. You gain a +1 bonus to your AC and Dexterity saving throws saves while not wearing heavy armor.

WICKED TONGUE

Tier 1. You gain a prehensile tongue. It can't hold weapons, but it does count as a free hand for grab attempts and retrieving objects. It can reach up to 5 feet.

Tier 2. Your prehensile tongue can reach up to 10 feet. You have advantage with grapple attempts.

Feat. Your prehensile tongue can reach up to 30 feet and can wield light weapons (with disadvantage).

WINGS

Tier 1. You gain wings which cannot be concealed easily. You gain a fly speed of 30 feet. You have disadvantage to any checks to hide your wings. You operate as any normal creature with flight—you must rest 1 hour for every 3 hours you fly, and you can't fly for more than 9 hours per day.

Tier 2. Your fly speed increases to 40 feet.

Feat. Your fly speed increases to 60 feet.

Animyst

Your genetic makeup has been modified in such a way as to induce rapid hyper-evolution. This was not a natural (or paranatural) mutation but deliberate genetic manipulation through either nanotech, drugs, or a virus. You gained intelligence; you developed language; your body altered to stand upright and hold tools.

Where once you were a wild animal, now you are a person. You can be one of a kind, sired by a family of like creatures or a member of a race that has grown to establish a civilization.

Animyst Traits

All animyst share a few common traits.

Age. Your life expectancy is double that of the life expectancy of the animal you emerged from.

Size. You can be up to one size classification larger or smaller than the animal you are descended from (minimum Small; maximum Large). Some animals listed originally as Large are actually only large because of their size when all four legs are on the ground. As you are bipedal, your size is generally still Medium. If you select Large, you have a +1 level adjustment.

Language. You know one language of your choice. You can also communicate with animals of the type you are descended from (bearing in mind that, as animals, what you can convey to and learn from them is limited).

Natural Melee Weapons. You either have a natural claw or bite attack (pick one). Claws count as finesse, light, slashing weapons. A bite counts as a finesse, light, piercing weapon. The damage of these weapons depends on your size.

Small. 1d4 damage
Medium. 1d6 damage
Large. 1d8 damage

Speed. Your base walking speed is 30 feet. If you initially could walk on four limbs, and as long as you have nothing in your hands, you can run on all four limbs. If you do, your speed increases to 35. When moving in this fashion, you ignore movement penalties from difficult terrain.

Subrace. The variants of animyst are dependent on what animal you derived from. Select one.

Animyst Subraces

Ape

Ability Score Increase. Your Strength score increases by 2. Your Constitution or Dexterity score increase by 1.

Climb. You have a climb speed of 20.

Slam. Your natural melee attack deals bludgeoning damage instead of slashing. You can also perform a slam as an Attack action. A slam requires both open hands but inflicts two dice of damage.

Thick. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Badger

Ability Score Increase. Your Dexterity score increases by 2. Increase either your Intelligence or Wisdom score by 1.

Darkvision. Nocturnal physiology bestows the ability to see in dark and dim conditions. You can see in dim light within 60 feet of you as if it were a

bright light, and in darkness as if it were dim light.

Keen Smell. You have advantage on Wisdom (Perception) checks that rely on smell.

Stinker. As a minor action, you can produce an unpleasant smell through anal glands. All creatures able to smell you in a 10-foot radius centered on you suffer disadvantage to all attack rolls, ability checks, and saving throws until the end of your nest turn. Once you use this ability, you cannot use it again until you finish a long rest.

BAT

Ability Score Increase. Your Dexterity score increases by 2. Increase either your Intelligence or Wisdom score by 1.

Echolocation. You have blindsight 30 feet; you cannot use echolocation while deafened.

Keen Hearing. You have advantage on Wisdom (Perception) checks that rely on hearing.

Movement. You gain fly 30 feet. You ground speed is reduced to 20 feet.

BEAR

Ability Score Increase. Your Strength score increases by 2. Increase either Your Constitution or Wisdom score by 1.

Perfect Sense. You have advantage on all Wisdom (Animal Handling) and Wisdom (Survival) skill checks.

Darkvision. Thanks to the tapetum lucidum, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

Imposing but Clumsy. You can wield two-handed weapons in one hand. You are too large and clumsy to ride a mount.

BOAR

Ability Score Increase. Your Strength score increases by 2. Increase your Constitution or Dexterity score by 1.

Charge. If you move at least 20 feet straight toward a target and then hit with your natural melee attack on the same turn, the target takes an extra 1d6 slashing damage. If a creature, the target must succeed on a Strength saving throw or be knocked prone (DC = 8 + Strength modifier + Proficiency bonus).

Relentless. If you are reduced to 0 hit points, you are reduced to 1 hit point instead. Once you use this ability, you cannot use it again until you finish a long rest.

Tusk and Nail. Your claw attack can deal either slashing or bludgeoning damage (but not both on the same attack). Your bite attack gains a +1 bonus to damage.

CROCODILE

Ability Score Increase. Your Strength score increases by 2. Increase either your Constitution or Wisdom score by 1.

Hold Breath. You can hold your breath for a number of minutes equal to your Constitution score.

Grapple Bite. If you hit with your bite attack, the target is grappled (escape DC = 8 + Strength modifier + Proficiency bonus). Until this grapple ends, the target is restrained, and you cannot bite another target.

Swim. You gain swim 30 feet.

ELEPHANT

Ability Score Increase. Your Strength score increases by 2. Increase either your Constitution or Wisdom score by 1.

Level Adjustment. Because of your size, you are level +1.

Size. You are Large but slow. Your speed is 20 feet.

Charge. If you move at least 20 feet straight toward a target and then hit with your natural melee attack on the same turn, the target takes an extra 1d6 slashing damage. If a creature, the target must succeed on a Strength saving throw or be knocked prone (DC = 8 + Strength modifier + Proficiency bonus).

Tusk and Nail. Your claw attack can deal either slashing or bludgeoning damage (but not both on the same attack). Your bite attack gains a +2 bonus to damage.

Heavy. Your size offers an advantage; your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

FROG

Ability Score Increase. Your Dexterity score increases by 2. Increase either your Strength or Wisdom score by 1.

Amphibious. You can breathe air and water.

Darkvision. Nocturnal physiology bestows the ability to see in dark and dim conditions. You can see in dim light within 60 feet of you as if it were a bright light, and in darkness as if it were dim light.

Standing Leap. You can use Dexterity (Athletics) instead of Strength (Athletics) when jumping. You are considered having moved 10 feet before performing any jump. You also have advantage with Athletics and Acrobatics checks when jumping.

GOAT

Ability Score Increase. Your Dexterity score increases by 2. Increase either your Strength or Wisdom score by 1.

Balance. You have advantage with all saving throws to avoid being knocked prone. You never suffer disadvantage due to microgravity or poor climbing conditions when moving.

Charge. If you move at least 20 feet straight toward a target and then hit with your natural melee attack on the same turn, the target takes an extra 1d6 bludgeoning damage. If a creature, the target must succeed on a Strength saving throw or be knocked prone (DC = 8 + Strength modifier + Proficiency bonus).

Inertia. Increase your speed by 5 feet when performing a Dash action.

HAWK

Ability Score Increase. Your Wisdom score increases by 2. Increase either your Intelligence or Dexterity score by 1.

Keen Sight. You have advantage on Wisdom (Perception) checks that rely on sight.

Flight. You gain flight 50 feet; ground speed is reduced to 20 feet.

Quiet. You have advantage with Dexterity (Stealth) checks when flying.

HORSE

Ability Score Increase. Your Strength score increases by 2. Increase either your Dexterity or Constitution score by 1.

Speed. When on fours, your speed increases to 40. You can move at a gallop for an hour, covering twice the distance for a fast pace (see Travel Pace).

Balance. You have advantage with all saving throws to prevent from being knocked prone.

The Finger Bone's Connected to the Leg Bone. Your natural melee attack deals bludgeoning rather than slashing damage. You have advantage when trying to maintain a grip on something with your hands, but disadvantage on actions that require fine manual dexterity.

Mount. You can also act as a mount for any creature up to your Size. If you are Large and your rider is also Large, your speed is reduced to 30 ft.

OPOSSUM

Ability Score Increase. Your Dexterity score increases by 2. Increase either your Charisma or Wisdom score by 1.

Darkvision. Nocturnal physiology bestows the ability to see in dark and dim conditions. You can see in dim light within 60 feet of you as if it were a bright light, and in darkness as if it were dim light.

Insusceptibility. You have advantage on saving throws against poison, and you have resistance against poison damage.

Play Dead. As a reaction to suffering damage but not being reduced to zero hit points, you can fall prone and imitate death. Any creature examining you must succeed at DC 20 Wisdom (Perception) check to discover your bluff. You can only remain in this state for 1 minute per character level. After you recover from this ability, you cannot use it again until you finish a long rest.

RABBIT

Ability Score Increase. Your Dexterity score increases by 2. Increase either your Charisma or Wisdom score by 1.

Digger. You gain burrow 30 feet.

Acceleration. Your speed when performing the Dash action is 40 ft.

Standing Leap. You can use Dexterity (Athletics) instead of Strength (Athletics) when jumping. You are considered having moved 10 feet before performing any jump. You also have advantage with Athletics and Acrobatics checks when jumping.

RAT

Ability Score Increase. Your Dexterity score increases by 2. Increase either your Wisdom or Charisma score by 1.

Robust. You are immune to natural disease.

Keen Smell. You have advantage on Wisdom (Perception) checks that rely on smell.

Darkvision. Nocturnal physiology bestows the ability to see in dark and dim conditions. You can see in dim light within 60 feet of you as if it were a bright light, and in darkness as if it were dim light.

SHARK

Ability Score Increase. Your Dexterity score increases by 2. Increase either your Constitution or Wisdom score by 1.

Blindsight. You gain blindsight 60 ft while underwater.

Frenzy. You gain a +1 bonus to attack any creature that does not have all its regular hit points.

Water Breathing. You can breathe underwater.

TIGER

Ability Score Increase. Your Dexterity score increases by 2. Increase either your Charisma or Wisdom score by 1.

Darkvision. Nocturnal physiology bestows the ability to see in dark and dim conditions. You can see in dim light within 60 feet of you as if it were a bright light, and in darkness as if it were dim light.

Keen Smell. You have advantage Wisdom (Perception) checks that rely on smell.

On Your Feet. You subtract 20 feet from any fall. You also have advantage to Strength (Athletics) checks when jumping.

TURTLE

Ability Score Increase. Your Constitution score increases by 2. Increase either your Wisdom or Intelligence by 1.

Carapace. You gain a +2 bonus to AC but cannot wear heavy armor.

Darkvision. Nocturnal physiology bestows the ability to see in dark and dim conditions. You can see in dim light within 60 feet of you as if it were a bright light, and in darkness as if it were dim light.

Water Breathing. You can breathe underwater.

WOLF

Ability Score Increase. Your Dexterity score increases by 2. Increase either your Intelligence or Wisdom score by 1.

Inertia. Increase your speed by 5 feet when performing a Dash action.

Keen Senses. You have advantage with Wisdom (Perception) checks that rely on hearing or smell.

Pounce. If you move at least 20 feet straight toward a target and then hit with your natural melee attack on the same turn, the target must succeed on a Strength saving throw or be knocked prone (DC = 8 + Strength modifier + Proficiency bonus). You have advantage on melee attack rolls against prone targets.

AUTOMATON

Their specific titles depend entirely on their application. This particular entry details mechanisms with some measure of independent thought and autonomy. Call them robots, android, synthetics, or simply machines. A humanoid appearance is assumed but not mandatory. An automaton does not possess organic components, and any aspects that replicate organic qualities are imitations, perfect imitations if required, but imitations, nonetheless. An automaton may visibly be indistinguishable to the life form dominant within the civilization the automaton finds itself in, or it may be obviously artificial based on physical imperfections or legally required markings. The level of individualism is not linked to an automaton's visible appearance despite assumptions, though most are not built with a purpose, and said use should reflect in the justification in appearance. Generally, an automaton made to resemble an organic creature ideally should, in some capacity, be able to mimic the attitude of said creature.

AUTOMATON TRAITS

As an automaton, you have a variety of options depending on how you were created and programmed.

Encyclopedic Recall. You have proficiency in all Intelligence checks when recalling lore of any kind.

Fixed Origin. You cannot select a background despite where you were built or conceived. You gain two proficiencies in two skills and two tools of your choice.

Languages. You gain the common tongue and four additional languages.

Low-Power. Entering low-power is similar to sleep, except nearly all outside inputs are severed. You are in a deep sleep, functioning with very little energy, allowing yourself to not die when starved. If you are prevented from entering low power when required, you can operate for one round per character level before dying. While in low power, you have no awareness of the outside world and fail all Wisdom (Perception) checks. Entering low power may be only optional, based on your selected power source (see below). You can be jostled out of low power if you suffer damage or if an ally physically disturbs you.

Machine Origin. You might have a personality, but there still remains something inflexible in your mind. You have proficiency with all Wisdom saving throws.

Power. Your power source depends on the tech level of the setting and the specifics of the GM's game world.

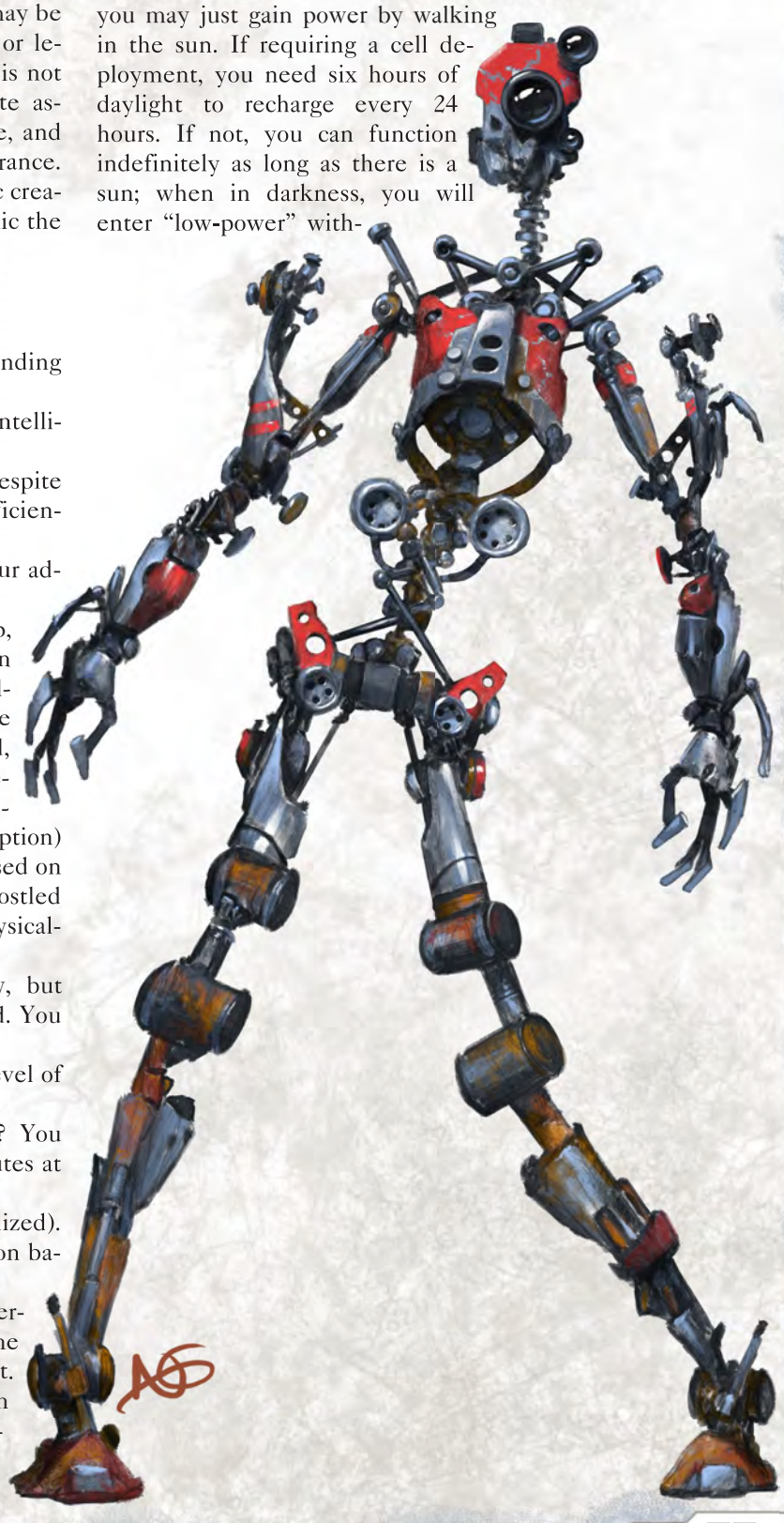
Archaic (TL1). You run off what? Steam? Diesel? You can function for 6 hours and then must take 10 minutes at a fuel source or enter low power.

Bioenergy. You actually ingest food (often specialized). You do not require being powered down. You function basically the same as a human.

Energy Cell. You function via an extremely powerful battery that cannot be recharged. Each cell lasts one week, and then you require ten minutes to replace it. This assumes a night routine involving six hours in "low-power" mode. Otherwise this time is considerably reduced.

Rechargeable Battery (TL3). Similar to an energy cell, this one functions for 20 hours before requiring 4 hours of recharging via an external supply (you are in low power for that time). The interface may require a cable or wireless induction. You may force a quick charge through violent means (touching live power cables). You'll recharge fully in one minute but will be reduced to half your current hit points.

Solar (TL4). You operate via a rechargeable battery pack. Deploying a photovoltaic cell need not be required—you may just gain power by walking in the sun. If requiring a cell deployment, you need six hours of daylight to recharge every 24 hours. If not, you can function indefinitely as long as there is a sun; when in darkness, you will enter "low-power" with-



in 4 hours unless you can find a power source.

Fusion (TL5). You possess a miniature nuclear power pack that allows you to operate without interruption for at least 125 years. If you are killed, or if you overload your reactor as a free action or a reaction to being reduced to 0 hit points, you detonate. Each creature in a 20-foot/character level radius sphere centered on you must make a Dexterity saving throw (DC = 8 + Constitution modifier + Proficiency bonus). A target takes 3d6+1d6/character level nuclear damage on a failed save or half as much on a successful one. Just to be clear, you are also very much dead.

Variants. The subraces of automaton are dependent on what kind of body you possess. Select one.

AUTOMATON VARIANTS

ANDROID

As an android, you closely resemble an organic human. You may require specific markings to distinguish you from others.

Ability Score Increase. Increase two ability scores by two.

Immunities. You gain damage immunity poison as well as condition immunities poison and exhaustion

Durable. If you suffer damage, as a reaction, you can reduce your Charisma ability score by an amount up to the damage indicated instead of from your hit points. However, this damage does not regenerate and must be repaired (see later).

Size. Your size is Medium.

Speed. Your base walking speed is 35 feet.

ROBOT

You have never been mistaken for a human. Despite your social personality, you look like a machine—built for a purpose. You excel in the tasks assigned to you, which are often physical in nature.

Ability Score Increase. Increase one ability score by two, and another by one. Charisma cannot be higher than 14 at 1st level.

Size. Depending on the model of robot chosen, your size can be Small or Medium.

Large (+1 Level). You can select a Large automaton (GM discretion).

Immunities. Damage immunity poison; condition immunity poison, exhaustion

Speed. Your speed is determined by the robot body you occupy. Regardless if you have two legs or six, select one of the following movement modes.

- Walking speed of 35 feet.
- Walking speed of 30 and a climb speed of 10.
- Walking speed of 30 and advantage with Dexterity checks when jumping.
- Walking speed of 25 feet, ignoring penalties for difficult terrain.
- Wheels or multi-ped chassis with a drive speed of 40, but you have disadvantage on all movement-related checks in difficult terrain (such as Dexterity saving throws).

HUMANS

There are thousands of variations of the human species, many races biologically compatible with very little genetic differentiation. Gamebooks would claim they fall under the umbrella of a single race but ignoring stereotypes of color or ethnicity, there can be variations between even family members more extreme than two individuals on opposite sides of the globe.

You can select the traditional 5E human or choose the **Genetic Diversity** option. You can still choose this option even if there are other races available.

ETHNICITY

It would be a disservice to the human race to list all the creeds and colors in summation here. If set in the modern world, you are invited to be specific about your character's life, including details about country and culture. The lifepath section does offer a lot of detail, but it avoids specifics relating to ethnicity. Your appearance and culture are up to you and do not connote any sort of mechanical advantage or disadvantage.

GENETIC DIVERSITY

Despite humans being biologically compatible with one another and sharing 99.9% of their genetic data, there is a universe of possibilities in that final decimal point. Deviating no more than 5% of that chromosomal data begets apes and chimpanzees. So, it's no shock that a microscopic variation in the genetic code can change someone from short to tall or make them prefer art over sports. No doubt, people are exhibiting certain physical or mental advantages that are superior over others. It's a simple fact of life. Someone can be born with numerous disadvantages over the norm. However, in real life, people do not have a disembodied puppeteer controlling every aspect of their creation…at least not one that rolls dice and paints miniatures.

The Genetic Diversity table allows you to select an additional benefit to your character, or more at the cost of an ability score increase. Since most people can't choose their biological parents, you can roll randomly instead of selecting (rolling twice and taking the preferred bonus). Note that ethnicity has *no* impact whatsoever on what traits you can have.

COMMON 99.9+ BASE HUMAN TRAITS

These are traits all humans share.

Ability Score Increase. Your ability scores each increase by 1. You can forego one of these increases for one additional roll on the Genetic Benefit table.

Age. Humans reach adulthood in their late teens and live between 80 and 110 years, depending on the level of technology in the setting.

Alignment. Humans don't naturally adhere to any alignment, or even to the concept of alignment.

Size. Humans vary widely in height and build. Nutri-

tion, genetics, and gender all play factors. The average height for men is 5'5" while women is 5'2", and anything between 5 feet and 6'5" can be considered within the median.

Speed. Humans have a vast variety of walking speeds, based on both height and physical fitness…but this is a game, so they all have a speed of 30 feet.

Languages. You can speak, read, and write in your native language and one additional language of your choice. While the current 'common tongue' of our planet is English, who is to say what it will be in the future? Humans typically learn the languages of other peoples they deal with, including obscure dialects.

Genetic Benefit. Select or roll for one genetic benefit below. You can gain additional benefits by either forgoing one of your +1 ability score increases (but only one) or by incurring a penalty by selecting a shortcoming. The GM may choose to limit the number of benefits you can gain—generally no more than two or three. The GM may also require you to roll for both benefits and shortcomings instead of choosing to enforce the randomness of the genetic lottery.

SHORTCOMINGS

Roll or Choose	Shortcoming
1-2	**Bad Eyes.** It happens to everyone. You need glasses. Without them, you have disadvantage with Wisdom (Perception) checks when using sight.
3-4	**Long Sleeper.** You get headaches. You need to have at least 8 hours of sleep a night to qualify for having a long rest.
5-6	**Bad Hearing.** I said you need hearing aids. Without them, you have disadvantage with Wisdom (Perception) checks dealing with hearing.
7-8	**Hairless.** You have no hair. Anywhere. You have disadvantage with Charisma (Persuasion) checks.
9-10	**Dwarfism.** The accepted term is "little person." You choose whether you are size Medium or Small, but your speed is reduced by 5 ft. either way.
11-12	**Fat.** It's not big-boned, you've accepted that. You are not slightly overweight. Your speed is reduced by 5 ft.
13-14	**Frail Frame.** You do not handle pain very well. Each time you suffer damage, you lose 1 additional hit point.
15-16	**Albino.** You suffer from a condition resulting in a complete lack of melanin. When in direct sunlight, you have disadvantage with Wisdom (Perception) checks when using sight.
17-18	**Dyslexia.** You have disadvantage on checks that involve reading or research unless you take double the usual time to perform them.
19-20	**Shyness.** You don't like being in public spaces. You have disadvantage with all Charisma ability checks.

GENETIC BENEFIT

Roll or Choose	Benefit
1	**Skill/Tool Proficiency.** You are adept at one thing since birth, a calling. You gain proficiency in one skill or tool of your choice.
2	**Enhanced Secondary Senses.** A connoisseur, you have advantage with any Wisdom (Perception) checks regarding taste or smell.
3	**Night Eyes.** You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
4	**Disciplined Lungs.** You always could hold your breath longer than others. You can go without oxygen for as many minutes as twice your Constitution modifier.
5	**Extreme Fortitude.** You gain 2 additional hit points at 1st level, plus 1 additional hit point every additional level.
6	**Light Sleeper.** It's been a positive and a negative, but you cannot be surprised by sleeping. Alas, it can also be challenging to get a decent night's sleep.
7	**Short Sleeper.** You don't need much. You only require 3 hours of sleep per night to function, and a good night's sleep is only 4 hours.
8	**Eidetic Memory.** You remember nearly everything. You automatically pass any Intelligence checks to recall any information you have been exposed to.
9	**Empathy.** You've always been able to understand someone's emotional state, allowing for sympathy or manipulation. You gain a +2 bonus to Wisdom (Insight).
10	**Extra Fatigue.** You've always been running. You can ignore level 1 and 2 exhaustion effects.
11	**Fashion Sense.** You look good in anything, from haute couture to dollar store rejects. You have a +1 bonus to all Charisma ability checks.
12	**Quick Healer.** Very useful when you were a child—you regain 1 additional spent Hit Die when you take a long rest.
13	**High Pain Threshold.** You can take a punch. When reduced to zero hit points, you do not fall unconscious until you fail your first death save.
14	**Disease Protection.** You rarely get sick. You have advantage on saving throws against disease.
15	**Poison Protection.** Tastes minty. You have advantage on saving throws against poison
16	**Limber.** You gain a +5-foot bonus to speed.
17	**Strong Will.** Not easy to stare down. You have advantage with Wisdom saving throws.
18	**Toughness.** Each time you suffer damage from a piercing or slashing weapon, you suffer 2 fewer points of damage.
19	**Nimbleness.** You can move through the space of any creature that is of a size larger than yours.
20	**Ornery.** When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

MORPHER

A morpher is more a collection of cells than a life-form, one able to shift its structure to alter its appearance in specific or metaphoric ways. It can assume the shape of a person or an object, or just a form, as long as it possesses equal mass. Skilled morphers can develop this skill to push their abilities to imitate specific individuals, right down to their voice. You can also form physical weapons as well. This is not a result of evolution. Something peculiar happened to create you or your species. You were either genetically engineered or a very unique mutation.

MORPHER TRAITS

All morphers share a few common traits.

Ability Score Increase. Increase Constitution score by 2; increase either Strength or Dexterity by 1.

Age. You live the same as the average human (adulthood in their late teens and living less than a century).

Construction. Decide how you are composed. Are the cells as mentioned above synthetic or organic? Is your default form human or a mound of flesh? Is your imitation ability at the cellular level or part of elaborate nanotechnology. If biological, you must ingest food like any other creature. If synthetic, your power source is decentralized—pick a power source from the automaton list.

Size. Select either Small and Medium. This limits you to the creatures you can turn into as you are always limited to your mass.

Large (+1 Level). You can select a Large morpher (GM discretion).

Speed. Your base walking speed is 30 feet.

Language. You speak the common language.

Transformations. Select two of your transformation abilities below. As you progress in character levels, you can select one transformation ability in place of an ability score improvement or feat. You can also accept a +1 level adjustment to choose two additional transformations. The requirement of any transformation's tier is all previous transformations of the same type (You must acquire a tier 1 ability before selecting that corresponding entry's tier 2; a tier 3 requires both tier 1 and 2).

MORPHER TRANSFORMATIONS

CLAY

Tier 1. Spend 30 feet of movement to add 5 feet to your reach until the start of your next turn.

Tier 2. 5 feet of reach only costs 15 feet of movement to use. This can compound.

Tier 3. You can grab or manipulate an object or willing person up to 40 feet away (this is not the same as combat reach).

Tier 4. 5 feet of reach only costs 10 feet of movement to use. This can compound.

Tier 5. You can grab or manipulate an object or willing

person up to 80 feet away (this is not the same as combat reach).

FORM SHIELD

Tier 1. As an action, you reshape a portion of one of your arms into a shield. You lose functionality of that hand. This shield grants a +1 shield bonus to AC. Extruding the shield damages clothing or armor over the extrusion site unless the article is specially designed to accommodate it. The shield disintegrates if you are reduced to 0 hit points, when you finish a long rest, or when you dismiss it as a bonus action. After you use this talent, you cannot use it again until you finish a long rest.

Tier 2. You can use this talent twice before being required to finish a long rest, and the AC increases to a +2 bonus to AC.

Tier 3. While your shield is in effect, any critical hit against you becomes a normal hit.

Tier 4. Your shield's bonus to AC increases to +3.

FORM WEAPON

Tier 1. As an action, you shape your arm into any simple melee weapon that lacks moving parts of your choice (like a club, hammer, or dagger). The weapon can remain attached or be broken off and thrown. If removed from your body, the weapon disintegrates after one minute. After you use this talent twice, you cannot use it again until you finish a short or long rest.

Tier 2. Deploying your weapon is reduced to a bonus action, and you can form any martial melee weapon that lacks moving parts of your choice (like a great axe, a maul, or a longsword.

Tier 2. You can extend your weapon three times before being required to finish a short or long rest. Extruding a weapon takes no action.

Tier 3. You can form a weapon as many times as you wish.

SHAPER

Tier 1. As an action, you make yourself—though not your clothing, armor, weapons, or other belongings on your person—look different until one minute passes or until you stop concentration. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same necessary arrangement of limbs. To discern that you are disguised, a creature can use its action to inspect your appearance and succeed on an Intelligence (Investigation) check against your Charisma (Deception) check. After you use this talent, you cannot use it again until you finish a long rest.

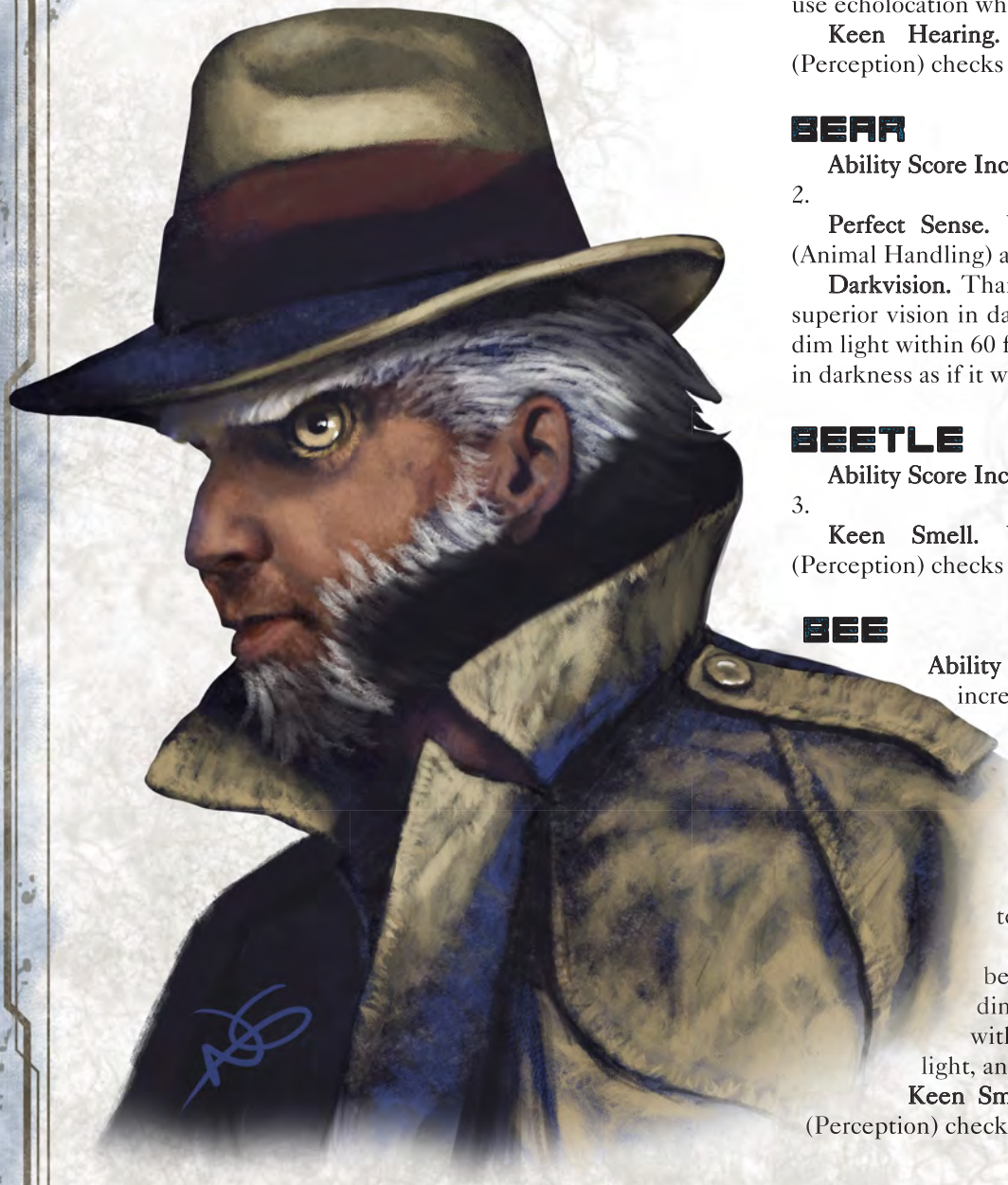
Tier 2. Your ability to disguise yourself improves. It now lasts up to ten minutes. After you use this talent, you cannot use it again until you finish a short or a long rest.

Tier 3. You can now transform into a beast whose challenge rating is equal to or less than your level. Your physical statistics are replaced by the statistics of the chosen animal, while your mental statistics are unchanged. Your hit points are also unchanged. You can still speak as usual but your capacity to hold onto objects is dependent on the creature being turned into.

SPLICE

Your genes are mixed with that of another animal, so much so that you have acquired specific unique skills based upon that creature. This can manifest physically as well, with minor expressions of the splice. Unlike an animyst, which began as an animal and was transformed into something able to manipulate tools and possess intelligence, a splice is a genetically human altered to possess traits from various animals. This was done likely intentionally to create a specific subject for a particular task. A splice could be born this way or underwent a procedure and emerged with the traits developing soon after.

Note: This can also be used as a template for humanoid aliens, although without the association with a terrestrial creature.



SPLICE TRAITS

All splice share a few common traits.

Ability Score Increase. One of your ability score increase by 1.

Age. A splice lives the same as the average human (adulthood in their late teens and living less than a century).

Size. Like humans, splices vary wildly in height and build; your size is Medium.

Speed. Your base walking speed is 30 feet.

Language. You speak the common language.

Subrace. There are numerous subraces depending on the specific animal being spliced in.

SPLICE SUBRACES

BAT

Ability Score Increase. Your Wisdom score increases by 2.

Echolocation. You have blindsight 30 feet; you cannot use echolocation while deafened.

Keen Hearing. You have advantage on Wisdom (Perception) checks that rely on hearing.

BEAR

Ability Score Increase. Your Strength score increases by 2.

Perfect Sense. You have advantage on all Wisdom (Animal Handling) and Wisdom (Survival) skill checks.

Darkvision. Thanks to the tapetum lucidum, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

BEETLE

Ability Score Increase. Your Strength score increases by 3.

Keen Smell. You have advantage on Wisdom (Perception) checks that rely on smell.

BEE

Ability Score Increase. Your Dexterity score increases by 3.

Keen Smell. You have advantage on Wisdom (Perception) checks that rely on smell.

CAT

Ability Score Increase. Your Dexterity score increases by 2.

Darkvision. Nocturnal physiology bestows the ability to see in dark and dim conditions. You can see in dim light within 60 feet of you as if it were a bright light, and in darkness as if it were dim light.

Keen Smell. You have advantage on Wisdom (Perception) checks that rely on smell.

CHAMELEON

Ability Score Increase. Your Wisdom score increases by 2.

Climb. You gain Climb 10 feet.

Coloration. As an action, you gain advantage to your next Stealth check, but this benefit is nullified when you move.

DOLPHIN

Ability Score Increase. Your Dexterity score increases by 2.

Swim. You gain swim 30 feet.

Ultrasound. You have blindsight 20, which expands to 80 ft underwater.

EAGLE

Ability Score Increase. Your Wisdom score increases by 2.

Keen Sight. You have advantage on Wisdom (Perception) checks that rely on sight

Claws. Your fingers are dangerous natural weapons that inflict 1d6 each.

HORSE

Ability Score Increase. Your Strength score increases by 2.

Speed. Your speed is 35 feet. You can move at a gallop for an hour, covering twice the distance for a fast pace (see Travel Pace).

Balance. You have advantage with all saving throws to prevent being knocked prone.

RABBIT

Ability Score Increase. Your Dexterity score increases by 2.

Acceleration. Your speed is 35 when performing the Dash action.

Standing Leap. You can use Dexterity (Athletics) instead of Strength (Athletics) when jumping. You are considered having moved 10 feet before performing any jump. You also have advantage with Athletics and Acrobatics checks when jumping.

RAT

Ability Score Increase. Your Dexterity score increases by 2.

Robust. You are immune to natural disease.

Keen Smell. You have advantage on Wisdom (Perception) checks that rely on smell.

SPIDER

Ability Score Increase. Your Dexterity score increases by 2.

Blindsight. You gain blindsight 10 feet.

Climb. You gain climb 10 feet. You can also climb difficult surfaces, including upside down on ceilings without needing to make an ability check. You never suffer disadvantage when moving in zero and microgravity situations.

VIPER

Ability Score Increase. Your Wisdom score increases by 2.

Blindsight. You gain blindsight 10 feet.

Poison. You are immune to poison damage and the poisoned condition. Additionally, as many times a day as your proficiency bonus, as an action, you can make a ranged poison spit attack against a target up to 20 ft away. If hit, the target suffers 1d6/proficiency bonus + Constitution modifier poison damage, and the target must make a Constitution saving throw (DC = 8 + Constitution modifier + Proficiency bonus) to prevent being poisoned for 1 minute; the target can repeat the save at the end of each of its turns.

WOLF

Ability Score Increase. Your Dexterity score increases by 2.

Inertia. Increase your speed by 5 feet when committing a Dash action.

Keen Senses. You have advantage with Wisdom (Perception) checks that rely on hearing or smell.

WOLVERINE

Ability Score Increase. Your Dexterity score increases by 2.

Claws. Your fingers are dangerous natural weapons that inflict 1d6 each.

Keen Smell. You have advantage on Wisdom (Perception) checks that rely on smell.

TUNER

This a natural capability. You are no spellcaster and require neither a book nor a wand. You are naturally gifted with the capacity to shape the world around you. This is entirely a mental ability and requires no physical expression of any kind to manifest. And if you work at it, such a capability will only become stronger. Just don't lose yourself in the process.

To be a tuner could be an entirely unique ability, or you could be one of many. Perhaps to manifest your knowledge requires a license, exposing your identity and powers to the outside world. Maybe you are one of a kind, forced to keep the majority of your powers secret, demonstrating what you can do only under extreme conditions.

TUNER TRAITS

All tuners share a few common traits.

Ability Score Increase. Your Intelligence, Wisdom or Vigor score (if the latter is employed) increase by 2. One ability score not selected increases by 1.

Age. A tuner lives the same as the average human (adulthood in their late teens and living less than a century).

Size. Like humans, tuners vary wildly in height and build; your size is Medium.

Speed. Your base walking speed is 30 feet.

Language. You speak the common language.

Psykar. You may select the magi class. At 1st level and every subsequent level, you gain a +1 bonus to your asset. You also gain a +2 bonus to your vessel at character creation.

Your ability to master dark is considered wholly natural, and you don't require a spellbook or a focus (like a wand).

YŌKAI

This is not a scientific phenomenon. There is no gene splicing or engineering involved. A yōkai is a mystical creature based on mostly inaccurate human mythology. They are creatures of magic, bound a specific set of arbitrary and random rules, which they know to be called a "convention"—a collection of commandments each of them must follow, which define their very existence. These rules are random, from dietary habits to how a yōkai relates to outsiders. No two are alike. They only share one common quality—the ability to shift into an animal form. Nearly every religion, almost every myth, carried a legend of such creatures, each connected to a native animal. But if a legend described an absolute law regarding said beast, it actually only pertained to one specific creature. There are always exceptions. In the old ages, when machinery was scarce, yōkai numbered a million. Their numbers diminished over time, leaving only a few left mostly forgotten, the ones folklore never spoke of.

"Your stories never touched more than a tenth of what lived. Now you never will. Most faded without a single legend accounting for them. I weep for Sylfaen of the Crooked Creeks, the Thornwarden of Dense Forests, and the Cancer Hound of Foul Clouds. Meanwhile, you spin a thousand yarns of winged fairies and mermaids.

YŌKAI TRAITS

All yōkai share a few common traits.

Ability Score Increase. Increase one ability score by 2; increase one other by 1.

Age. You are immortal, and you don't age.

Size. Pick a size between Small and Medium. This is unrelated to which animal you are bound to.

Speed. Your base walking speed is 30 feet.

Language. You speak the common language and the fae tongue.

Convention. You possess a series of rules you must follow. You must satisfy these rules, generally between 1 and 3. The only pattern is that the sweeter the soul, the more constricting the convention. Convention laws vary between the mundane and the magical. Roll between 1 and 3 times on the table below.

Yōkai Form. Pick one beast CR1 or less and Medium-sized or smaller. This as much your natural form as is your human form. As an action, you can shift from one form to another. However, when you assume a form, you cannot change back for five minutes. There is no limit on the number of times you can shift. You retain your hit points in your animal form, as well as your mental ability scores. You cannot be polymorphed.

Beast Examples. Cat, dog, deer, elk, fox, hawk, owl, raven, seal, snake, swan, or wolf.

CONVENTION

Roll	Convention
1	After a short rest, you must consume at least one liter of saltwater.
2	Select an item. You can only turn human when carrying this item. The moment you drop the item, you change into your animal form.
3	You lose 1 Hit Die if you reduce a creature to 0 hit points
4	You know the name of every person you meet.
5	Every few times you talk, you must speak a rhyme.
6	You collect shiny rocks.
7	You can only recover Hit Dice when touching natural soil.
8	You can only eat raisins; you hate grapes.
9	You cannot change into your animal form while people look.
10	You know the vintage of any spirit you drink. You also must ingest some alcohol each short and long rest.
11	Each time an ally within 5 ft. of you swears, you suffer 1 point of damage.
12	You always whisper.
13	Pick a spice—at will, as an action, you produce a handful of that spice. Everyone smells that spice within 20 ft. of you.
14	Once a week for eight hours, you must be buried up to your head in a garden.
15	You spark any flammable substance within 5 ft. of you.
16	You are apprehensive, you always go last in initiative
17	You must assume animal form for six hours a day.
18	You cannot escape from a creature's grapple, but you can always escape physical bindings after 1 round.
19	Your alignment changes in your animal form
20	Pick your own convention (GM discretion)

THREE: LIFE

Your birth, your genetic background, can only tell part of the story. Who you become is not only based on what you are but who you chose to be. For many traditional 5E publications, your race determined not only your physical makeup but broad common personality traits. It even decided elements of your personality, your likes, and even who you are supposed to hate.

Obviously, within even the narrow genetic range of humanity, this contracted summation is not only inaccurate, but it's also ignorant and borderline prejudiced.

Even the lifepath rules here won't tell you how to play your character. You can juggle your memories however you wish. They only paint the background colors—the final work is based on how you decide to act the moment the first game session begins. Two characters with similar upbringings may make opposing decisions when facing the same crisis.

CHARACTER CREATION

Characters are created using the same process as the core 5th Edition games. You determine ability scores, establish dominant modifiers, and select race (see chapter 2) and class (see chapter 5) just as you would in a fantasy game. All race selections are assumed human unless the GM permits otherwise (see official 5E licensed products for rules on humans, or use the variant in this book). Where character creation differs from the standard is with the selection of a background (part of the Lifepath system below) and a ladder (see chapter 4).

LIFEPATH

It may not be about where you are, but where you came from. Even then, you are not as easily categorized by a single word, title, or background. Your life, until this moment, cannot be summarized with a single sentence. These following pages allow that individuality.

To encourage unique character development, backgrounds in *Ultramodern5* are presented thinly, offering little content outside of one's primary origin, which is then used as a springboard into a customizable lifepath. You are encouraged to piece together the frequently random elements of life into a story of one's character. Although on the surface certain combinations may not make sense, this should encourage creativity (or the GM can simply allow you to re-roll).

With *Ultramodern5*'s lifepath, after a player selects a background/origin, which establishes one aspect of a backstory, the lifepath continues, determining family status, siblings, friends, enemies, romantic couplings, and various other important events.

Except for Life Moments, which should be rolled, every

other element can be chosen. A life built this way is still only a skeleton on which to create fleshed-out moments that integrate into the setting in question. The GM should alter these pages and the roll results if they don't mesh well in the established setting.

Players are also welcome to ignore the following pages. If wishing to adhere to the standard rules regarding backgrounds, it should be noted the ones presented here offer considerably less than those listed in official licensed products. The player should discuss a selection with the GM to make a background balanced.

BACKGROUND

These following backgrounds denote where you came from, usually detailing the first few years of your life. It may not determine your current status, only that which was given to you upon your birth. You can start wealthy and lose it all or be born into poverty only to find wealth through actions rather than luck. It should be noted that several backgrounds can be integrated together, but you can only gain the benefits of one. Avoid the instinct to select the one background most connected to your class or ladder. People change a lot through their lives, and it may be more interesting to see a rollercoaster of life-changing events rather than a straight line.

AFFLUENT

You were born into privilege. Regardless if yours is the first generation with such wealth or the latest tracking back hundreds of years, your early years were not spent in poverty. If you wanted something, you generally could get it, regardless of cost or difficulty. This does not assume arrogance or ignorance in the challenge of achieving wealth—you are simply one that has always gotten what you wanted. Said fortune can remain with you, or an event later could take it all away, just after you had gotten used to money's presence.

Skill Proficiencies. Deception or Persuasion
Tool Proficiencies. One musical instrument
Languages. Two languages of your choice.
Equipment. A set of fine clothes, $200 in a fancy, leather wallet.

BRUISER

This is not a record of your physical capacity. You may not be strong or even agile. You simply won't back down from a fight and have been known to provoke one on occasion. You can be a flat-out bully or someone always willing to stand up for themselves or others against any form of oppression. You have been called scrappy, not always open to instigate an attack but always open to ending one. Unlike other backgrounds, this mentality started early in school and probably remained with you for the rest of your life.

Skill Proficiencies. Athletics or Acrobatics
Languages. One language of your choice
Equipment. A trophy from a fight (official or informal), $20 in loose bills, common clothes

DELINQUENT

You dabbled in some form of criminal activity, as little as petty theft or as severe as organized crime. This is not assuming you enjoyed it or whether or not you were even caught. Perhaps you had embraced the life of a career criminal, only for said life to bite you back via a double-cross or jail time. Ignoring such presumption, you could have just been an irresponsible youth lacking proper education or parenting that fell in with the wrong crowd...unless you were the ringleader that tempted others. Children make mistakes—it's part of growth. What you do now is what matters.

Skill Proficiencies. Sleight of Hand or Deception
Tool Proficiencies. Thieves' tools
Languages. One language of your choice
Equipment. Common clothes, $15 of stuff you stole

DISCIPLE

A large chunk of your early life was spent in prayer, surrounded by others that validated your devoutness. Companions could have been family members or unrelated followers. Maybe you escaped a cult; maybe you are still a loyal member of a massive society. Were you raised in a loving family or the victim of fanaticism? Perhaps you were given to a monastery where you learned a variety of skills, from martial arts to winemaking. While you should select a faith (real or fictitious) that you were raised in, your opinion of that faith or religion in general is unrelated to the selection of this background.

Skill Proficiencies. Religion or Nature
Languages. One of your choice
Equipment. Holy items (if said faith endorses them) including books and symbols, a set of common clothes

DRIFTER

By force or by choice, you have moved from location to location, following friends or family as they struggled for income. Regardless of your education level, you acquired more from your time on the streets than anything learned from books. Drifting doesn't always equate to being homeless—perhaps you lived out of a vehicle or a small apartment. Maybe you have no connections at all and live your life one day at a time. You may be a runaway or an orphan—why has yet to be determined.

Skill Proficiencies. Deception or Survival
Languages. Two languages of your choice
Equipment. A set of common clothes, backpack, bedroll, blanket, $5 in coins

INTELLECTUAL

It's not a matter of how smart you are but more your choice to never stifle your curiosity about the world. You always asked questions. If parents didn't satisfy, you pestered teachers, and when they failed, you took matters in your own hands and embraced books or online sources. Regardless of your capacity to solve problems or retain complex theories, you refused to accept an explanation without evidence. This may act in opposition to your upbringing or

the environment in which you lived, where ignorance and blind faith can be the norm. This may not lead to a life of science, but simply one that embraces change.

Skill Proficiencies. Engineering or Science

Languages. Two languages or your choice

Equipment. A set of common clothes, a handful of textbooks, $15 in a wallet

LABORER

You've always appreciated the value of a day's work. You can't handle sitting in a cubicle. To you, life is not worth living unless you get your hands dirty. There's a decent chance you were raised on a farm or idolized a parent or sibling following blue-collar work, a pursuit in mining, manufacturing, or construction. Perhaps they were a firefighter or a paramedic. Despite a possible lingering fascination with creative arts, a need has been instilled to contribute to society tangibly. You don't have to be strong, just committed.

Skill Proficiencies. Animal Handling or Athletics

Tool Proficiencies. One set of artisan tools

Languages. One language of your choice

Equipment. One set of artisan tools, $50 in well-earned money

PRODIGY

To the detriment of other aspects of your life, you excel overwhelmingly in one talent. It could be something abstract. It could be a sport. It could be a musical instrument. You picked up a fascination early in life and thought of nothing else. Thankfully, there was a support structure in place, allowing you to follow your dream. Someone put the instrument in your hand, dropped you in front of a computer, or paid for your classes. Perhaps your obsession drives you to exclude most other desires, or perhaps it is your welcome retreat from distractions or complications in your life.

Skill Proficiencies. Athletics or Performance

Tool Proficiencies. One musical instrument or one artisans tool kit

Languages. One language

Equipment. One musical instrument or artisan tool kit, a trophy, $15 in a wallet

RECLUSE

You're an introvert, requiring solitude from time to time. You aren't necessarily a misanthrope; you just can't handle other people for long periods. As such, your default stance is to dive into books or in front of a computer. It may go further, forcing you to live life as a hermit in a hut or as a hobo pining his days in a van down by the river. This is unlikely as you are required to be functional in some way among other people. This concept could encompass a

monastic order, or you could be geek. You are not required to create an extravagant reason why you avoid people—you could just want to be on your own. You excel when allowed to act by yourself.

Skill Proficiencies. Computer Use or Investigation

Languages. Two languages of your choice

Equipment. A set of common clothes, a personal computer, $20 in prepaid cards, $10 in your wallet

REGULAR JOE

You don't consider yourself special—you don't excel in any one thing. And yet, you are still a unique and interesting snowflake. The combination of skills and strengths, despite nothing marking you as the best in the world, still distinguishes you. You don't consider yourself average, but you are aware you've never been recognized for much in your life. You are the one society depends on to be reliable. You lack any debilitating psychological traits, but you are also not gifted to outclass those around you. This does not assume you will never achieve anything—only that no-one, including you, has any expectation that you will.

Skill Proficiencies. Any one skill of your choice

Tool Proficiencies. Any one tool or vehicle of your choice

Languages. One language of your choice

Equipment. $50 in a wallet—always good to have change.

SMOOTH TALKER

As a mirror to the recluse, you find interacting with people thrilling. They invigorate you, and you find confidence and motivation when surrounded by those paying attention. You are often the leader in a situation, or you desire to be said leader. In school, you quickly found that words and actions would gather the interest of others, encouraging you to continue the practice. You can't stand remaining still in front of a computer, or in isolation. You have to get out.

Skill Proficiencies. Persuasion or Intimidation

Tool Proficiencies. One gaming set

Languages. One language of your choice

Equipment. One gaming set, a set of fine clothes, $50 in a wallet you always try to keep on hand

ORIGIN

These tables detail your birth, your parents, your general family, and the events which punctuate your life, the good and bad, the loves and the tragedies. The following pages comprise a loose flowchart in which to build a life, creating the significant events that will hopefully pop up during a campaign.

Start with parenting **(A1)**, and then move onto siblings **(B1)**, then onto life events **(C1)**. Several tables are referred to several times.

A1-PARENTING

What happened to one or both of your parents?

Choose or roll 1d20	
1-11	Both parents are alive. *(Go to A2-Status)*
12-14	Orphan – Your parents are dead. *(Go to A3-Casualty, then go to A5-Surrogate)*
15-17	Abandoned – Your parents are gone, but unlikely dead. *(Go to A4, then go to A5-Surrogate)*
18-20	One parent is absent. *(1-10. Mother; 11-20. Father)* *(1-10. Go to A3-Casualty; 11-20. Go to A4-Separation)* *(Also go to A2-Status)*

A2-STATUS

What standing are your parents and family in?

Choose or roll 1d20	
1-8	Your family has had its highs and lows, but you've got nothing to complain about.
9	A bad business deal bankrupted the estate—you've got nothing.
10	A parent or parents were abusive; you hated them.
11	Your family got swept up in a cult.
12	Parents doted on either you or a sibling hand and foot at the expense of others. There might be resentment.
13	Unpredictable employment moved your family from town to town, never establishing roots.
14	You lived a bucolic life (on a farm, off the grid).
15	Your family is a cog in a well-oiled corporate or government machine.
16	Your family sold you into slavery—whether out of selfishness or extreme need, makes no difference to you.
17	Trauma tore the family apart, and you've never fully recovered.
18	The family would be better off without you. You are damaged.
19	Your parents are criminals, and that's the source of some stress. You don't need to follow in their footsteps.
20	Your family is embroiled in a rebellion. It's respectable, but also dangerous.

A3-Casualty

Someone close to you died. What happened?

Choose or roll 1d20	
1-2	Murdered in a targeted attack (it was not random violence).
3-4	Murdered by gang violence.
5-6	Assassinated by a corporation/organization.
7-8	Assassinated by the government/kingdom.
9-10	Killed in a terrorist strike—he/she was not a target, but the location was.
11-12	Died by natural causes. (cancer, diabetes, etc.).
13-14	Died in a viral outbreak.
15-16	Suicide—you could deny it, but it's the truth.
17-18	Killed in an accident (fire, vehicle crash, drowning, etc.).
19-20	Casualty of armed conflict.

A4-Separation

Someone close to you is no longer around. Why?

Choose or roll 1d20	
1-3	Amnesia—the memories of you are gone.
4-6	In hiding, probably to protect you.
7-9	Confinement (jail, concentration camp).
10-12	Vanished, just like that.
13-15	Kidnapped, you're sure of it.
16-18	Separation, for your safety or someone else's.
19-20	There were psychological problems in place. Maybe they were committed.

A5-Surrogate

Someone raised you other than your parents.

Choose or roll 1d20	
1-4	You were raised by relatives. *(go to A1-Parenting again)*
5-6	You bounced through foster homes.
7-8	You were reared on the streets (gang).
9-10	You joined a cult or monastery.
11-12	You were raised in an orphanage.
13-14	You were adopted. *(go to A1-Parenting again)*
15-16	An inheritance paid for a private school.
17-18	You joined a military organization.
19-20	Your family is atypical (animals, aliens, machines, etc.).

B1-Siblings

Did you have brothers and/or sisters? If so, how many?

Choose or roll 1d20	
1-6	You are an only child.
7-11	You have 1 sibling.
12-15	You have 2 siblings.
16-17	You have 3 siblings.
18-19	You have 4 siblings.
20	You have 5 siblings.

After determining the number of siblings, go to **B2**

B2-Sibling Rivalry

Is your sibling older or younger, and by how much?

Choose or roll 1d20 for each sibling	
1-2	Baby Sister
3-5	Slightly younger sister
6	Twin sister
7-9	Slightly older sister
10	Matriarch sister
11-12	Baby brother
13-15	Slightly younger brother
16	Twin brother
17-19	Slightly older brother
20	Patriarch brother

B3-Sibling Viewpoint

What does your sibling think of you?

Choose or roll 1d20 for each sibling	
1-6	The sibling is a sibling, love, and rivalry will always be there.
7-9	Your sibling is also your best friend.
10-12	The sibling loves you, but you don't see eye to eye.
13-14	The sibling worships the very ground you walk on. You respect that.
15-16	The sibling has issues with you, which may or may not be justified.
17-18	You and the sibling don't talk. They may hate you; you may hate them.
19	Feelings are moot—your sibling is dead (go to A3-Causality).
20	Feelings are moot—your sibling is no longer around (go to A4-Separation).

Life Events

This is the one section you cannot choose, where you must gamble the events of your life. After selecting your current age, roll 1d6+4 or select a value between 5 and 10. the final result is the number of life-changing events which occurred in your past, in the order in which they are rolled. You can spread the events around as much as you'd like, and they can even be swapped around if it best suits the backstory the GM is approving.

You can assume each event marks one year of your life. If older, each event could occur every few years. If younger, the events could occur over a matter of a few months. Roll on the Life Episodes table (C1) for each event.

Optional Rule. Each time tragedy is rolled, it cannot be rolled again before a windfall is rolled, and vice-versa.

C1-Life Episodes

Roll 1d20	
1-4	Tragedy *(go to C2-Tragedy)*
5-8	Friendship *(go to D1-Friendship)*
9-12	Enemy *(go to E1-Enemy)*
13-15	Romance *(go to F1-Romance)*
16-20	Windfall *(go to C3-Windfall)*

C2-TRAGEDY

Roll 1d20	
1-2	**Injury.** You suffer a crippling wound. This could be from (1-10) an accident or (11-20) in a battle. Roll 1d20 to determine the extent of the injury. **1-10.** Most of the damage is internal or psychological; most people don't notice. **11-12.** You have scars or burns across your body, but most can be covered by clothes. *If a critical hit is scored on you, you are stunned until the end of your next turn.* **13-14.** You suffered facial scars or burns. *You have disadvantage with Charisma (Persuasion) checks.* **15-16.** You developed hearing problems. *You have disadvantage with any ability check that requires hearing. If you also have the Bad Hearing shortcoming, you are entirely deaf instead.* **17.** You developed a limp. It's noticeable and may require a cane. *Your speed is reduced by 5 ft.* **18.** You lost a hand. Unless cybernetics has advanced far enough, your functionality is severely reduced. *You lose the function of one hand.* **19.** An internal injury never fully healed. It's not visible, but it affects you. *Your hit points are reduced by 2 at 1st level, and you gain 1 hit point less every additional level achieved.* **20.** You lost an eye, replaced with a false eye or patch. Advances in cybernetics may mitigate this penalty—*otherwise, you cannot score a critical hit.*
3-4	**Addiction.** You developed a substance addiction. You can try to kick the habit in-game (you may kick it later in life habits), but it shouldn't be easy. *If separated from your fix for more than a day, you are poisoned until your addiction is satisfied.* Roll 1d20. **1-6.** Caffeine **7-11.** Alcohol **12-14.** Cannabis **15-16.** Tobacco **17-18.** Prescription drugs **19.** Amphetamines **20.** Opioids
5-6	**Psychological Trauma.** You suffered an ordeal that left permanent emotional scars or even a behavioral addiction. Roll 1d20 to determine the trauma. **1-10.** You wake up every morning suddenly. You are slightly moody. You sweat on occasion in stressful situations. These are minor manifestations that don't affect you significantly, but friends notice. **11-12.** You're an alcoholic. *If separated from alcohol for more than a day, you are poisoned until your addiction is satisfied.* **13-14.** You developed a stutter and have issues with public speaking. *You have disadvantage with both Charisma (Persuasion) and Charisma (Intimidation) checks.* **15-16.** You suffer from nightmares. Even if no one notices, it affects you. *After you wake from being unconscious, you have disadvantage to ability checks and attack rolls for five minutes.* **17-18.** You suffer from migraines. *You have disadvantage with Intelligence ability checks.* **19-20.** You love gambling, but this is not necessarily limited to games; you may place yourself at risk to achieve the same stimulus.
7-8	**Lover, friend, or relative killed.** Which one dies can be up to you or the GM, but it should be a lover or friend established through life events or a relative from your immediate family. *(Go to A3-Casualty)*
9-10	**Pursued by Criminals.** You have crossed some very dangerous people and are now being hunted. This may continue to the present or be resolved in the same event or a later event. Roll 1d20 to determine who pursues you. **1-6.** You crossed a small gang, forcing you to avoid certain areas. **7-11.** A minor crime organization put a mark on you. **12-15.** You crossed a prominent crime family. **16-18.** You ticked off a major crime syndicate with connections across the land. **19-20.** Turns out, you cut the finger of a massive criminal body with shell corporations and influence over governments. Woops
11-12	**Illness.** You either contract a major illness or a hereditary disease rears its ugly head. You spent time suffering from it. Pick a specific condition. Roll 1d20 to determine the affliction. **1-10.** Level 0—You contract an infectious disease, and for a while, the prognosis looked grim. Thankfully, you pulled through with only minor aftereffects. **11-14.** Level 1—You cannot fully recover from your condition and must manage it with medication. If properly dosed, no one notices your situation. *If you are denied your pill, injection, or treatment, you do not recover any Hit Dice after a long rest.* **15-17.** Level 2—Despite regular medication, everyone that knows you are aware you'll never be 100%. *You suffer from the Level 1 impairment, and you also have disadvantage with Constitution ability checks.* **18-19.** Level 3—Your condition is apparent to most everyone. Friends worry; strangers often keep their distance. *You suffer from the Level 1 and Level 2 impairments, and at the start of every morning, you suffer hit point loss equal to 10% of your total hit points. This can be healed through any available means.* **20.** Level 4—It's honestly a miracle you're still alive. There's no doubt that your lifespan has been reduced from an affliction that you suffer from daily. *You suffer from the Level 1, Level 2, and Level 3 impairments, and your hit points are reduced by 2 at 1st level, and you gain 1 hit point less every additional level achieved.*
13-14	**Pursued by the Law.** From tax evasion to premeditated murder, an arrest was issued with your face and name. You and/or the GM can decide if the accusation was legitimate or not. Perhaps you were framed. That aspect is up to choose (and should be assumed for the major crimes). The severity of the crime and the lengths people will go to your capture is not. Roll 1d20 to determine who pursues you. **1-6.** You honestly don't know the big deal, but someone does. Outside of a few police officers that know you, most others won't even bother chasing you. **7-11.** It's a relatively minor offense (petty theft, drug use) in a small town, though still warranting jail time. **12-15.** It's a significant crime (grand theft, drug dealing), though you are relatively safe if you avoid the big cities. **16-18.** The state or local militia have posted rewards for information leading to your capture. This sort of crime (individual murder, organized crime, serial robbery, sex crimes) is considered severe. **19-20.** A national police force is dedicated to your capture. Information regarding you has spread to every corner of the globe. This crime is nothing less than terrorism, spree killings, or serial murder.

15-16	**Debt.** What you owe can be financial or personal. It could be to a government or to one person. Roll 1d20 to determine to what extent you owe. **1-6.** Someone, somewhere, did you a favor, something you needed at the time. This is not entirely financial, but they can call on you anytime for help. **7-11.** You were saddled with incredible amounts of debt, which thankfully, you have resolved in your later life. However, the stigma of that liability lingers, preventing you from taking chances financially or even getting approved for credit. **12-16.** Your debt derives from some awful decisions, decisions that you are still paying for. Your debt is $1d6x100. When paid by a later event or in-game, your obligation is fulfilled. **17-18.** There is no legal recourse; this is bad. You owe some influential people a lot of money. You better appease them or make installments; otherwise you might find a price on your head. Your debt is $1d6x1,000. When paid by a later event or in-game, your obligation is fulfilled. **19-20.** In cash or blood, you must repay this obligation. In lieu of a hazardous mission, your debt is massive. Your debt is $1d6x10,000. When paid by a later event or in-game, your obligation is fulfilled.
17-18	**Imprisonment.** You've been either kidnapped or sent to prison. Whether or not it's warranted or how you got out at the end is up to you or the GM. Roll 1d20 to determine the number of months served.
19-20	**Failure.** Your career has faltered. Something you have been working on for a very long time has failed miserably. You may need to reconsider your goals, perhaps even your direction in life. Roll 1d20 to determine how badly you screwed up. **1-7.** The failure cost you financially. You lose $3d6x10 from starting money. **8-12.** You lose your current status at your employment. If you had a rank, you are demoted. If it was a corporate job, you were banished to a lower floor. **13-17.** You were fired outright or placed on leave. If in the military, you are busted down to private. **18-20.** You lose everything, your position, your rank, and any hope of following that career again. What did you do? It might have been unethical. Was it warranted? Were you framed?

C3-WINDFALL

Roll 1d20	
1-2	**Earned Favor.** Someone appreciates your actions. You might have saved a life or offered critical advice at the right time. A debt is owed that you can call on. How you can call on this favor and how often you can is determined below. A favor can supply equipment, transportation, access, money, or even military support. Roll 1d20 for frequency and influence. **Frequency** **1-7.** The debtor is limited to what she can accomplish by herself. **8-13.** You can call on them for a single favor a level, or one big favor that will resolve the obligation. **14-18.** You can call on them, big or small, but are limited to six favors total. **19-20.** You can call on them, big or small, but are limited to two favors per level. **Influence** **1-6.** The debt is owed by a single person who can or will only supply oneself. **7-11.** The debtor can bring in a small group, like a gang, retinue, or a few employees. **12-15.** The debtor will bring in dozens of people if necessary, calling on the right people for the right job. **16-18.** The debtor has power and influence across hundreds and can call on favors as well. **19-20.** The debtor will move heaven and earth to appease you and may be able to do so. You want an army? **Identity** **1-5.** A relative nobody but who obviously has connections you don't know about. **6-9.** The military or police commander. **10-12.** A lord, small-town mayor, or the president of a small company. **13-15.** The patriarch or matriarch of a major crime family. **16-17.** The president of a corporation. In medieval times, a duke or baron. **18-19.** Royalty or the president of a multi-national corporation. **20.** This person runs a country.
3-4	**Informant.** Differentiated from favor, this is a connection that supplies information or their skill when called upon. This is probably someone you helped or a friend in a position of access. An informant has one dominant skill, rolled with a +8 bonus—this check has advantage. You can call on an informant once a week. The informant will never put oneself at risk and won't have access to anything outside of what's around. *Roll 1d20 for identity and skill.* **1-2. Professor.** Intelligence (History) **3-4. Scientist.** Intelligence (Nature/Sciences) **5-6. Doctor.** Wisdom (Medicine) **7-8. Hacker.** Intelligence (Computer Use) **9-10. Engineer.** Intelligence (Engineering) **11-12. Priest.** Intelligence (Religion) **13-14. Entertainer.** Charisma (Performance) **15-16. Charlatan.** Charisma (Deception) **17-18. Private Investigator.** Intelligence (Investigation) **19-20. Survivalist.** Wisdom (Survival)

5-6	**Wealth.** What a stroke of luck, you've come into some money. Don't spend it all at once. Roll 1d20 for the amount. **1-7.** It wasn't much, a tax refund probably. You gain $3d6x10. **8-13.** You received a bonus, a commission, or a bank error in your favor. You gain $6d6x10. **14-18.** You've had a good night gambling or finished a long-term project. Maybe you won a contest. You gain $1d4x1,000. **19-20.** This is nothing short of a lottery win, inheritance, or a bank heist. However, the money is put aside for a rainy day. You gain the following bonuses when achieving the listed level. 1st level - $500; 5th level – 2,500; 10th level - $10,000; 15th level – $55,000.
7-8	**Combat Training.** You gain admittance in a self-defense class or find a martial arts/weapons teacher. You spend an extended time specializing in a craft apart from your usual training. Each time you gain this windfall, you learn an additional tier. **Tier 1.** You gain 1d4 weapon proficiencies. **Tier 2.** You gain a +2 bonus to initiative. **Tier 3.** Your speed increases by +5 feet. **Tier 4.** You gain 1 feat.
9-10	**Education Grant.** People believe you're smart and throw money your way to develop your skills further. Each time you gain an education grant, you gain proficiency in one skill or tool of your choice as well as one additional language.
11-12	**Recognition.** You have been bestowed a well-deserved award, perhaps a gilded trophy. Maybe a medal. This doesn't assume a contest. If in the military, you receive medals; you don't win them. If in academia, you receive acknowledgment for a peer-reviewed paper that has advanced your field. *You have advantage on Charisma (Persuasion) checks with other people in the same field that know of your achievements.*
13-14	**Positive Side Effect.** Well, that was unexpected. You have been subjected to a medical experiment, a yet untested treatment to a condition you suffer from, or something latent hidden for many years has finally manifested itself. *Roll on the Genetic Benefit Table*
15-16	**Reputation / Rank.** If in the military, you achieve a promotion. If on contract, you can raise your prices based on reputation alone. You are given more authority, influence over underlings or employees. This may have reaching aftereffects in the game. *You have advantage on Charisma (Intimidation) checks with other people under your command or influence.*
17-18	**Recovery.** You recover from one effect from the Tragedy table you are suffering from (chosen by you or the GM).
19-20	**Personal Treasure.** You discovered, was bequeathed, or were given something of value, something you treasure more than most other things, something you neither should sell or even want to (not that you would get anything, as selling it would only net you 1/10 its original value. Select one item worth $5,000 or less as your item.

D1-FRIENDSHIP

You found a friend. Good for you. Roll 1d20 to determine how you met. Gender and race are up to you. Friends are different than earned favors or informants. Friends can be there for you in a pinch, help you out, but they should not be taken advantage of. They can be at home waiting for a phone call, or side-by-side with you in the neck of battle (as an NPC).

Roll 1d20	
1-2	You reconnect with a relative (cousin, uncle, lost sibling, etc.)
3-4	A previous romantic interest. Either you separated prior and reconnected later, or the relationship didn't work, and you remained as friends.
5-6	An old childhood friend, either that you've never lost contact with or one you bumped into and realized no time had really passed.
7-8	A co-worker, which could mean a tedious day job or a comrade you shared basic training with.
9-10	You owed this person a favor, or they owed you. Turns out you two both like the same things. The debt has long since been paid.
11-12	This person had known your family or mutual friends for years, and you always considered him/her like a big brother/big sister. Alternatively, you've known this person through his/her family or mutual friends for years, and you always considered him/her as a kid brother/kid sister.
13-14	It started as a teacher or mentor relationship, but after the classes were concluded, you two stayed in touch.
15-16	An old enemy, if you have one, and it makes sense. You two came to an understanding.
17-18	You two met through shared interests or mutual friends. It's boring, but it's also common.
19-20	He or she was more like a foster-parent, or rather the closest one you had to one, or the one you wished you had.

E1-ENEMY

Yikes. You really got someone's hackles up. Decide on who the person is, what caused it, and what the other will do when encountered. Gender and age are up to you. If a combination doesn't work, the GM is more than welcome to order a re-roll.

Roll 1d20	
1-2	Alas, not all friendships end well. A friend you picked up becomes an enemy.
3-4	A relationship you are currently in ends very badly. Or else someone you used to date comes back intending to destroy your life.
5-6	Regardless of blood, some lines still cannot be crossed. A relative is no longer a friend.
7-8	Either someone that bullied you or someone you bullied in your youth returns.
9-10	A coworker in a higher position wants to keep you down. As long as he/she is above you, you'll never advance.
11-12	Someone under your authority wants to bring you down to his/her level.
13-14	Someone you work with (a co-worker on equal footing) has it in for you.
15-16	A criminal is out for you.
17-18	Someone with a lot of weaponry (like in military or law enforcement) really doesn't like you.
19-20	Make sure you filed your taxes because even the slightest slip could bring down the wrath from this government official with a lot of bureaucratic clout.

E2-THE CAUSE

Why is there such a divide between you two?

Roll 1D20	
1-2	Either you or the enemy caused the other to lose face (not literal) or position.
3-4	You caused your enemy a physical disability. **1-4.** Facial scars or burns **5-8.** Developed hearing problems **9-12.** Developed a limp **13-16.** Lost a hand **17-20.** Lost an eye
5-6	You or your enemy caused the enemy to lose a loved one.
7-8	You or your enemy exposed a dark secret of the other that upset the other's life (but did not involve criminal proceedings).
9-10	You or your enemy was humiliated. Sometimes, that's enough.
11-12	There was a betrayal or abandonment.
13-14	You or your enemy was responsible for jail time. **1-10.** You went to jail; **11-20.** Your enemy went to prison. Roll 1d20 to determine the number of months served.
15-16	You or your enemy just hates the other's stupid, stupid face.
17-18	You or your enemy cost the other a job or a lucrative deal.
19-20	You or your enemy foiled the other's cunning plan.

E3-WHO TICKED OF WHO

Maybe you hate him/her; perhaps it's the other way around; maybe it's mutual.

Roll 1d20	
1-6	Your enemy is ticked off with you. You don't fully understand why, and probably think it's really overinflated. Someone needs a hug.
7-12	Your enemy is your enemy. It doesn't matter that he or she doesn't hold a grudge; you do.
13-20	It's totally mutual.

***Editorial.** Astute and aged players may recognize similarities between these tables and those found in another role-playing game from nearly thirty years ago. Regardless of rules used or setting employed, my campaigns almost always employed those tables in the creation of characters. I never forced it, but every player is given the option always preferred leaving their lifepath up to random chance, always willing to let the chips fall where they may. That being said, as a GM, I did throw out rolls I didn't agree with. It's about constructing a backstory, a sensible backstory—sometimes events don't make sense. I'm honestly surprised it took me this long to create my own set of tables.*

E4-WHO DOES WHAT

How angry are either of you? One of you can take this really personally. Choose logically who is the more cross (or if both sides are equally irate), then roll below.

Roll 1d20	
1-4	The crossed individual (or both) will try to kill the other when given a chance, no remorse. Is that going too far?
5-8	The crossed individual (or both) wants to beat the living snot out of the other. Maybe it's something you both need to get out of your system.
9-12	The crossed individual (or both) wants to destroy the other's life, to suffer for years and years.
13-16	The crossed individual (or both) have been prepping some choice zingers to fling at the other at the first opportunity.
17-20	It's just best you just avoid each other.

E5-WHAT CAN BE THROWN

The influence of your enemy—what he or she can throw at you, assuming there's motivation for doing so.

Roll 1d20	
1-6	Despite any authority, your enemy will only handle matters personally.
7-11	Your enemy can bring in a small group, like a gang, retinue, or a few employees. A line is drawn about bringing in more.
12-15	Your enemy will bring in dozens of people if necessary, calling on the right people to bring you down.
16-18	Your enemy has power and influence across hundreds and can call on favors as well. Uh oh.
19-20	Your enemy will move heaven and earth to destroy you and may be able to do so. You're screwed.

F1-ROMANCE

Aww…Sweet. You found someone important in your life. It might have been a quick fling or a much longer affair. Roll for the type of relationship unless it's a continuation of a prior relationship, its current status, and its potential for joy or misery.

NEW RELATIONSHIP

(Roll on this table if you are not in a relationship currently)

Roll 1d20	
1-6	You met someone, dated for a spell, but ultimately it didn't work out after only a few weeks or months. The breakup might not have been mutual, but these things happen all the time.
7-11	You met, are still together, but you can't see it lasting. *(go to F4—Feelings)*
12-15	You met and are still together. This may be the one.
16-18	You met someone, but from the beginning, there were complications. *(go to F2—Issues)*
19-20	Tragic love. Why? WHY? WHHHYYYYY!? *(go to F3—Misfortune)*

PREVIOUS RELATIONSHIP

You are currently in a relationship. Roll to see if you two are still together, and how things are coming along.

Roll 1d20	
1-4	It's going very well. If it wasn't before, it is now. If it was previously, congratulations.
5-8	The relationship is as before. Nothing has changed.
9-12	This is the one. You get married.
13-15	You have a child. Roll 1-10: Boy; 11-20: Girl.
16-18	It has started to go downhill because of complications. *(Move to F2—Issues)*
19-20	Something bad happened. *(Move to F3—Misfortune)*

F2-ISSUES

Your relationship encountered several complications. After rolling in **F2-Issues**, roll again in **F4-Feelings**.

Roll 1d20	
1-2	Your family and/or friends hate your romantic interest.
3-4	Your romantic interest's family and/or friends hate you.
5-6	There is a romantic rival involved trying to divide you to. Who the rival is interested in can be chosen or randomized?
7-8	You fight constantly.
9-10	You are professional rivals.
11-12	There is a lot of jealousy between you to.
13-14	One of you two had an affair, and the other found out.
15-16	Both of you come from different walks of life, and it puts pressure on the relationship. There may not be internal pressures, but there may be external ones.
17-18	The two of you differ in ethnicity or race. There may not be internal pressures, but there may be external ones.
19-20	There are money problems; aren't there always money problems?

F3-MISFORTUNE

Something terrible happened in the relationship, including a simple break-up, which can feel like the end of world sometimes.

Roll 1d20	
1-4	Sometimes bad things happen, but the relationship survives it.
5-8	You break up. It just was never going to work out—the separation is mutual.
9-12	You dumped your romantic interest.
14-16	Your romantic interest dumped you.
17-18	You two are separated. *(go to A4-Separation)*
19-20	Your romantic interest has died. *(go to A3-Casualty)*

F4-FEELINGS

Your relationship has complications, but how do you two feel about each other?

Roll 1d20	
1-4	Despite everything (and there are a lot), you still love each other.
5-6	Your romantic interest appears to have issues but won't leave you. Why?
7-8	You have issues, but you won't leave your romantic interest. Why?
9-10	You both have issues—the relationship should have ended, but it doesn't. Something is holding you together.
11-12	Your romantic interest still loves you; you're not as confident.
13-14	You still love your romantic interest. You are worried it is no longer reciprocated.
15-16	You're drifting apart from mutual apathy.
17-18	You'll always be friends, but you fear the spark has faded.
19-20	Screw it. It's over.

SKILLS AND PROFICIENCIES

INTELLIGENCE (COMPUTER USE)

Knowing where the "on" switch is and understanding a point/click interface is a common skill expected of everyone. Computer Use covers more advanced concepts like hardware modification, upgrade, and maintenance. Computer Use is also employed in the researching of online materials. You can attempt the repair or modification of a computer, circumvent security, create programs, or use it to replace Intelligence (Investigation) when researching a subject.

Editorial. When in doubt, turn it off and on again. Doesn't matter what 'it' is.

INTELLIGENCE (DEMOLITIONS)

If proficient in demolitions, you can set and disarm explosives. This includes the planting of all manners of mechanical and electronic detonators. A successful check lets you place bombs to best effect and set or disable detonators. Failure means that the explosive fails to go off as planned. The explosives are not lost. Failure by 10 or more means the bomb might go off (if it is an explosive that can) as the detonator is being installed. A failure with wiring explosives together means the extra wired explosives will not go off with the primary (See Equipment).

INTELLIGENCE (ENGINEERING)

This is a broad skill dealing with all applications of technology, allowing you to craft, modify, and repair devices. These include electronics, general machines, exo-armor, mecha, techan armor, techan weapons, and vehicles.

Crafting. Crafting technology deviates slightly from crafting mundane items. Not only are you required to be proficient in Intelligence (Engineering), but you also must possess the appropriate Engineering kit. If so, then you can expend $5 multiplied by your character level in widgets each day until you reach the market value of the item (this is called a build schedule). You must have widgets or parts on hand.

Alternately, you can attempt to make an Intelligence (Engineering) check—the result -10 and multiplied by your character level is how much in $ you progress instead of taking the standard $5 each day. This value can increase with the use of engineering kits.

The tech level of your engineering kit affects the speed of your build, being a multiplier affecting the number of $ you can invest per day of use. A TL1 kit thus cannot affect your build time, while a TL5 kit allows you to spend 5 times more $ than generally for a day's work. You cannot build other kits or medical injections.

For Example, if the item you are trying to build costs $5,000, and you possess a TL3 Engineering kit and are 10th level, you can spend 5 (base) x 10 (level) x 3 (kit) = $150 a day without rolling. If deciding to roll one day, and your result is a 20, you can spend 10 (roll) x 10 (level) x 3 (kit) = $300 that day.

Disarm Electronic Locks. When attempting to disarm a trap or break through a lock using an Engineering tool kit, you can use Intelligence (Engineering) granted you have a tool kit of at least equal tech level of the device you are trying to affect.

Recover Hit Points. You can take a day of downtime and make an Intelligence (Engineering) to recover the hit points of damaged items or machines. The number of hit points recovered is equal to the result of your skill check -10. This does not apply to mecha (see *Mecha*)

This value can be adjusted with an appropriate engineering kit. If the kit is more advanced than the item being repairs, add the difference to the hit points recovered. If the other way around, the recovered hit points are reduced (if repairing a TL2 item with a TL4 kit, you gain a +2 bonus to the hit points recovered—if reversed, it becomes a -2 penalty).

The repair cost in widgets for each day is equal to the number of hit points recovered x 5.

Reverse Engineer. You can use the Intelligence (Engineering) skill to convert technology into widgets to be used in the creation of other technology. Each attempt to reverse engineer an item takes six hours. Reverse engineering destroys the item being selected. The end result is you acquire one-fifth of the item's value in widgets.

Sabotage. You can use Intelligence (Engineering) skill to sabotage devices and vehicles. With this technique, you can inflict effects instantly or when certain conditions occur.

You can only attempt sabotage against a target which you can incapacitate logically. The GM can refuse a sabotage attempt if you have no way of accessing vital components in the target. The GM may also require you to spend time gaining access to said components.

There are hundreds of different effects you can accomplish with sabotage. Effects last until the effect is repaired unless stated otherwise. Effects can be repaired by a contested Intelligence (Engineering) check or with specific solutions to each problem (breaking open a door instead of fixing the sabotage).

Mecha. Intelligence (Engineering) can be used to build, modify, or repair mecha. Unlike most equipment, because mecha fall into an abstract definition of technology, they are not listed with a tech level; instead, the GM determines which tech level players mecha fall into and which tech level of kit is required; unless mecha are commonplace in your setting, a good guideline is one TL higher than the setting standard. Once sorted, you must possess that kit to conduct any work on mecha (see *Mecha*).

INTELLIGENCE (SCIENCES)

This is the general study of the applications of the unaltered rules that govern the real world. It deals with broad studies like Biology, Astronomy, and Geography and into further specific fields of expertise like Biochemistry and Astrophysics. Given enough dedication, you could earn grants and degrees, specializing in a field of study to better your species and the natural world. Being a top mind of the profession could enable you to unravel a genome or to design and build your own superconducting supercollider.

You do not have to specify a field of expertise. This skill refers to a general knowledge of science. You use this skill for general scientific observations.

Because science.

> ***Editorial. 'The scientist, who does science' is a character archetype that doesn't even remotely reflect reality, but the alternative is having a character with a defined party role whose skills are only applicable in certain situations. As an option, a scientist character might have one or two areas she is an expert in (advantage on Sciences checks), a bunch of related fields that she is competent in (regular checks), and disadvantaged on anything completely outside her area of expertise (but still able to make the checks. Because science.)***

MECHA PROFICIENCY

Although similar to vehicles, mecha don't follow the rules regarding vehicles in the Equipment chapter. When you receive mecha proficiency, you gain the ability to operate all the mecha utilizing the same cockpit configuration as your mecha. Therefore, if your mecha utilizes a virtual

cockpit, you are trained to use any mecha utilizing a virtual cockpit, but you have no training with a mecha utilizing thought control.

Although there is a mecha pilot class, if the setting of the game employs mecha as commonplace, the GM should offer mecha proficiency to all players, regardless of class. If a mecha transforms outside of a beast or humanoid form into something operating identically to a vehicle listed here, it turns into a vehicle, requiring the correct proficiency (see *Vehicle Proficiency*).

VEHICLE PROFICIENCY

If proficient with a vehicle, you know how to drive or pilot said vehicle and any situation. There are five types of vehicle proficiency—light ground, heavy ground, super-heavy ground, aircraft, watercraft. If possessing one, you know how to control all vehicles of that type. So, if you ride a bike, you can ride them all. Although not entirely accurate given the broad range of technology seen across the world, this is a compromise to prevent clutter.

Routine tasks such as ordinary driving don't require a check. You only make a check when experiencing unusual circumstances (such as stormy weather or a slippery surface), performing a stunt, driving at high speeds, or if trying to operate a vehicle while being attacked or attacking.

If you fail a Dexterity check with a vehicle, you must suffer the consequences. This can include a second chance to recover, a slide, or a crash. Some stunts are easy, and they neither require a skill check nor have consequences.

If you are crashing, you often lose control of your vehicle and cannot perform any checks involving your vehicle until the crash is resolved. In most crashes, you continue your remaining movement in the direction you were previously pointed. In others (like catastrophic jumps), you immediately stop your movement.

See Vehicle Rules in the Equipment chapter for detailed rules on vehicles and how they are controlled.

Mecha. If a mecha transforms outside of a beast or humanoid form into something operating identically to a vehicle listed here, it turns into a vehicle, requiring the correct proficiency.

> ***Editorial.*** *Vehicles used to be a skill, but this would put it at odds with the core 5e rules in which vehicles are a kind of tool proficiency. Although one would expect me to follow suit with medicine requiring a medical kit, Wisdom (Medicine) has already been established.*

NEW FEATS

Ultramodern5 also presents a handful of new feats.

EXO-ARMOR PROFICIENCY

Increase your Strength or Dexterity score by 1, to a maximum of 20.

You also gain proficiency with exo-armor.

CROSSFIRE

Increase your Dexterity or Intelligence score by 1, to a maximum of 20.

Any ability you have requiring an ally within 5-feet of an enemy is now extended to any ally with a firearm within 20 feet of an enemy.

FIDGETY FINGERS

Increase your Intelligence or Wisdom score by 1, to a maximum of 20.

When crafting technology, the $ you can expend per day (or longer with a mismatched engineering kit) is doubled.

FIREARM EXPERTISE

Increase your ranged attack ability score by 1, to a maximum of 20.

You can reload one clip, magazine, or cell using fifteen feet of unspent movement.

Before making a ranged attack with a firearm that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.

FOUR: LADDERS

At 1st level, you can select a ladder. You gain the ladder's 1st-level feature and can choose to gain its additional features instead of selecting an ability score increase or a feat at 4th, 8th, 12th, 16th, and 19th levels. In essence, ladders are a collection of similarly themed feats with an additional benefit when selected at 1st level.

You do not have to select the ladder's additional features at their listed levels if you would instead gain the standard ability score increase or a different feat. However, all ladder features must be taken in order. You can't skip a feature if you want a later one, and not choosing all the features prevents you from being able to achieve the apex of the ladder. Most ladder features include an ability score increase, so there is little incentive not to take them.

Unlike classes, which fill specific roles, ladders are based on what you are and how you live your life. These include various mental and physical disciplines as well as natural talents. Although some classes and ladders obviously complement each other, any ladder can be combined with any class.

Ladders are an optional system. The GM may choose to use them or not. If they are included, however, all players should choose one to avoid imbalance.

LADDER GAINS

At 5th, 11th, and 17th level, each ladder offers an additional benefit. This accounts for the lack of magic in most non-fantasy settings. Although weapons and armor may provide additional properties, almost none in *Ultramodern5* offer significant bonuses to attack or damage, and since modern games don't always feature incrementally better gear throughout a campaign, you can carry the same equipment for the entirety of your character's life.

If your campaign features magic items or sudden jumps in technological advancement, ladder gains should be ignored. If you choose to use them anyway, treat each bonus as an attuned magic item, which must be relinquished (and later reattuned if you want it back) to benefit from a comparable item bonus.

BORN LEADER

You have always displayed confidence in the way you talk and present yourself. You were the captain of a sports team, the head of a technical department, the supervisor for a menial commission retail job, or the squad commander in an army. You could also have been a used car salesman or actor. You don't even need to be all that physically attractive; you simply project a presence that encourages followers. Thank-

fully, beyond the simple aura of your charisma, you're also clever enough to know what to say at the right times to have the greatest effect. You know that how you speak means more than the words themselves. Even if you're not the leader of the group, you often do most of the talking when the need arrives. In your spare time, you socialize with others.

Key Abilities. Charisma, Intelligence

BRAINS AND GOOD LOOKS

Beginning when you choose this ladder at 1st level, you can always choose to use Intelligence instead of Wisdom for Insight and Perception checks.

Additionally, after taking a long rest, if you wear no armor and wield no weapons, you gain a +2 bonus to Charisma or Intelligence (select one) until you make an attack roll or cast a spell. Select either Charisma or Intelligence as your primary born leader ability.

COMPELLING DIRECTIVE

At 4th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary born leader ability, which has a maximum value of 22.

Additionally, after you finish a long rest, roll a d20, and put the result aside. You can swap out any roll you or an ally that can communicate with you makes for that result. You should always have a d20 result put aside this way, but after swapping two die rolls, you cannot swap another until you finish a short or long rest. After you finish a long rest, you always roll a new d20.

SOCIAL SCIENCES

At 8th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary born leader ability, which has a maximum value of 22.

Additionally, your *compelling directive* ability improves—you can swap out four die rolls between short and long rests.

PRESENCE OF LEADERSHIP

At 12th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary born leader ability, which has a maximum value of 22.

Additionally, after taking a long rest, if you wear no armor and wield no weapons, you have advantage with either Charisma or Intelligence skill checks (select one) until you make an attack roll or cast a spell.

EARNED LOYALTY

At 16th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary born leader ability, which has a maximum value of 22.

Additionally, you can turn a short rest into a long rest without an extension of time. This affects you and all allies you can see. After you use this ability, you cannot use it again until you have completed four additional long rests.

JUST STOP

At 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary born leader ability, which has a maximum value of 22.

Additionally, you can take a moment to focus and gather your wits, as well as the wits of your allies. Use an action, and you and all allies able to communicate with you gain the benefit of a short rest. This takes no time other than the action on your turn. After you use this ability, you cannot use it again until you finish a long rest.

LADDER GAINS

The born leader gains the following additional benefits at 5th, 11th, and 17th level.

5th Level. You gain a +2 bonus to any Charisma or Intelligence skill of your choice.

11th Level. You gain a +1 bonus to AC.

17th Level. You gain a +1 bonus to attack and damage rolls.

JUGGERNAUT

The juggernaut is a beast. Blessed with amazing stamina and brutal strength, you base your reputation upon the build you were gifted with and train daily to maintain. You may have worked in a gym, a farm, or a military base. You were self-taught, trained by a coach, or beaten down by a drill instructor. You might have earned a name in a ring or on the combat field. You could be an imposing behemoth or a gentle giant, only raising your hand when necessary. Regardless of what kind of pitiful body you were born with, you have worked up to nothing less than the physique of Greek legends. In your spare time, you work to maintain your physical perfection.

Key Abilities. Constitution, Strength

FULL TORQUE

Beginning when you choose this ladder at 1st level, you can use Strength in place of Dexterity for all attack and damage rolls with ranged and thrown weapons. Alternately, when wielding two-handed small arms, heavy weapons, or super heavy weapons, you can use Constitution in place of Dexterity for all attack and damage rolls. Select either Constitution or Strength as your primary juggernaut ability.

GOOD CARDIO

At 4th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary juggernaut ability, which has a maximum value of 22.

Additionally, your speed is not reduced when moving through difficult terrain, and you gain a bonus to your hit

points this level equal to twice your primary juggernaut ability modifier (meaning triple if you selected Constitution).

UNSTOPPABLE

At 8th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary juggernaut ability, which has a maximum value of 22.

Additionally, you also gain 1 additional Hit Die at this level, and you maximize your hits points earned from both this Hit Die and the normal one you receive at this level.

BUILT LIKE A TRUCK

At 12th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary juggernaut ability, which has a maximum value of 22.

Additionally, you gain a bonus to your hit points this level equal to your primary juggernaut ability modifier (meaning double if you selected Constitution), and you gain a damage bonus with melee attacks against incapacitated targets or immovable objects equal to your primary juggernaut ability modifier. You also have advantage on saving throws against being poisoned or stunned.

HULKING SMASH

At 16th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary juggernaut ability, which has a maximum value of 22.

Additionally, you can also use an action to activate your "hulking" ability. After you use this ability, you cannot use it again until you finish a long rest. When hulking, the following occurs.

You gain temporary hit points equal to twice your level + twice your primary juggernaut ability modifier.

As long as you have temporary hit points, you gain a bonus to damage rolls with melee attacks equal to your primary juggernaut ability.

You suffer disadvantage on all skill checks, ability checks, and attack rolls utilizing Intelligence, Wisdom, or Charisma for one hour.

IN YOUR PRIME

At 19th level, you can increase one ability score of your choice by 2. You can't increase an ability score above 20 using this feature except for your primary juggernaut ability, which has a maximum value of 22.

Additionally, you have resistance to non-magical slashing, bludgeoning, and piercing damage.

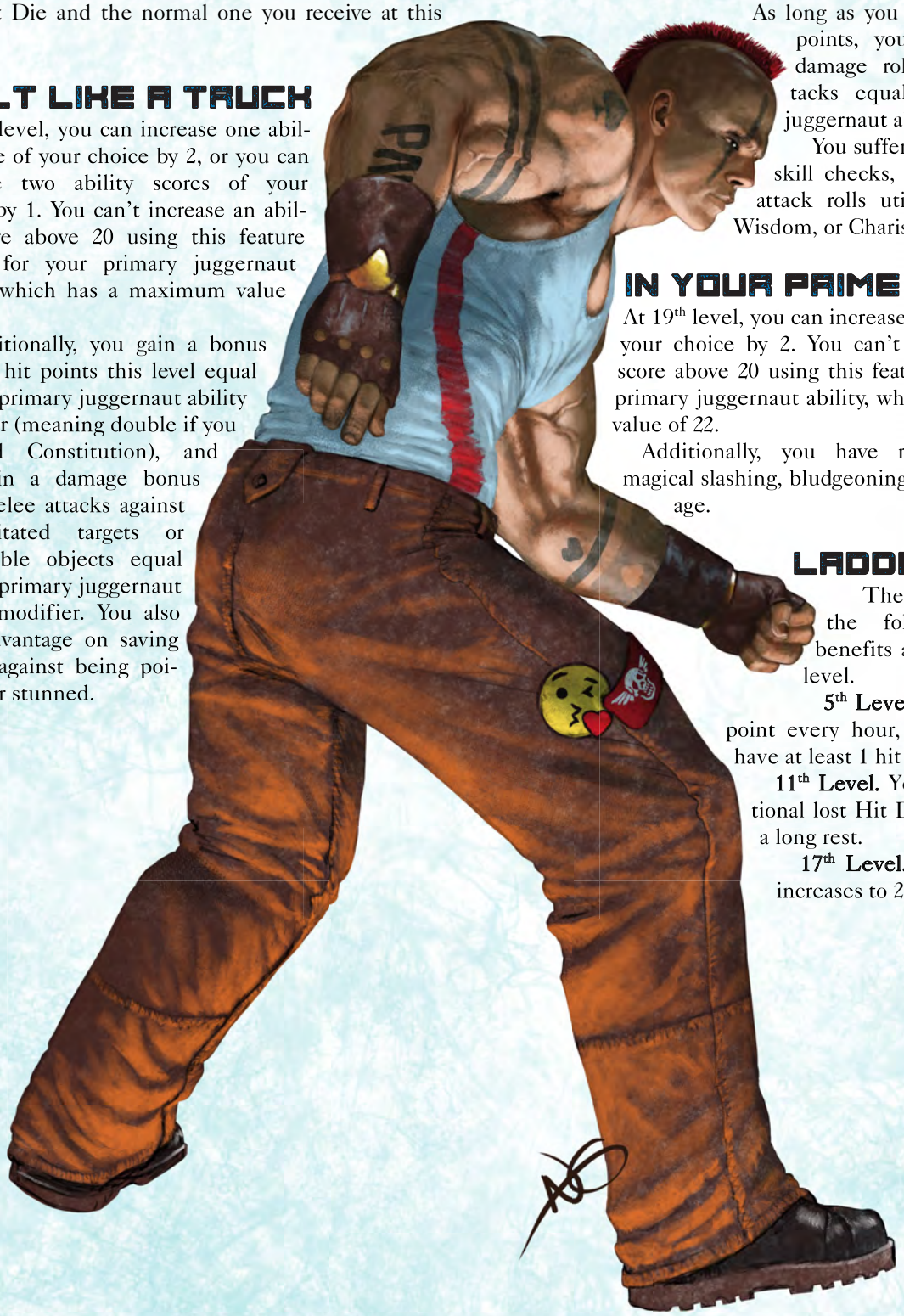
LADDER GAINS

The juggernaut gains the following additional benefits at 5th, 11th, and 17th level.

5th Level. You recover 1 hit point every hour, provided that you have at least 1 hit point.

11th Level. You regain 1d4 additional lost Hit Dice when you take a long rest.

17th Level. Your regeneration increases to 2 hit points per hour.



PERFORMER

Your creativity manifests in such a way as to be entertaining without necessarily producing a product. You apply your natural ability and skills in a way to complete a task intended for an audience. This can include dance, acting, music, or some other presentation. This is not limited to outgoing expressions, as your talent may express itself privately as in the composing of a symphony or the painting of art. Despite any measure of stage fright you may possess, your desire to produce eclipses any inhibitions.

To be a true performer means to ignore such hang-ups, to disregard the criticisms of others, to accomplish for no other reason than the need to do so. When the universe lines up and you find your focus, you have a tendency to ignore distraction, fear, or even injury. These are skills you carry with you into daily life, a side-effect from habitual rehearsals and practice.

Key Abilities. Dexterity, Charisma

CONSTANT PRACTICE

Beginning when you choose this ladder at 1st level, you can always choose to use Dexterity instead of Charisma for Performance checks. You can also choose to use Charisma instead of Dexterity for Acrobatics checks. You also gain proficiency in Deception and Performance skills. Select either Dexterity or Charisma as your primary performer ability.

OVER BASELINE

At 4th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary performer ability, which has a maximum value of 22.

Additionally, you are immune to the frightened condition.

PRACTICE MAKES PERFECT

At 8th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary performer ability, which has a maximum value of 22.

Additionally, anytime you make an ability check based on your primary performer ability, you re-roll all die results of 5 or less.

CONFIDENCE

At 12th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary performer ability, which has a maximum value of 22.

Additionally, before making a d20 roll, you can declare what the roll will be (taking no action); subtract the difference between your guess and the actual roll from 4 and add that result onto your roll (if a positive). If the modified roll becomes a 20 or higher, it is not natural. Once you add +3 or more to a roll from this abil-

ity, you cannot use it again until you finish a short or long rest. When declaring your result, it must be audible for the GM and the player group to hear.

For example, if you declare "15" and roll a 17, you add +2 to your roll, making 19. If you declare 15 and roll 10, you add nothing.

EFFORTLESS

At 16th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your performer ability, which has a maximum value of 22.

Additionally, anytime you make an ability check based on your primary performer ability, you re-roll all die results of 10 or less.

PERSONAL CONTROL

At 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary performer ability, which has a maximum value of 22.

Additionally, select one Dexterity or Charisma skill you are trained in. When you make an ability check using that skill, set the die roll to a natural 20. Once you use this ability, you can't use it again until you finish a long rest.

LADDER GAINS

The runner gains the following additional benefits at 5th, 11th, and 17th level.

5th Level. You gain a +1 bonus to AC.

11th Level. You gain a +1 bonus to Dexterity and Charisma saving throws.

17th Level. You gain a +1 bonus to attack and damage rolls.

RUNNER

With unmatched physical discipline, you have perfected a body designed for raw speed and agility. You are not a born soldier. If you served time in the military, your talents were as a scout, lightly armored and light on your feet. You may have grown up with an eye for sports. You broke records in the dash and ran for hours in marathons while others fell exhausted by the roadside. This was still not enough, and you soon began finding more challenging ways to get from point A to point B.

Climbing walls, jumping across roofs, sliding under cars--nothing stood in your way. It's not enough just to be athletic. You have to keep your eyes and mind sharp, to gauge distances, crawlspaces, and the shortest possible route even if it involves some death-defying feat of acrobatic skill. You can keep an entire landscape in mind, analyzing paths and routes of escape, even when everyone else just sees walls. This may not be raw brainpower but a natural instinct of the surrounding environment. In your spare time, you run.

Key Abilities. Dexterity, Intelligence

POWER TO WEIGHT RATIO

Beginning when you choose this ladder at 1st level, you can always choose to use Dexterity instead of Strength for the Athletics skill, and Intelligence instead of Wisdom for the Perception skill. You can also use Dexterity in place of Strength for attack or damage rolls with all weapons without the heavy property, and you have proficiency with Dexterity (Acrobatics). Select either Dexterity or Intelligence as your primary runner ability.

CAT BALANCE

At 4th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary runner ability, which has a maximum value of 22.

Additionally, your speed also increases by +5 feet.

Additionally, if you move at least 10 feet while moving towards a wall, your remaining movement becomes a climb speed until the end of your turn. This movement can be in any direction as long as it follows a vertical surface.

SAUTE DE PRECISION

At 8th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary runner ability, which has a maximum value of 22.

Additionally, if you use the Dash action, your movement increases by 1.5 times your speed (round down). You also add both your Dexterity and your Intelligence modifier to all Dexterity (Acrobatics) checks.

NATURAL ATHLETE

At 12th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary runner ability, which has a maximum value of 22.

Additionally, as an action, you can set your next Dexterity check or saving throw to your Dexterity score without rolling. You can do this as many times as your Intelligence modifier and regain all spent uses after you finish a long rest.

Additionally, you also don't suffer half damage from an effect that inflicts half damage on a successful Dexterity saving throw.

ALL ABOUT THE FLIPPING

At 16th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary runner ability, which has a maximum value of 22.

Additionally, when wearing medium armor, your max Dex modifier is increased to 3. If wearing light armor, you gain a +1 bonus to AC. Also, if you take an action to analyze your path before making any movement on your turn, until the beginning of your next turn, you gain a bonus to your AC equal to your Intelligence modifier.

PARKOUR MASTER

At 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary runner ability, which has a maximum value of 22.

Additionally, you gain a pool of additional actions equal to your primary runner ability modifier. You can only use one additional action per turn, and only to take the Dash, Disengage, or Use an Object actions. Your action pool refills when you finish a long rest.

LADDER GAINS

The runner gains the following additional benefits at 5th, 11th, and 17th level.

5th Level. You gain a +1 bonus to AC when not wearing heavy or exo-armor.

11th Level. Your bonus to AC increases to +2

17th Level. Your bonus to AC increases to +3.

SAVANT

Your strengths are not in your endurance, speed, or ability to shoot something with pinpoint accuracy. You use a part of the body most of your comrades seem to let necrotize, your brain. You're the one with all the answers, an encyclopedia of knowledge. You went to school; you have degrees and awards of merit. You took those credentials and either went underground to use your expertise in nefarious ways or accepted a position with a school or corporation where they rained you with stock options and complimentary cars. You understand that you may be on the border between genius and madness, but all the great minds of the world balance that knife-edge. In your spare time, you read.

Key Abilities. Intelligence, Wisdom

TRAINING BEATS EXPERIENCE

Beginning when you choose this ladder at 1st level, you can use Intelligence in place of Dexterity for attack and damage rolls with one-handed and two-handed small arms. You can also use Intelligence or Wisdom as your modifier to AC instead of Dexterity and as your spellcasting ability (if you cast spells). Select either Intelligence or Wisdom as your primary savant ability.

NOT STUPID

At 4th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary savant ability, which has a maximum value of 22.

Additionally, you gain the insight to discover if something is simply... stupid. You can ask the GM if a course of action (either yours or an ally's you know about) is just plain dumb, or the GM can volunteer this information. If the action is borderline, the GM's answer may be cryptic; otherwise, it should be straightforward. You can ask as many times as your primary savant ability modifier before being required to finish a long rest.

TRAINING BEATS EXPERIENCE

At 8th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary savant ability, which has a maximum value of 22.

Additionally, you also are proficient in all skills of your primary savant ability (if not already) and use your primary savant ability instead of Dexterity for your bonus to initiative.

Too Smart

At 12th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary savant ability, which has a maximum value of 22.

Also, if you use any skill tied to your primary savant ability to practice a profession during downtime activities, you can maintain a wealthy lifestyle without having to pay per day. You also do not have to pay for research, and training costs 1/4 the usual time and money.

Additionally, after taking a long rest, you gain a +3 bonus to Intelligence or Wisdom (select one) until you make an attack roll or cast a spell.

Eidetic Memory

At 16th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary savant ability, which has a maximum value of 22.

Additionally, if you have advantage on any roll (including attack rolls and saving throws) and both results would succeed, you can set one aside. At any point in the next five minutes, you can choose not to make a d20 roll and instead use the saved die. You can only set aside one result at a time, and if not used within 5 minutes, it is lost.

Opus

At 19th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary savant ability, which has a maximum value of 22.

Additionally, anytime you roll an ability check, skill check, or saving throw with your primary savant ability, you can set your die roll to your primary savant ability score.

Ladder Gains

The savant gains the following additional benefits at 5th, 11th, and 17th level.

5th Level. You gain a +1 bonus to AC.

11th Level. You are immune to being charmed.

17th Level. You are immune to being frightened.

Survivor

Regardless of how you have lived or where you were raised, you have always found a kinship with nature. You find salvation where others find death. While others starve, you prosper. No matter the environment, from bitter cold to scorching heat, you know the secrets to best stay alive. You can identify which foods will kill you or which animals will attack you. This is not knowledge gleaned from books but practical experience you may have earned the hard way. You may embark on weekend expeditions in the wilderness or elect to spend your entire life isolated from industry and population. You refuse to depend on technology. If the world were to fall into ruin, you would still survive. In your spare time, you prepare yourself for the next day.

Key Abilities. Constitution, Wisdom

Hunter

Beginning when you choose this ladder at 1st level, you can use Wisdom in place of Dexterity for attack and damage rolls with ranged attacks. You can use Constitution in place of Dexterity when determining your modifier to AC. Select either Constitution or Wisdom as your primary survivor ability.

Natural Equilibrium

At 4th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary survivor ability, which has a maximum value of 22.

Additionally, you can also use an action and make a DC 15 Constitution ability check to reduce your exhaustion level by 1. Each time you attempt this save, the DC increases by 5. When you finish a long rest and have a chance to eat and drink something, the DC resets to 15.

Additionally, you also have proficiency in Wisdom (Survival) or Wisdom (Animal Handling) (pick one).

Tough It Out

At 8th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary survivor ability, which has a maximum value of 22.

Additionally, you can also increase your exhaustion level by 1 and select one of the bonuses below. Once you use one of the following abilities, you cannot use that same one again until you finish a long rest (though you can select the others, each time increasing your exhaustion level).

Hit Points. As an action, you gain temporary hit points equal to your primary survivor modifier + your level.

Critical Hit. As part of an Attack action, you can turn a hit into a critical hit and inflict additional damage equal to twice your level.

AC Bonus. As an action, you gain a +1 bonus to AC for 1 minute (10 rounds).

Combat. As an action, you gain a +1 bonus to attack rolls for 1 minute (10 rounds).

DEAD MAN WALKING

At 12th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary survivor ability, which has a maximum value of 22.

Additionally, you can be reduced to less than 0 hit points (counted as being negative hit points) but remain conscious and standing at the cost of your minimum exhaustion level. If you already have levels of exhaustion, they increase accordingly. Though you can remove additional levels, the minimum cannot be removed until your hit points are raised back above 0.

- If your hit points are reduced to 0 hit points but more than -10, your minimum exhaustion level is 1
- Between -11 and -20 hit points, your minimum exhaustion level is 2.
- Between -21 and -30 hit points, your minimum exhaustion level is 3.
- Between -31 and -40 hit points, your minimum exhaustion level is 4.
- Between -41 and -50 hit points, your minimum exhaustion level is 5.

You can voluntarily fall unconscious and not compound exhaustion levels; additionally, after –50 hit points, your minimum exhaustion level increases to 6, and you die.

> *Designer. Although 5th Edition rules remove negative hit points, this specific feature puts them back.*

ELITE

At 16th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary survivor ability, which has a maximum value of 22.

Additionally, you automatically pass Wisdom (Survival) checks with a DC of 20 or less unless you have disadvantage on the check.

UNNATURAL SURVIVAL

At 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary survivor ability, which has a maximum value of 22.

Additionally, when you finish a long rest and ingest some food and drink, you reduce your exhaustion level by 2.

LADDER GAINS

The survivor gains the following additional benefits at 5th, 11th, and 17th level.

5th Level. You have resistance to cold damage.

11th Level. You gain a +1 bonus to AC.

17th Level. You have resistance to fire damage.

VETERAN

Beyond any strength you may have in muscle or willpower, your survival through life could still be counted as luck. Your instincts have proven to be your greatest ally. You never ignore the lessons learned when events in your life turn desperate. You have seen or read enough to gauge where to be and when, what to say and how to say it. It isn't as much about avoiding injury as it is preventing the escalation of a disagreement. You can see the symptoms of conflict before most others. You impart advice when needed; act first when events are unavoidable. You may not be the leader, but you're certainly the one everyone turns to for advice. You may not know all the answers, but most everyone trusts your gut over what a computer might say. When situations are at their worst, you're at your best, staying cool and calm while others flee. You don't have to be grizzled and old to be wise. The world has a tendency to not care how old you are when it puts you through hell. In your spare time, you reminisce.

Key Abilities. Charisma, Wisdom

CALM REFLEXES

Beginning when you choose this ladder at 1st level, you can use Wisdom for all attack and damage rolls with ranged attacks, unarmed attacks, and attacks with melee weapons without the heavy property. Select one Charisma-based skill to be proficient in. You can also use Wisdom or Charisma for spells. Select either Wisdom or Charisma as your primary veteran ability.

GOOD GUESS

At 4th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary veteran ability, which has a maximum value of 22.

Additionally, you gain a pool of rerolls for any roll you might make equal to your primary veteran ability modifier. This occurs as part of the same action (or reaction); this does not count as having advantage. If you suffer from advantage or disadvantage, you gain the re-roll after taking the final result—you can then select whichever roll you want. Once you use *good guess*, you cannot use it again until the beginning of your next turn. You regain all your *good guess* re-roll dice when you finish a long rest.

EXPECTING TROUBLE

At 8th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary veteran ability, which has a maximum value of 22.

Additionally, the number of uses you gain for *good guess* increases by 2. You also regain a *good guess* die roll if that roll results in a 1 or a 2.

You also can make an Intelligence (History) check as a Wisdom (History) check—effectively a gut instinct of what is probably true—or as a Charisma (History) check—where you are making something up that might be true.

STONE FACED

At 12th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary veteran ability, which has a maximum value of 22.

You are also immune to the frightened and charmed conditions .

INSTINCT WITH TIME

At 16th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary veteran ability, which has a maximum value of 22.

Additionally, as a reaction to making a saving throw (but before making the roll), you can move 5 feet. If this movement would take you out of the area of the effect that requires a save, you don't have to make one.

AT ANY COST

At 19th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary veteran ability, which has a maximum value of 22.

Additionally, the number of uses you gain for *good guess* increases by 2. You are also able to more easily overcome foes if you have dealt with them (or something similar) previously. If you fight a similar opponent in the future, you have advantage on attack rolls until the first time you hit, and your first hit is also a critical hit. 'Similar' is defined as having the same basic creature stat block (with allowances for minor customizations the GM may have made to a particular creature). for instance, if you previously defeated a space gnome security guard, you would have a bonus against other space gnome security guards, but not against space gnome mercenaries or space elf security guards.

LADDER GAINS

The veteran gains the following additional benefits at 5th, 11th, and 17th level.

5th Level. You gain a +1 bonus to AC

11th Level. You gain a +1 bonus to attack and damage rolls.

17th Level. Your bonus to AC increases to +2.

WARRIOR

Your life is defined by your path, not how you walk it. You have trained from an early age by choice or by inheritance to take the role of a combatant. Your natural gifts were discovered and focused into a lifelong dedication. This is not to assume you're a warmonger, as such training comes with the responsibility to know restraint. For many, having the skills is a means for self-discovery. This can apply in the application of hand-to-hand combat, the use of melee weapons, or in the proficiency of small arms. You might have lived on a farm, on a military base, or in a temple. You might have devoted your life to the implement of one craft or to the extensive use of many. Your power comes from commitment. Your victory is due to training. A true warrior knows when to fight and what to learn when a defeat occurs. In your spare time, you meditate and contemplate.

Key Abilities. Dexterity, Strength

STRENGTH OVER AGILITY

Beginning when you choose this ladder at 1st level, you can use Strength in place of Dexterity for all attack and damage rolls when wielding two-handed small arms, heavy weapons, or super heavy weapons. When wearing medium armor, your max Dex modifier is increased to 3. When wearing heavy armor, you gain a max Dex bonus of 1. Select either Strength or Dexterity as your warrior ability.

POWER UP

At 4th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary warrior ability, which has a maximum value of 22.

Additionally, you can power up as an action. You gain a power rank, starting at 1 and increasing to a maximum of 5 with successive power-ups. Each rank has an associated power-up ability, which you can choose to apply to one attack (each ability also includes all lower ranks). You lose your power ranks when you use the ability, or when you roll for initiative, or finish a short or long rest.

Power Rank 1. You have advantage on your next attack; if you hit, the damage die of any weapon you wield increases by one step (1d4 > 1d6 > 1d8 > 1d10 > 1d12).

Power Rank 2. Regardless of your next attack roll, it automatically hits; the damage die of any weapon you wield increases by an additional step.

Power Rank 3. Regardless of your attack roll, your next attack is a critical hit.

Power Rank 4. Re-roll all 1s and 2s on your damage dice of your next hit. Each time you roll the maximum result on a damage die, roll that die again and add the result to your damage. If you roll the maximum result on a reroll, keep rolling and adding until you get a different result.[1]

Power Rank 5. With your next hit, double all damage dice—this stacks with your critical hit.

ULTRA SUPER

At 8th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary warrior ability, which has a maximum value of 22.

Additionally, you can also increase your power rank by 1 with a bonus action—once you use this ability, you cannot use it again until you finish a short or long rest.

COVERT ENERGY

At 12th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary warrior ability, which has a maximum value of 22.

Additionally, if you don't move from your spot starting on your turn, at the beginning of your next turn, you gain a power rank—once you use this ability, you cannot use it again until you finish a short or long rest.

VIGOROUS SURGE

At 16th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary warrior ability, which has a maximum value of 22.

Additionally, after you roll for initiative, you start your first turn at power rank 1.

LOSES PATIENCE, FINDS ANGER

At 19th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary warrior ability, which has a maximum value of 22.

Additionally, when you suffer a critical hit or are reduced to below half hit points, roll a d4, and add the result to your power rank. This can only occur once after you establish initiative.

LADDER GAINS

The warrior gains the following additional benefits at 5th, 11th, and 17th level.

5th Level. You gain a +1 bonus to attack and damage rolls.

11th Level. You gain a +1 bonus to AC

17th Level. Your bonus to attack and damage rolls increase to +2.

FIVE: CLASSES

Modern classes are cut from a different cloth than traditional fantasy ones. In a dungeon crawl, it's crucial to have each character contribute to the acquisition of treasure and the survival as a whole. There can be no fat, leaving a lean fantasy party only permitting specific classes within their ranks.

It is expected, but not required that characters in a modern campaign encompass a broad mix of roles, entirely dependent on the needs said campaign. It is entirely possible to create a character with little to no combat abilities. Strength of personality can sometimes be more important than one's capacity to aim a gun.

There is no suggested party composition; this would fall entirely on the specifics of the game being run. If the GM is running a setting wholly based in a post-apocalyptic wasteland, then grounders, medics, and techies would be more critical than faces. Likewise, a team of assassins may not require an engineer, but an infiltrator or two would be vital. This book does not endorse any specific party composition, not even for the assumed top-end combat classes like grounder and heavy. Players and the GM must work together to ensure that not only does everyone have fun but contribute in his or her own way and as often as possible.

Modern characters are also largely dependent on technology, which comes in two forms—current tech and future tech, although these terms are relative to the technological base of the campaign. While the 5th Edition rules have reduced the traditional reliance on magical items to make the combat math work, the default game still presumes that characters will change and upgrade their equipment throughout a campaign. In this book, weapons can possess certain properties, but even the most advanced weapon lacks any incremental bonuses to attack or damage (these bonuses being supplied through Ladder Gains instead). *Ultramodern5* characters could, therefore, conceivably carry the same equipment through the entirety of the campaign (possibly becoming attached to their personal gear) or change their loadouts for a particular mission.

However, in a game with scaling technology (such as *Amethyst*, where bastions sport different levels of technology), or advanced alien technology, tech can be treated the same as magic items, with incremental bonuses assigned as usual. In this case, ladder gains should be ignored or treated as filled attunement slots. The GM should indicate at the start of the campaign which tech rules apply.

It's essential when making a character that not only you, but everyone else at the table (including the GM) understands the strengths and weaknesses of your class.

CIVILIAN

Let's be honest, most of us would fall into this category. Don't be discouraged, you can still be a unique and interesting individual. Just because you were not professionally trained to engage opponents in combat doesn't mean you're weak. Chances are, you fell into a crisis and proved useful. Or better still, you came to some precious knowledge of technology that made your presence invaluable. Others cannot ignore you; they need you, and love it or hate it, you are where you belong.

Consider yourself a blank slate—a sponge—ready to absorb what's required to be valuable at a later time. Your luck has earned you a position popular in fiction. Your allies may despise this truth, but in most stories, whether fantasy or science fiction, you're the main character. You're the normal one, the outsider, the initially hapless potential future hero that stumbled into the wrong alley. You're the one who survived, the one who decided to step in, only to be dragged along with potentially better-trained comrades.

That giant robot will only answer to you. Your genetic code is the only key that mecha will open to. The magi picked you to be his apprentice. Or maybe you're just the rich one bankrolling everyone else, so they have no choice but to take you along.

PLAYING A CIVILIAN

A civilian is a blank canvas on which to attach any number of character archetypes famous in popular fiction (especially genre tales). The hero that rises up to slay the monster is often a commoner, not the most powerful knight in the realm. The burden of the main quest falls indubitably to the one least trained. Alas, the civilian can also be fated to suffer the greatest tragedy. To succeed at these nearly unachievable tasks, the civilian is forced to rely often on instincts and a large portion of luck. A player controlling a civilian harnesses this luck despite the character not being fully aware of this. It does throw a peculiar dichotomy between character and player. Are they one and the same, or is the player just pulling strings?

Let someone else decide that.

CLASS FEATURES

As a civilian, you gain the following class features.

HIT POINTS

Hit Dice. 1d8 per civilian level

Hit Points at 1st level. 8 + your Constitution modifier

Hit Points at Higher Levels. 1d8 (or 5) + your Constitution modifier civilian level after 1st

Special. You can reduce your Hit Dice to 1d6 to gain 1 hero talent (see later). Consequently, your hit points gained at 1st level are reduced to 6 + your Constitution modifier, and your hit points at higher levers decrease to

THE CIVILIAN

Level	Proficiency Bonus	Hero Talents	Special
1st	+2	1	Hero talent, Luck Dice (draw 2)
2nd	+2	2	Avoidance (+1)
3rd	+2	2	Archetype feature
4th	+2	3	Ability Score Improvement
5th	+3	3	Luck Dice (draw 3)
6th	+3	4	Avoidance (+2)
7th	+3	4	Archetype feature
8th	+3	5	Ability Score Improvement
9th	+4	5	Luck Dice (draw 4)
10th	+4	6	Avoidance (+3)
11th	+4	6	Archetype feature
12th	+4	7	Ability Score Improvement
13th	+5	7	Luck Dice (draw 5)
14th	+5	8	Avoidance (+4)
15th	+5	8	Archetype feature
16th	+5	9	Ability Score Improvement
17th	+6	9	Luck Dice (draw 6)
18th	+6	10	Archetype feature
19th	+6	10	Ability Score Improvement
20th	+6	11	Chosen One

1d6 (or 4). Regardless of multiclassing or feats taken, your Hit Dice cannot be higher than 1d6.

Additionally, you can reduce your Hit Dice to 1d4 to gain 1 additional hero talent (2 total). Your hit points gained at 1st level are reduced to 4 + your Constitution modifier, and your hit points at higher levers decrease to 1d4 (or 3). Regardless of multiclassing or feats taken, your Hit Dice cannot be higher than 1d4.

PROFICIENCIES

Armor. Light armor

Weapons. All simple weapons

Saving Throws. Select any two ability scores

Skills. Select any four skills.

Special. You can reduce your skill proficiencies to only two and gain one hero talent.

EQUIPMENT

You start with the following equipment in addition to the equipment granted by your background.

- $300 in gear.

LUCK DICE

Lady luck is on your side. Starting at 1st level, you gain the ability to affect your success rate at specific tasks based on factors you should realistically not have control over.

You acquire d6s of different colors (yours do not have to be these colors, but whichever ones you use should be clearly identifiable and consistent). You will have the chance to acquire more and in different combinations of colors. Each color die is connected to a specific type of ability.

DIE	FOCUS
Black	Defense
White	Speed
Green	Recovery
Red	Attack
Purple	Wild

At 1st level, you gain a number of luck dice based on your highest attribute score modifier (regardless which one it is) plus ½ your level (rounded up). You must possess at least one of each die before selecting duplicates at 1st level. Upon reaching a new level, your total dice pool can increase based on the new level and if your highest attribute score has improved. Whenever you gain additional luck dice, you can also swap out one previously selected die (even if it means removing your last die of a color), but these choices remain fixed until you gain a level again.

For example, A character has a Charisma of 17 at 1st level and starts with 4 dice. The player chooses 1 defense (black), 1 attack (red), and 1 wild (purple), and 1 recovery (green). At 3rd level, the die pool increases to 5, the player replaces the green with a purple and adds a white.

After rolling initiative, place your luck die in a cup or bag (referred to as the supply), randomly remove a number of dice based on your level (2 at 1st level) and roll them—these are your available dice to spend (your active dice), and once spent, are discarded and set aside. After finishing a short rest, return spent dice to your die pool.

Luck Dice can be spent to activate their color, or the die can be discarded to use the value on the die regardless of die color. Each color offers its own unique ability.

Die Value. A die on its own, regardless of color, can be spent to modify any d20 roll (whether it be skill or attack) you make as part of the same action. You can roll first, check for success, and then decide whether or not to spend the luck die.

Combining Dice. Dice can be combined to increase the effect of an ability. By spending multiple dice, you compound the effect of the activated luck ability. The value on the initial spent die is not counted, but the values on additional dice do. Color-matched dice have their values doubled while unmatched colors are added unmodified. A wild die has no activatable functions, cannot be discarded on its own, but always acts as a matched die for the purposes of combining dice.

For example, if you discard an attack die along with

another attack die (indicating 3), a recovery (showing 5), and a wild die (showing 2), you add (3x2)+5+(2x2)=15 to the attack die action. The first initial attack die does not add its value.

Defense (Black) Die. When discarded as a reaction to an enemy hit on you, that attack misses.

Combined (Stumble). When combined, the attacker must make a Constitution save equal to the value +8, or be knocked prone.

Speed (White) Die. Discard as a bonus action, and you can Disengage and move up to your Speed.

Combined (Bolt). When combined, the value, rounded up to the nearest 5, is additional movement you can make this turn.

Recovery (Green) Die. Discard a green along with a Hit Die as a bonus action and recover hit points equal to the Hit Die's maximum value.

Combined (Heal). When combined, the value is additional hit points you recover.

Attack (Red) Die. Discard as part of an attack action to either turn a miss into a hit or a hit into a critical hit.

Combined (Wound). When combined, this value is added to your damage roll for this attack.

Wild (Purple) Die. This die cannot be discarded on its own and can only be discarded with another die; however, its value is always doubled as if it were a matching die.

HERO TALENTS

You're a hero…or at least, you'd like to think of yourself as one. Starting 1st level, and then every two levels after that (see table), you gain a hero talent from the list below. When reaching an archetype selection, you can decide to select a hero talent instead. Unless otherwise stated, you can only select a hero talent once.

Born Lucky. If you discard more than three additional luck dice via combining, return one of your choice to your die supply.

Bravely Ran Away. When activating a speed die, you can also stand up from prone for free; you also have advantage on escaping from a grapple until the beginning of your next turn.

Comedy Sidekick. Anytime you roll a natural 1 with ANY dice (including damage rolls), increase the value of one unused rolled luck die by 1 (maximum 6).

Do I Feel Lucky. When activating an attack die, you can also make one additional attack as part of the same action (it does not benefit from the attack die).

Foolish Fortune. After rolling your luck dice after Initiative, select one and set the die result to 6.

Happy Accidents. When adding matched dice (from combining dice), increase the total result by 3.

Improving The Odds. Immediately after rolling luck dice after initiative, increase all wild die results by 2 (maximum 6).

It's All In The Reflexes. Before making an ability check, as part of the same action, take a random luck die from the supply and "lock" it on the player's character sheet—you have advantage on your next ability check. You do not regain that locked die until you finish a long rest.

Kismet. Increase your luck die pool by 1. You can select this talent up to three times.

Luck Of The Whatever. After rolling luck dice after Initiative, you can re-roll up to two and take the higher value.

Lucky Star. Increase your luck die draw by 1. You can select this talent twice.

Make Your Own Luck. You can spend a Hit Die as a bonus action to draw two additional luck dice from your supply. If your supply is empty, you cannot use this ability. Select this talent a second time and increase the draw to three additional dice.

Protagonist. When an ally you can see suffers a critical hit or is reduced to zero hit points, recover a spent luck die of your choice (re-roll it immediately and add it back to your active dice).

Stormtrooper Aim. When activating a defense die, you are also counted as having taken the Dodge action (any attack rolls made against you have disadvantage until the start of your next turn).

Stroke Of Luck. Anytime you roll a natural 20 (whether an ability check or an attack), either return a spent luck die to your supply or draw one luck die from the supply.

We're All Lucky. When activating a recovery die, one ally within 5 feet of you can also spend a Hit Die and recover that die's maximum value (the ally does not gain the benefit of combining dice).

AVOIDANCE

At 2nd level, as long as you are wearing no armor, you gain a +1 bonus to AC. This increases to +2 at 6th level, +3 at 10th level and +4 at 14th level.

ARCHETYPE

At 3rd level, you choose an archetype from the archetype chapter. The archetype you choose grants you features at 3rd level and again at 7th, 11th, 15th, and 18th level.

Additionally, you can forego your archetype selection at 3rd level and gain an additional *hero talent* at each of the above levels.

Suggestions. Authority, Diplomat, Driver, Grandmaster, Sapper, or Suave.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

CHOSEN ONE

Starting at 20th level, if you are reduced to zero hit points, but are then healed before taking a short rest, return all spent luck dice to the supply and draw again as if you just rolled initiative. Once you use this ability, you cannot use it again until you finish a long rest.

FACE

You are all talk. Thankfully, your strengths depend on that. Some call you empathic, while others claim you just possess good instincts. You may have cut your teeth as a psychologist or a confidence artist. You can spot a liar by their puckering lips and lazy eyes. You sense the heat of attraction and the searing loathing of those obsessed with violence. Your words have been known to disarm, sooth, or enrage. When shooting is not the solution, you're the only that can save the situation. You're the smooth talker, the negotiator, and the haggler. When a gun is pointed at your head or when dangling off a cliff, your first response is, "can't we discuss this?"

PLAYING A FACE

You're at your best when bullets are not flying. Though you are not as skilled in ways of warfare, this doesn't mean you sit back when combat starts. Certain abilities allow you to literally "psych out" enemies by imitating commands over the radio, causing diversions, and imposing your presence to cause hesitation. You have even been known to negotiate the release of prisoners and convince an enemy to run instead of fight. However, these abilities are limited in their effectiveness.

CLASS FEATURES

As a face, you gain the following class features.

HIT POINTS

Hit Dice. 1d8 per face level

Hit Points at 1st level. 8 + your Constitution modifier

Hit Points at Higher Levels. 1d8 (or 5) + your Constitution modifier per face level after 1st

PROFICIENCIES

Armor. Light armor

Weapons. All simple weapons and one-handed small arms

Tools. Disguise kit, all ground vehicles and aircraft

Saving Throws. Intelligence, Wisdom, Charisma

Skills. Perception, Insight, and four skills from Computer Use, Engineering, History, Intimidation, Investigation, Performance, Persuasion, Sciences, and Stealth

EQUIPMENT

You start with the following equipment in addition to the equipment granted by your background.

- a one-handed small arm costing $300 or less
- a set of light armor $300 or less
- a ground vehicle with a value of $30,000 or less
- a disguise kit
- $200 in additional gear

BULLETPROOF EGO

Starting at 1st level, as long as you wear light or no armor, you gain a bonus to AC equal to half your proficiency bonus (rounded down).

DOUBLE YOUR EFFORTS

You are not a fighter. You're a… well… everything that's not a fighter. Starting at 1st level, you can make a DC 15 Wisdom (Perception) check as a bonus action; if you pass, you can take an additional action on top of your regular action. You cannot use the Attack action with this extra action. You can do this once per turn.

LIFE INSURANCE

You're not expecting to be in a fight, so best to use your resources more constructively. Starting at 1st level, instead of using your Hit Dice to recover hit points during rests, you can expend them to gain an edge when required.

THE FACE

Level	Proficiency Bonus	Protagonist Traits	Special
1st	+2	2	Bulletproof Ego, Double Your Efforts, Life Insurance, Way of Protagonist (x2)
2nd	+2	2	Hustle Pool
3rd	+2	2	Archetype feature
4th	+2	2	Ability Score Improvement
5th	+3	3	Way of Protagonist
6th	+3	3	Automatic Improvisation
7th	+3	3	Archetype feature
8th	+3	3	Ability Score Improvement
9th	+4	3	Way of Protagonist
10th	+4	4	Double Your Efforts
11th	+4	4	Archetype feature
12th	+4	4	Ability Score Improvement
13th	+5	4	Make Them Flinch
14th	+5	4	Way of Protagonist
15th	+5	5	Archetype feature
16th	+5	5	Ability Score Improvement
17th	+6	5	Way of Protagonist
18th	+6	5	Archetype feature
19th	+6	5	Ability Score Improvement
20th	+6	6	Automatic Improvisation

Spend a Hit Die on your turn, regain no hit points, and you gain the following benefits (this requires no action).

- You automatically pass the *Double Your Efforts* skill check to gain the additional action.
- You have advantage on all attack rolls, ability checks, and skill checks until the beginning of your next turn.
- Any Charisma saving throws you force a target to make before the end of your next turn gains a +5 bonus to the DC.

WAY OF PROTAGONIST

You know, deep in your heart, you're a hero, regardless if you're actually a sociopath. Starting at 1st level, you begin developing skills enabling you to manipulate people through force of while, a winning smile, and the right sequence of words. You gain two *Protagonist Traits* at 1st level, gaining an additional trait at 5th, 10th, 15th, and 20th level.

Several traits require the use of a Charisma saving throw. The DC to resist your…well…behavior is 8 + your Charisma modifier + your proficiency bonus.

> ***Designer. Way of Protagonist actions are not Attack actions, and as such, can be used with the additional action with Double Your Efforts.***

Biting Taunt. You're able to scream an obscenity that is shockingly personal and vile to your opponent. As an action, you can target an enemy that can hear and understand you. It makes a Charisma saving throw. If the target fails, it has disadvantage on attack rolls and ability checks until the beginning of your next turn. A target that succeeds on the DC has advantage on additional saving throws against this effect until you finish a long rest.

Cognitive Empathy. The truth is written in their faces. Through interpreting micro-expressions, body language, and other aspects of applied psychology, you can read the thoughts of certain individuals. As an action, you can focus your mind on any one creature that you can see within 30 feet of you and that has an Intelligence of 4 or higher. It makes a Charisma saving throw. If it fails, you learn the surface thoughts of the creature—what it is most likely to do in the immediate future and what could possibly be on its mind. You also gain insight into its reasoning (if any) and/or its emotional state. This effect lasts until the end of your next turn or until you break line of sight.

Faceman. It's all about personality. Select one Intelligence, Wisdom, or Charisma skill or one item proficiency. As an action, double your proficiency bonus with the next check made with that skill or item. You can select *faceman* a second time and select another skill or item.

Fascination. You are, in fact, the most interesting person in the world…at least to your target. As an action, you can attempt to charm a target. It must be able to hear and understand you. It makes a Charisma saving throw. If it fails, the creature is not only charmed by you but by all your allies the target can see. The charmed effect ends if the target suffers damage or five minutes have passed. When you use this feature, you cannot use it again until you finish a long rest. If the target makes the saving throw, you recover the use of *fascination* but cannot use it against the same target until you finish a long rest. You can select *fascination* a second time and gain a second use before finishing a long rest.

Iceman. If you suffer a critical hit, you regain 1 spent Hit Die.

Know the Signs. You have advantage against any Charisma and Wisdom saving throws.

Mind Twist. More so than insulting a target, you say something so bizarre (or perhaps amazingly insightful), the target is forced to take time to think it over. As an action, you can target an enemy that can hear and understand you. It makes a Charisma saving throw. If the target fails, it is stunned until the beginning of your next turn. When you use this feature, you cannot use it again until you finish a long rest. If the target makes the saving throw, you recover the use of *mind twist* but cannot use it against the same target until you finish a long rest. You can select *mind twist* a second time and gain a second use before finishing a long rest.

Poker Face. You are immune to being frightened or charmed. Additionally, all allies that can see you have advantage against being frightened or charmed as well.

Polyglot. You learn three additional languages. You also gain one additional language every three levels from now on.

Possible Sociopath. You have resistance to psychic damage, as well as having advantage on saving throws against any effect that would sense your emotions or read your thoughts.

Veneer. A disguise kit is only the beginning; outside of clothing and make-up, you can now alter your voice and mannerisms. You can also mimic specific people. If attempting a generic person, the disguise is near flawless (you have advantage on the disguise kit). Regardless, if you are mimicking a specific or generic person, if your ability check to create a visual disguise is less than your Charisma saving throw DC, you can use that instead.

Winning Smile. Before making a skill check for a skill you are proficient with, you can instead set your roll to your ability score. When you use *winning smile*, you cannot use it again until you finish a long rest. You can select *winning smile* a second time and gain a second use before finishing a long rest.

HUSTLE POOL

You are a born talker and love to debate, regardless if its versus friends, enemies, or entities. Starting at 2nd level, you can alter the natural result of any non-attack d20 roll you make. You gain a pool equal to double your Charisma modifier and can pull from said pool to modify the result of a d20 roll you just made. Your hustle pool refills after you finish a long rest.

ARCHETYPE

At 3rd level, you choose an archetype from the archetype chapter. The archetype you choose grants you features at 3rd level and again at 7th, 11th, 15th, and 18th level.

Additionally, you can forego your archetype selection at 3rd level and gain an additional *Way of Protagonist* trait at each of the above levels.

Suggestions. Anti-Hero, Authority, Cleaner, Country Gunman, Diplomat, Driver, Field Machinist, Pathfinder, Recon Intelligence, Selfless Protector, or Suave.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

MAKE THEM FLINCH

Starting at 13th level, you can force a creature that made a Charisma saving throw you imposed to re-roll. When you use this feature, you cannot use it again until you finish a long rest. If the target still succeeds on the saving throw, you recover the use of *make them flinch* but cannot use it against the same target until you finish a long rest.

AUTOMATIC IMPROVISATION

You are really good at giving the illusion that you know what you are doing. At 6th level, you can spend a Hit Die as a bonus action to gain proficiency with a tool for one minute (including musical instruments). At 20th level, this improves, and you have proficiency with all tools, all the time (no need to spend hit dice).

GROUNDER

You're the front-line attacker, the one your opponents are most likely to see, the one that carries the flag and takes the ground. You're the first deployed and the last to leave. Whether you consider yourself another ground pounder or an elite member of a special team, your general talents at warfare have made you a reliable ally in combat. You are a multi-talented, general-purpose soldier, able to pick up and master nearly every weapon you can find. Your skills with firearms have few equals.

PLAYING A GROUNDER

A grounder has two main build options, employing rapid autofire attacks or more accurate single-shot strikes. Because of generalized training, you can employ pistols like a gunslinger, more powerful small arms like a heavy, or even long-range precision weapons like a sniper. There really is nothing you can't do.

Generally, you gain purpose from the others around you, joining a team because of loyalty and friendship, not because a commander issued an order. Even when the goal is a paycheck, you would never commit to this job without others to have your back.

Creating a grounder requires the use of firearms, either in single-shot or autofire modes. Your combat abilities are focused mostly on high damage attacks upon single targets while also aiding allies in their own duties.

CLASS FEATURES

As a grounder, you gain the following class features.

HIT POINTS

Hit Dice. 1d10 per grounder level

Hit Points at 1st level. 10 + your Constitution modifier

Hit Points at Higher Levels. 1d10 (or 6) + your Constitution modifier per grounder level after 1st

PROFICIENCIES

Armor. All armor, shields

Weapons. Simple weapons, one-handed and two-handed small arms, heavy weapons, super heavy weapons.

Tools. All ground vehicles and aircraft

Saving Throws. Strength, Dexterity

Skills. Select two skills from Acrobatics, Athletics, History, Insight, Intimidation, and Perception.

EQUIPMENT

You start with the following equipment in addition to the equipment granted by your background.

- three small arms, each $300 or less
- two Concussion Grenades
- a set of armor $300 or less
- $100 in additional gear

FIRE SUPPORT

Starting at 1st level, you can select a *fire support* discipline. There are two to choose from: *assault* or *precision*.

By pursuing assault, you favor automatic weapons that fire multiple rounds, increasing damage at the risk of accuracy. By selecting precision, you keep your weapon firing single rounds, ensuring a hit without wasting ammunition.

Each time a discipline is selected, it increases its tier. You select additional disciplines at 5th, 9th, 13th, and 17th level.

FIRE SUPPORT PATHS

ASSAULT

Tier 1. Whenever you make an *autofire* attack, you inflict additional damage equal to the amount you beat the enemy's AC by, up to a maximum of 5 (for an auto weapon) or 10 (for an auto-heavy weapon).

Tier 2. If you hit, you can increase your final attack roll for the purposes of this path (up to a maximum value based on your type of weapon from tier 1).

Auto. +2 to your attack roll after you hit.

Auto-heavy. +4 to your attack roll after you hit.

Tier 3. If you hit, you can increase your final attack roll for purposes of this path (up to a maximum value based on your type of weapon from tier 1). This replaces the values from Tier 2.

Auto. +4 to your attack roll after you hit.

Auto-heavy. +8 to your attack roll after you hit.

Tier 4. The maximum upper limit on damage with this path doubles (10 (for an auto weapon) or 20 (for an auto-heavy weapon).

Tier 5. If you hit, you can increase your final attack roll for purposes of this path (up to a maximum value based on your type of weapon from tier 1). This replaces the values from Tier 3.

Auto. +8 to your attack roll after you hit.

Auto-heavy. +16 to your attack roll after you hit.

PRECISION

Tier 1. You gain a +1 bonus to all non-autofire firearm attack rolls.

Tier 2. If you score a critical hit with a non-autofire firearm attack, roll all damage dice three times instead of twice.

Tier 3. Set aside a natural 20. Replace one missed attack roll you make with a non-autofire firearm with that natural 20. Once you do, you cannot set aside another natural 20 until you finish a short or long rest.

Tier 3. If you roll a natural 2 or 3 on a non-autofire firearm attack, you can re-roll.

Tier 5. You have advantage on non-autofire firearm attack rolls.

BROTHERHOOD

At 1st level, you select one of the following brotherhood abilities. These abilities complement the group you are in, rewarding teamwork over selfish ambitions.

You select additional abilities at 4th, 7th, 10th, 13th, 16th, and 19th level.

Action Star. If you score a hit on a creature 20 feet or closer, you can elect to piss said creature off. It now suffers disadvantage on all attack rolls that don't include you as a target. The effect ends if you move out of range or out of line of sight (like behind total cover), or don't attack the same target before the end of your next turn (you don't need to hit, just attack).

Cauterize. You can use your action to heal an injured ally. The target recovers hit points equal to 1d6 per your level. When you use this feature, you cannot use it again until you finish a short or long rest.

Combat Ineffective. If an allied character in line of sight is reduced to 0 hit points or less, you have advantage on attack rolls against the creature that hit the ally until the creature is destroyed or until the felled ally recovers hit points.

Comrades In Arms. If an ally within 10 feet of you suffers a critical hit, you have advantage on attack rolls against the creature that made that attack until the end of your next turn.

Covering Fire. When making an Attack action, you can suffer disadvantage on all attack rolls for that action; after finishing your attack, all allies in line of sight gain a +1 bonus to AC and advantage on all saving throws against any target you attack until the beginning of your next turn.

For The Common Honor. If an ally within 5 feet of you suffers a hit from an enemy, as a reaction, you can swap locations with the ally and suffer the hit and all effects instead.

Front Line Deployment. Select one ally within 10 feet as a bonus action. Until the beginning of your next turn, the targeted ally gains a +1 bonus to AC.

Jump In Front. If you and at least one ally is struck by an area effect no bigger than 60 feet across, as a reaction, you can push your allies out of the target area. However, you are then targeted by the effect a number of times equal to the number of allies you pushed. You can still make saving throw to the effect, but for each attack on you. When you use this feature, you cannot use it again until you finish a short or long rest.

Man Down. If you occupy the same space as a dead, prone, or unconscious ally, the ally cannot be targeted by any ranged or melee attacks and automatically passes all Dexterity saving throws. The effect ends if the target stands, if you leave the target's area, or if the target makes any kind of attack.

Member Of A Team. You can spend 30 feet of movement and select an ally within 5 feet. That ally can use the Disengage action without using her action on her next turn.

Slow Is Smooth. When you move, you can reduce your speed by 10 feet and pull one ally within 5 feet with you. If you use the Disengage action, the ally also disengages.

Snap Out Of It. Use your action to remove one of the following conditions an ally suffers from (unless you suffer from the same condition)—charmed, frightened, stunned, or unconscious (unless dying). When you use this feature, you cannot use it again until you finish a short or long rest.

Solid Frame. When wielding a two-handed small arm, you do not suffer the -2 penalty to firing while moving.

Spotter. Target an enemy in line of sight with your action; one ally within 5 feet of you has advantage on her next attack roll against the target.

Toss Magazine. You can spend 30 feet of movement and reload an ally's weapon. The ally must be within 10 feet, and you must have the proper ammunition or cell.

TAKE A KNEE

Starting at 2nd level, you can crouch quickly and brace your elbow against your knee for a secured firing position. Spend 30 feet of movement and make one ranged attack. You cannot use this feature if you are within reach of an enemy or an enemy is in reach of you.

At 5th level, this movement cost is reduced to 25 feet, reducing to 20 feet at 13th level, and 15 feet at 17th level.

ARCHETYPE

At 3rd level, you choose an archetype. The archetype you choose grants you features at 3rd level and again at 7th, 11th, 15th, and 18th level.

Alternatively, you can forego your archetype selection at 3rd level and select either an additional fire support path or a Brotherhood ability at each of the above levels.

Suggestions. Anti-Hero, Banner Head, Brother of Blood, Country Gunman, Grandmaster, Infantry Support Specialist, Machine of War, Man-At-Arms, Militarist, Ring Fighter, Selfless Protector or Skirmisher.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

DOUBLE/TRIPLE/ QUADRUPLE TAP

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. This increases to three attacks at 9th level in this class and four attacks at 14th level in this class.

MEAT SHIELD

An enemy is more useful to you when it's dead. Starting at 10th level, as a reaction—or part of your action if on your turn—when a creature within 5 feet is killed or otherwise incapacitated, you grab it; it now grants you half-cover until you move. If using a two-handed small arm, you suffer a -1 penalty to attack rolls while holding the target. You cannot use a heavy or super heavy weapon with *meat shield*. You also cannot use *meat shield* with *take a knee*.

ALL IN

At 20th level, if you hit an enemy, you can empty a full magazine to ensure a messy kill. Double the number of attacks you make with an Attack action against a single target. When you use this feature, you cannot use it again until you finish a short or long rest. That weapon is also out of ammunition.

THE GROUNDER

Level	Proficiency Bonus	Fire Support	Brotherhood	Special
1st	+2	1	1	Fire Support, Brotherhood
2nd	+2	1	1	Take A Knee (30 feet)
3rd	+2	1	1	Archetype feature
4th	+2	2	2	Ability Score Improvement
5th	+3	2	2	Take A Knee (25 feet)
6th	+3	2	2	Double Tap
7th	+3	2	3	Archetype feature
8th	+3	3	3	Ability Score Improvement
9th	+4	3	3	Triple Tap
10th	+4	3	4	Meat Shield
11th	+4	4	4	Archetype feature
12th	+4	4	4	Ability Score Improvement
13th	+5	4	5	Take A Knee (20 feet)
14th	+5	4	5	Quadruple Tap
15th	+5	5	5	Archetype feature
16th	+5	5	6	Ability Score Improvement
17th	+6	5	6	Take A Knee (15 feet)
18th	+6	6	6	Archetype feature
19th	+6	6	7	Ability Score Improvement
20th	+6	6	7	All In

GUNSLINGER

On the battlefield, you specialize in infiltrating behind enemy lines before sowing confusion in the ranks, dancing about the field dealing out, and disrupting opponent formations.

Unlike other classes like grounder and heavy, you are mobile and agile. It would be unlikely that you would wield a pistol with a full functioning rifle on your back. You walk light, often near the front lines or scouting far ahead of a unit. You are not required to carry a shovel or plant explosives. Your purpose is singular, if not slightly selfish.

PLAYING A GUNSLINGER

Decide on the number of weapons you'll be wielding in combat. It will not only set your play style but your potential personality as well. There may be some theatrics involved, regardless of choice, a talent picked up outside of standard military training channels.

No doubt, you probably picked up a few tricks through specialized trainers and even practice. You might have possessed a background in law enforcement or been a crime lord's hired thug. There was a reason why you never held a rifle—it was either never given to you, or the details of your profession precluded its use.

You may be required to be agile, sometimes clandestine. You have no problem intimidating people with your appearance and demeanor and don't require some phallic compensation to aid in that. You can admit being somewhat of a cliché—the question is, do you embrace it? And if so, which one—the ancient American west or the newer cinematic bullet ballet artist.

CLASS FEATURES

As a gunslinger, you gain the following class features.

HIT POINTS

Hit Dice. 1d8 per gunslinger level

Hit Points at 1st level. 8 + your Constitution modifier

Hit Points at Higher Levels. 1d8 (or 5) + your Constitution modifier per gunslinger level after 1st

PROFICIENCIES

Armor. Light and medium armor

Weapons. Simple weapons, one-handed and two-handed small arms

Tools. All ground vehicles and aircraft

Saving Throws. Dexterity, Wisdom

Skills. Select three skills from Acrobatics, Athletics, History, Insight, Intimidation, Perception, and Performance, and sleight of hand.

EQUIPMENT

You start with the following equipment in addition to the equipment granted by your background.

- two one-handed small arms, $300 or less
- a set of armor $300 or less
- $100 in additional gear

CINEMATIC STYLE

Starting at 1st level, choose whether you fight with either one firearm or two.

Two Weapons. Wielding two one-handed small arms is the same as wielding two light melee weapons for the purposes of two-weapon fighting. As such, you can use a bonus action to attack with your second small arm. You don't add your ability modifier to the damage of the bonus attack unless the modifier is negative. At 6th level, you no longer have this limitation and can add your ability modifier to the damage of the bonus attack.

THE GUNSLINGER

Level	Proficiency Bonus	Kata Points	Kata Exploits	Special
1st	+2	4	2	Cinematic Style, Converging Fire, Kata
2nd	+2	5	3	—
3rd	+2	5	3	Archetype feature
4th	+2	5	3	Ability Score Improvement
5th	+3	6	4	Gun-Fu
6th	+3	6	4	Cinematic Style
7th	+3	6	4	Archetype feature
8th	+3	7	4	Ability Score Improvement
9th	+4	7	5	Reflex Shot
10th	+4	7	5	Kata Improvement
11th	+4	8	5	Archetype feature
12th	+4	8	5	Ability Score Improvement
13th	+5	8	6	Gun-Fu
14th	+5	9	6	Heroic Bloodshed
15th	+5	9	6	Archetype feature
16th	+5	9	6	Ability Score Improvement
17th	+6	10	7	Gun-Fu
18th	+6	10	7	Archetype feature
19th	+6	10	7	Ability Score Improvement
20th	+6	11	7	Endorphin Response

One Weapon. If wielding only a single one-handed small arm, you gain a +3 bonus to damage rolls with that weapon. This increases to +6 at 6th level.

CONVERGING FIRE

Starting at 1st level, when attacking a creature 5 feet or closer with one or two one-handed small arms, you gain a +1 bonus to attack rolls and a +2 bonus to AC against that creature.

KATA

Starting at 1st level, you can use kata exploits fueled by kata points. You have 4 kata points at 1st level, gaining 1 additional point every third level beginning at 2nd level. You regain all spent kata points when you finish a short or long rest.

At 1st level, you select two kata exploits, gaining one additional exploit at 2nd, 5th, 9th, 13th, and 17th level. Each time you can select a new exploit, you can replace one you know with a different one.

All exploits require the use of one-handed small arms. Certain kata exploits also cost more than one point.

At 1st level, you can only use one exploit per turn. This increases to two at 10th level.

ABNORMALLY FAST

Kata Cost. 1

Spend 1 kata as part of your movement to double your speed until the end of your turn. If you are hit with an attack before the beginning of your next turn, you gain 1 kata.

BETWEEN THE KNEES

Kata Cost. 1

Spend 1 kata before making a ranged attack roll to have advantage on that attack roll. If both attack rolls hit, double your ability modifier damage. If both miss, you regain 1 kata.

BLOOD IN THE EYES

Kata Cost. 1

Spend 1 kata as a reaction if an enemy scores a critical hit on you and make a ranged attack against the triggering enemy. If you hit, your attack is also a critical hit. If you miss by 5 or more, you regain 1 kata.

BOUNDARY THRESHOLD

Kata Cost. 1

If you are within 5 feet of at least two enemies, you can spend 1 kata along and 30 feet of movement to make one ranged attack to one of those enemies.

CLASSIC TUMBLE

Kata Cost. 1

Spend 1 kata as a reaction when hit with an attack or if you fail a Dexterity saving throw. You take only ¼ damage.

EQUILIBRIUM

Kata Cost. 1

Spend 1 kata as part of a reaction when an enemy misses with a ranged attack—you make a ranged attack. If you score a critical hit with said attack, you recover 1 kata.

HYDROSTATIC SHOT

Kata Cost. 1

Spend 1 kata after hitting a target; you inflict additional damage equal to your level, and if the creature is your size or smaller and moves or attacks before the start of your next turn, you can knock the enemy prone as a reaction.

Just One Bullet

Kata Cost. 1

Spend 1 kata before an attack action to add your Wisdom modifier to all damage rolls until the end of your turn. If any attack rolls you make on your turn score a critical hit, you gain 1 kata (max 1).

Kinesics

Kata Cost. 1

Spend 1 kata on your turn as a bonus action, and your movement is not reduced through difficult terrain; you don't provoke opportunity attacks, and all attacks against you have disadvantage until the beginning of your next turn. If you suffer more than one hit while *kinesics* is in effect, you regain 1 kata.

Limber Up

Kata Cost. 1

Spend 1 kata with a bonus action and have advantage on Dexterity and Strength ability checks, skill checks, and saving throws until the end of your next turn.

Rapid Kill

Kata Cost. 2

Spend 2 kata after hitting a creature to turn that hit into a critical hit.

Way of the Gun

Kata Cost. 1

If you hit a creature at least 20 feet away, spend 1 kata as part of that same action to gain an additional attack against one additional enemy within 5 feet of the first target.

Weak Spot

Kata Cost. 4

Spend 4 kata after hitting a target, and as part of the same action, you gain a damage bonus to every subsequent hit on that specific target equal to your Wisdom bonus until the target is killed.

Archetype

At 3rd level, you choose an archetype. The archetype you choose grants you features at 3rd level and again at 7th, 11th, 15th, and 18th level.

Alternatively, you can forego your archetype selection at 3rd level and gain a kata exploit and 1 kata point at each of the above levels.

Suggestions. Banner Head, Brawler, Cleaner, Country Gunman, Grandmaster, Gun Dancer, Machine of War, Man-At-Arms, Pistolero, or Ring Fighter.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Gun-Fu

Starting at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. This increases to three attacks at 13th level in this class and four attacks at 17th level in this class.

Additionally, at 5th level, if all ranged attacks you make with an Attack action are directed at the same target, you can make one additional ranged attack against that target.

This increases to two additional attacks at 17th level.

Reflex Shot

Starting at 9th level, when wielding a one-handed small arm, you can use a ranged attack as an opportunity attack.

Heroic Bloodshed

At 14th level, you become a staple of action films. If wielding two one-handed small arms, you can double the number of ranged attacks you make with your Attack action, your Bonus action, and any Reactions until the beginning of your next turn. If wielding one one-handed small arm, until the beginning of your next turn, any hits are automatically critical hits, and you double all dice rolled. Once you use *heroic bloodshed*, you cannot use it again until you finish a short or long rest.

Endorphin Response

At 20th level, instead of using your Hit Dice to recover hit points during a short rest, you can expend them on your turn as a bonus action and gain 4 points of kata.

HEAVY

You are most likely the scariest opponent on the battlefield. You're the one the enemy must kill to take the field. You cut massive swaths of devastation across whole landscapes, bringing down trees and buildings. You strike fear into opponents, sending entire armies to their grave. Though limited in speed, where you step, you secure ground. Reverse or retreat does not come easily to you. You specialize in the heaviest of weapons, from rocket launchers and grenades to machine cannons and howitzers.

When bullets fly, you plant your feet and begin hailing down ammunition upon your foes, suppressing their movement or making them dive for cover. You eradicate obstacles and assist your allies by denying your enemies the opportunity to advance. You might be strong, but this is not a requirement, though it helps, especially when carrying the biggest guns.

PLAYING A HEAVY

Size does matter—let's just get that out of the way. Although not as common as a grounder, you fill a similar role and are the second most commonly found in the general military population.

You rarely walk into a situation with only one gun. Like those avatars infamous video games, you probably carry a few, more than most people think you need. Pistol? Check. Machine gun? Check. Flamethrower? Check. Rocket Launcher? Why not. You have a solution for any problem, at least those problems requiring weapons to solve...and in your eyes, most problems usually can be solved that way.

This is the best class of all since you wield the biggest guns, the heaviest armors, and are the class most resembling a character from a first-person shooter.

CLASS FEATURES

As a heavy, you gain the following class features.

HIT POINTS

Hit Dice. 1d10 per heavy level

Hit Points at 1st level. 10 + your Constitution modifier

Hit Points at Higher Levels. 1d10 (or 6) + your Constitution modifier per heavy level after 1st

PROFICIENCIES

Armor. All armor, shields

Weapons. Simple weapons, one-handed and two-handed small arms, heavy weapons, super heavy weapons.

Tools. All ground vehicles and aircraft

Saving Throws. Strength, Constitution

Skills. Select two skills from Acrobatics, Athletics, History, Insight, Intimidation, and Perception

EQUIPMENT

You start with the following equipment in addition to the equipment granted by your background.

- any three small arms, each $300 or less
- a set of armor $300 or less
- $100 in additional gear

ARTILLERY TALENT

At 1st level, you gain artillery talents. You gain four talents at first level. You gain an additional talent at 2nd, 5th, 9th, 13th, 17th, and 20th level. Several talents can be selected multiple times, increasing their tier, though you cannot achieve more than rank 2 at 1st level.

Several talents require the use of a Dexterity saving throw. The DC to resist your attack is 8 + your attack ability modifier + your proficiency bonus + any weapon bonus.

ATTACK OF NECESSITY

As an action, while you are wielding an auto or auto-heavy weapon, each creature in a 10-foot cone (or 15-foot for auto-heavy) centered on you must make a Dexterity saving throw. A target takes your weapon damage on a failed save, or half as much damage on a successful one. You expend ammunition with each saving throw attempted.

Tier 2. The cone increases by 5 feet (15 and 20 feet, respectively).

Tier 3. Targets your size or smaller are knocked prone if they fail their saves.

Tier 4. The cone increases by 5 feet (20 and 25 feet, respectively).

RAPID FIRE

As an action, while you are wielding an auto or auto-heavy weapon, each creature in a 10-foot cube (20-foot with auto-heavy) within normal weapon range must make a Dexterity saving throw. A target takes your weapon damage on a failed save, or half as much damage on a successful one. You expend ammunition with each saving throw attempted. You can also attempt rapid-fire between a weapon's normal range and maximum range, but the save DC suffers a -5 penalty.

Tier 2. The cube's area increases by 10 feet (20 and 30 feet, respectively).

Tier 3. All targets in the cube have their speed halved until the beginning of your next turn.

Tier 4. The cube's area increases by 10 feet (30 and 40 feet, respectively).

EASY TARGET

When attacking a Large or larger creature with a weapon using the auto or auto-heavy property, you gain a bonus to damage against the target for every size above Medium the creature is. You gain this damage bonus with both autofire and area-effect attacks using auto and auto-heavy weapons.

Auto: Large +2, Huge +3, Gargantuan +4, Colossal and up +5

Auto-Heavy. Large +3, Huge +4, Gargantuan +5, Colossal and up +6

Tier 2. The damage bonus improves.

Auto. Large +3, Huge +4, Gargantuan +5, Colossal and up +6

Auto-Heavy. Large +4, Huge +5, Gargantuan +6, Colossal and up +7

Tier 3. The damage bonus improves.

Auto. Large +4, Huge +5, Gargantuan +6, Colossal and up +7

Auto-Heavy. Large +5, Huge +6, Gargantuan +7, Colossal and up +8

Tier 4. The damage bonus improves.

Auto. Large +5, Huge +6, Gargantuan +7, Colossal and up +8

Auto-Heavy. Large +6, Huge +7, Gargantuan +8, Colossal and up +9

GAMING AVATAR

As an action, make a single autofire attack. If you hit, you impose one or more effects on the enemy depending on how much you beat the target's AC by (to a maximum of 5 for an auto weapon or 10 for an auto-heavy weapon). All effects are cumulative.

2 or more. The target is pushed 5 feet.

6 or more. The target is pushed +5 feet (10 total).

Tier 2. You unlock two additional potential effects.

3 or more. The target has disadvantage on its next ranged attack roll against you until the beginning of your next turn.

8 or more. The target has disadvantage on its next attack roll until the beginning of your next turn.

Tier 3. You unlock two additional potential effects.

5 *or more.* The target's speed is reduced to zero until the beginning of your next turn

10. The target loses its action on its next turn. It still can take reactions and bonus actions.

Tier 4. You have advantage on this attack.

IMPOSING FRAME

You can spend 30 feet of movement and gain a +1 bonus to AC and provide half-cover for all allies within 5 feet until the beginning of your next turn. You also have advantage against checks and saves from being moved against your will until the beginning of your next turn.

Tier 2. Allies now gain three-quarters cover.

Tier 3. The bonus to AC increases to +2.

Tier 4. Imposing Frame now only costs 20 feet of movement.

OVERWATCH

You can target large areas on the battlefield and impede enemy advancement. While wielding an auto or auto-heavy weapon, spend 30 feet of movement on your turn and select a 10-foot cube (20-foot with auto-heavy) within your weapon's range. Until the beginning of your next turn, the area is considered difficult terrain to any enemy targets attempting to move through it. As a reaction, you can force an enemy that enters the area to make a Dexterity saving throw. A target takes your weapon damage on a failed save, or half as much damage on a successful one. You expend ammunition with each saving throw attempted.

Tier 2. The cube's area increases by 10 feet (20 and 30 feet, respectively).

Tier 3. *Overwatch* now costs only 20 feet of movement to use.

Tier 4. The cube's area increases by 10 feet (30 and 40 feet, respectively).

Tier 5. You can use your action as well as spending movement with *Overwatch* and double its area of effect.

Tier 6. If you used *Overwatch* on your previous turn, you can continue sustaining it on this turn, costing only 10 feet of movement to do so. You cannot shift its location.

THE HEAVY

Level	Proficiency Bonus	Special
1st	+2	Artillery Talent (x4)
2nd	+2	Artillery Talent
3rd	+2	Archetype feature
4th	+2	Ability Score Improvement
5th	+3	Artillery Talent
6th	+3	Too Close
7th	+3	Archetype feature
8th	+3	Ability Score Improvement
9th	+4	Artillery Talent
10th	+4	Strongpoint
11th	+4	Archetype feature
12th	+4	Ability Score Improvement
13th	+5	Artillery Talent
14th	+5	Strongpoint
15th	+5	Archetype feature
16th	+5	Ability Score Improvement
17th	+6	Artillery Talent
18th	+6	Archetype feature
19th	+6	Ability Score Improvement
20th	+6	Artillery Talent

PRECISION FIRE

When making a non-autofire attack, you can re-roll any damage die roll of 1 until the result is other than 1. If you roll the maximum result of any, add +1 damage.

Tier 2. If you score a critical hit, roll all damage dice twice and take the higher values.

Tier 3. If you roll the maximum result on a damage die, add +2 damage (instead of +1).

Tier 4. If you roll the maximum result on a damage die, instead of adding +2 damage, roll 1d6 instead (this die and any subsequent dice can also benefit from *precision fire*).

Tier 5. Re-roll any damage die roll of 1 or 2 until the result is other than a 1 or a 2. If you roll the maximum result of any die, add +2 damage.

SHRAPNEL

When you hit a creature with a ranged attack using the auto or auto-heavy property, one creature within 5 feet of the first target (10 feet with auto-heavy) takes damage equal to your Dexterity or Strength modifier.

Tier 2. Increase the range by 10 feet (15 and 20 feet, respectively).

Tier 3. Double the damage the second target suffers.

SURE-FOOTED

You treat heavy weapons as two-handed small arms for the purposes of attack penalties while moving. This does not apply to super heavy weapons.

ARCHETYPE

At 3rd level, you choose an archetype. The archetype you choose grants you features at 3rd level and again at 7th, 11th, 15th, and 18th level.

Alternatively, you can forego your archetype selection at 3rd level and gain an additional artillery talent at each of the above levels.

Suggestions. Banner Head, Brother of Blood, Infantry Support Specialist, Man-At-Arms, or Selfless Protector.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

TOO CLOSE

At 6th level, if you are hit by an opportunity attack, you can make a single melee attack, using your weapon as a club, as either an action or part of your action.

STRONGPOINT

When you reach 10th level, you can take one additional action on your turn if both this and your normal action are used to employ artillery talents. When you use this feature, you cannot use it again until you finish a short or long rest.

At 14th level, you gain one additional use of *Strongpoint* before you finish a short or long rest. You can also expend a Hit Die as a bonus action, not recover any hit points and gain an additional use of *Strongpoint*, though you cannot gain more than 1 additional action per turn.

INFILTRATOR

You go where no one else can, deep behind enemy lines, avoiding eyes, ears, and sensors. You're an intelligence operative with specialties in counterterrorism, espionage, and assassination. Your strengths lie in your ability to avoid either capture or the crosshairs of enemy weapons. After making a killing blow, you're able to break off and vanish into the shadows. Even your kills can go without notice.

You don't consider yourself a thief. You're an elite operative, often working alone well ahead of allies and their noisy footfalls. Your expertise is vital as you relay essential information back to your superiors and dispatch dangerous foes before they get the opportunity to be a threat.

PLAYING AN INFILTRATOR

The key to success for an infiltrator is the need to gain advantage to your foe. Infiltrators can gain additional benefits from cover and concealment and can even create diversions to slip away without notice. This permits you to maneuver into positions to gain advantage while others would be instantly spotted. You're near worthless when exposed.

CLASS FEATURES

As an infiltrator, you gain the following class features.

HIT POINTS

Hit Dice. 1d8 per infiltrator level

Hit Points at 1st level. 8 + your Constitution modifier

Hit Points at Higher Levels. 1d8 (or 5) + your Constitution modifier per infiltrator level after 1st

PROFICIENCIES

Armor. Light armor

Weapons. Simple weapons, one-handed small arms, any two melee martial weapons of your choice

Tools. Disguise kit or Poisoner's Kit (select one), all ground vehicles and aircraft

Saving Throws. Dexterity, Wisdom

Skills. Stealth plus three from Acrobatics, Athletics, Deception, Computer Use, Engineering, History, Insight, Intimidation, Perception, Persuasion, and Sleight of Hand.

EQUIPMENT

You start with the following equipment in addition to the equipment granted by your background.

- a one-handed small arm worth $300 or less
- a one-handed melee weapon worth $50 or less
- a set of TL0 synthetic weave or TL0 ballistics armor
- $100 in additional gear

PROCEDURAL MEMORY

You have acquired a very particular set of skills over a very long career. Said skills are essential to be steadfast in your craft and should never be up to chance.

Starting at 1st level, you can re-roll undesirable d20 results you make. You gain as many uses of procedural memory as your Wisdom modifier + your proficiency bonus. You recover spent uses after you finish a short or long rest.

You can re-roll as many times as you wish in response to a single bad roll until you accept a result or run out of uses of *procedural memory*.

When you use procedural memory, that roll (whether it be a skill check, ability check, saving throw, or attack roll) is also counted as having advantage. You cannot use *procedural memory* if you have disadvantage. If you already have advantage, you still only get to re-roll one die result.

LEET

Starting at 1st level, anytime you have advantage on an attack roll, the target of your attack has disadvantage on attack rolls against you until the beginning of your next turn.

INTENDED TARGET

Starting at 1st level, you can dispatch enemies with extreme prejudice. Once per turn, if you hit on an attack you have advantage on, you can turn that attack into a critical hit. The target must be within 20 feet of you.

SOLID SKILLS

Starting at 1st level, you gain an additional skill that enable you to accomplish your mission more successfully. You gain an additional skill at 4th, 7th, 13th, 16th, and 19th level.

Around Corners. As long as you are not deaf, you are aware of the location of any hidden or invisible creatures within 10 feet of you.

Automatic. You gain two additional uses of Procedural Memory. You may only gain this once.

Focus. The range of Intended Target increases to 40 feet.

Following Patterns. You reduce the Passive Perception of all enemies you encounter by 2.

Increased Pacification. When using Pacification, increase gained damage dice by one.

Multi-Talented. You gain proficiency in either one skill or one tool of your choice. If you select a skill or tool you already possess proficiency in, you gain a +2 bonus with checks involving that skill or tool.

Quickness. If enemies within 50 feet of you can't see you, you gain a +5 foot bonus to speed.

Readiness. If you ready an Attack action to trigger when a specific enemy gets within 20 feet or reveals itself, you have advantage on the attack.

Reflex Dash. If an enemy score a hit on you, you gain a +10 foot bonus to speed until the end of your next turn.

Response. If an enemy within 40 feet of you misses on an attack against you, you have advantage on your next attack against that same enemy.

Scanner. You can Search with a bonus action.

Sprung. You can stand from prone using only 5 feet of movement. You do not suffer disadvantage with one-handed small arms while prone.

THE INFILTRATOR

Level	Proficiency Bonus	Solid Skills	Special
1st	+2	1	Procedural Memory, Leet, Intended Target, Solid Skills
2nd	+2	1	Pacification
3rd	+2	1	Archetype feature
4th	+2	2	Ability Score Improvement
5th	+3	2	Ghost
6th	+3	2	Efficient Killer
7th	+3	3	Archetype feature
8th	+3	3	Ability Score Improvement
9th	+4	3	Most Dangerous Prey
10th	+4	4	Crippling Effect
11th	+4	4	Archetype feature
12th	+4	4	Ability Score Improvement
13th	+5	5	Efficient Killer
14th	+5	5	Ability Score Improvement
15th	+5	5	Archetype feature
16th	+5	6	Ability Score Improvement
17th	+6	6	Enhanced Camouflage
18th	+6	6	Archetype feature
19th	+6	7	Ability Score Improvement
20th	+6	7	System Shock

PACIFICATION

Starting at 2nd level, you can concentrate all your energy into ensuring a clean kill, even to the risk of your own personal safety. Instead of using your Hit Dice to recover hit points, you can expend one during an attack action after hitting to double all damage dice.

ARCHETYPE

At 3rd level, you choose an archetype from the archetype chapter. The archetype you choose grants you features at 3rd level and again at 7th, 11th, 15th, and 18th level.

Additionally, you can forego your archetype selection at 3rd level and gain an additional use of procedural memory.

Suggestions. Anti-Hero, Cleaner, Driver, Gun Dancer, Machine of War, Pathfinder, or Skirmisher.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

GHOST

Starting at 5th level, you have advantage on initiative. If you act first after rolling initiative, you gain one additional action on your first turn and have advantage on attack rolls until the end of that turn.

MOST DANGEROUS PREY

At 9th level, if using a one-handed small arm or melee weapon, you improve the damage of the weapon by one step (1d4 > 1d6 > 1d8 > 1d10 > 1d12) when benefitting from cover, when attacking a surprised target, or if your attack roll had advantage.

CRIPPLING EFFECT

Starting at 10th level, with one-handed melee weapons and one-handed small arms, you score a critical hit on a natural roll of 19 or 20. You also triple all damage dice instead of double.

EFFICIENT KILLER

Once you have located your target, under no circumstances can it be allowed to survive. Alas, occasionally, a single strike isn't enough, and you are forced to act more brutally. At 6th level, if you hit your target with a melee weapon or a ranged weapon at 20 feet or closer, you can repeat the same attack against the same target as part of the same action. This attack is counted separately from the previous, so any benefits do not carry over. If the additional attack hits, you can make a third attack as part of the same action.

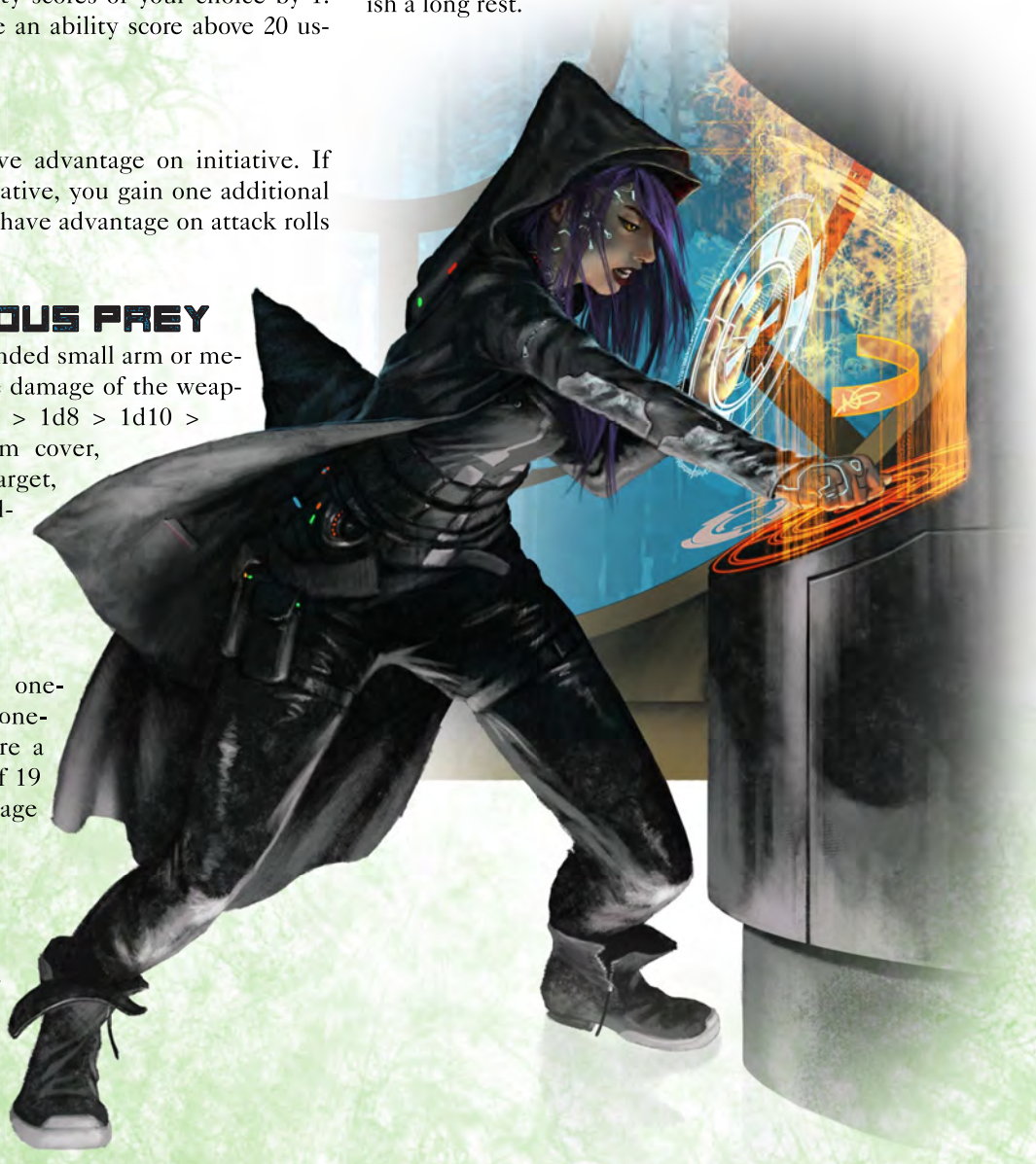
At 13th level, *Efficient Killer* improves, and you can make up to five additional attacks on the same target as part of the same action as long as each previous attack hits.

ENHANCED CAMOUFLAGE

Starting at 17th level, when benefitting from half cover, it is treated as three-quarters cover. When benefitting from three-quarters cover, it is treated as total cover.

SYSTEM SHOCK

Starting at 20th level, you can inflict a crippling injury on an opponent. After scoring a critical hit on a creature, the target is also stunned until the end of your next turn. When you use this feature, you cannot use it again until you finish a long rest.



MARSHAL

As a marshal, you often began your career in the same way as rank-and-file soldiers but moved into a command position either by accident in the field when the former commanding officer fell to enemy attack, or more often when you took classes on how to be someone responsible for a team. Perhaps you had a natural talent for leadership despite being a soldier like the rest.

You have the same battle training as a front-line fighter, can use all the same weapons as them, but generally will favor lighter arms and armor for greater maneuverability and flexibility. In a pinch, the ability to convey orders with hand signals and facial expressions may mean life or death. A marshal must also be persuasive, and above all, brave, for nobody is going to risk life or limb for a coward.

You are considered the leader in most parties. It will be assumed by outsiders, even if the assumption is inaccurate. You coordinate other members of the party, plot out strategies before a battle, and alter them tactically as the need arrives.

PLAYING A MARSHAL

Your personality will significantly affect your decision whether or not to select a marshal class, and if so, how you play one. A marshal is generally assumed to lead a party, so if you're not, the question is why. You, not just your marshal character, have to exhibit at least some compelling traits, a reason why those under your command would continue to follow you. In strict military channels, discipline can be enforced. Regardless, the other players should want to follow your instructions. You should know what you are talking about.

So, when creating a marshal, be aware that at points during the game, other players will be consulting you, asking for instructions, and seeking advice. If the sniper is in charge of the group instead of you, the GM (if not the world) may inquire as to the reason. This is not saying that the most charismatic personality in the party must select the marshal class, but some justification should be established as to why the marshal is not commanding the party.

Perhaps you are an introverted genius—able to enact brilliant tactical decisions when required but unable to carry a casual conversation. You must acknowledge your capacity as a person when selecting the marshal. Don't assume the GM will hand you the reigns of a party just because you select this class.

CLASS FEATURES

As a marshal, you gain the following class features.

HIT POINTS

Hit Dice. 1d8 per marshal level

Hit Points at 1st level. 8 + your Constitution modifier

Hit Points at Higher Levels. 1d8 (or 5) + your Constitution modifier per marshal level after 1st.

PROFICIENCIES

Armor. Light armor, medium armor

Weapons. Simple weapons, one-handed and two-handed small arms, heavy weapons

Tools. All ground vehicles and aircraft

Saving Throws. Intelligence, Charisma

Skills. Select four skills from Computer Use, History, Investigation, Insight, Medicine, Perception, Survival, Deception, Intimidation, and Persuasion

EQUIPMENT

You start with the following equipment in addition to the equipment granted by your background.

- two small arms, worth $300 or less
- a set of armor $300 or less
- $200 in additional gear

COMMAND PRESENCE

Starting at 1st level, your words and actions generate a presence that can motivate or generally boost those you deem your allies. Select one command presence from the list below. These are always in effect. Each command presence you possess can also be temporarily boosted, after which you cannot boost it again until you finish a long rest. Unless otherwise stated, you gain no benefit from your own command presence.

At 2nd level, and again at 6th, 10th, 14th, and 18th level, you can either select another command presence or increase the potential of a presence you already possess (gaining the tier 2 ability).

BY EXAMPLE

You don't keep back and order from a distance; you stand shoulder to shoulder with those you lead. Allies that can see and hear you have advantage on Intelligence, Wisdom and Charisma saving throws.

Exemplary Example (boost). Use an action, and for one minute (10 rounds), all allies within 20 feet of your gain a +1 bonus to AC.

Tier 2. Allies also gain advantage on Constitution and Strength saving throws as well; the bonus from *exemplary example* increases to +2.

FIELD ADVICE

Using only your words, you call your comrades back from the most harmful of afflictions. Allies that can see and hear you double any effect that removes exhaustion. Finishing a long rest reduces an ally's exhaustion level by 2, provided that the ally has also ingested some food and drink.

Profound Advice (boost). Use an action to give a rousing speech and all allies that can see and hear you reduce their exhaustion by 1.

Tier 2. You gain a number of Hit Dice equal to half your level that you can distribute to allies that can see and hear you when you and they finish a long rest. These additional Hit Dice must be used immediately or are lost. Additionally, when you use *profound advice*, each ally recovers hit points equal to a quarter of your current hit points.

INTIMIDATING MUG

Opponents take one look at you and begin to rethink their approach. All enemies within 10 feet of you treat the area as difficult terrain.

Menacing Mug (boost). As an action, you double the range of *intimidating mug* for one minute (10 rounds).

Tier 2. The range increases to 20 feet, and you can use *menacing mug* twice before needing to finish a long rest.

MASK OF AUTHORITY

Your friends believe themselves better knowing you are around. All allies that can see and hear you can re-roll one result of a 1 on the damage dice they roll per hit.

Personification of Authority (boost). Use an action, and for one minute (10 rounds), all allies that can see and hear you gain a +1 bonus to damage rolls.

Tier 2. Allies re-roll all 1s on all damage rolls; *personification of authority* improves to a +2 bonus to damage rolls.

THE MARSHAL

Level	Proficiency Bonus	Command Presence	Team Power	Special
1st	+2	1	1	Command Presence, Team Powers, Team Presence, For the Good of the Team
2nd	+2	2	1	—
3rd	+2	2	1	Archetype feature
4th	+2	2	1	Ability Score Improvement
5th	+3	2	2	—
6th	+3	3	2	Double Tap
7th	+3	3	2	Archetype feature
8th	+3	3	2	Ability Score Improvement
9th	+4	3	3	Triple Tap
10th	+4	4	3	—
11th	+4	4	3	Archetype feature
12th	+4	4	3	Ability Score Improvement
13th	+5	4	4	—
14th	+5	5	4	Quadruple Tap
15th	+5	5	4	Archetype feature
16th	+5	5	4	Ability Score Improvement
17th	+6	5	5	—
18th	+6	6	5	Archetype feature
19th	+6	6	5	Ability Score Improvement
20th	+6	6	5	Manifestation of Greatness

STAND AS ONE

As long as you stand, no one falls. All allies that can see and hear you reduce all damage inflicted on them by 1 (2 at 10th level).

Brotherhood (boost). As an action, you advise your allies on the best way to avoid damage. Select an energy type (acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder)—for one minute (10 rounds), all allies that can see you gain resistance to that energy type.

Tier 2. All allies in range reduce all damage inflicted on them by 2 (3 at 10th level).

STRATEGIC PRECISION

You lead the attack, drawing allied fire to your target. Once per turn, if you hit a creature, pick one ally that can see or hear you—the targeted ally gains a +2 bonus to her next attack roll.

Strategic Superiority (boost). As an action, you convey an attack plan—for one minute (10 rounds), all allies that can see and hear you gain a +1 bonus to attack rolls against the last target you hit until the beginning of your next turn. Your selected ally still only gains a +2 bonus.

Tier 2. Instead of a +2 bonus, the selected ally gains advantage.

FOR THE GOOD OF THE TEAM

Starting at 1st level, as an action, you can allow one ally within line of sight to take any action ordinarily available to her as a reaction to you or as an additional action on her next turn. Additionally, you can swap your initiative order with another ally once per round.

> *Editorial. The marshal selects an ally to take an action as a reaction to the marshal selecting them, OR the ally gains a second action on her next turn.*

TEAM POWER

Starting at 1st level, and every fourth level after, you can select one *team power*. Several powers are only available to choose after level 5.

AUTOCRATIC

If an ally suffers a critical hit from a creature, you can use your reaction to give another ally a single attack against the creature that inflicted the critical hit.

BIG PICTURE

As an action, select one ally able to see and hear you. If the ally hits with an attack before the beginning of your next turn, that hit gains a damage bonus equal to your Wisdom modifier + your level.

BOAR'S HEAD

Spend 10 feet of movement to give an ally a 5-foot bonus to her speed until the beginning of your next turn. You can use *boar's head* multiple times on your turn, but each ally cannot gain more than 5 feet of movement this way.

CONTROL THE BATTLE THEATER

When rolling for initiative, you and each ally that can see or hear you gains a +2 bonus to their roll.

FACE SLAP

(Level 5)

Use an action to wake up one adjacent unconscious creature. If the target was unconscious from being reduced to fewer than 0 hit points, she is healed to 1 hit point. When you use this feature, you cannot use it again until you finish a long rest.

FOCUS TARGET

(Level 5)

As a bonus action, you can grant an ally within 5 feet of you a single ranged attack against the same creature you hit with a ranged attack this same turn.

IMPROVISATION IS THE BEST PLAN

Use a bonus action to gain 1 additional reaction before the beginning of your next turn.

MARK OF THE PUPPETEER

Any time an ally hits with an attack, you can use a reaction to shove that creature 5 feet as long as the target is not moved into hazardous terrain (like fire or a pit).

NO ONE HITS THE CHIEF

(Level 5)

If a creature hits you with a critical hit, all allies that can see or hear you have advantage on attack rolls until the beginning of your next turn against the creature that scored the hit.

PAT ON THE BACK

When the party takes a short rest, you can award any of your Hit Dice to an ally. Allies cannot have more Hit Dice than their level.

PLAN OF ATTACK

You can spend 10 feet of movement to move another ally 5 feet. This movement does not provoke opportunity attacks and does not require a reaction on the ally's part.

PURE LEADER

If you hit an enemy with a ranged attack, you can inflict no damage, and one ally can disengage from the same enemy and move up to half her speed.

QUICK PATCH

You can use your action to administer aid to an ally—the target regains a number of hit points equal to 1d6 / your level. When you use this feature, you cannot use it again until you take a short or long rest.

You can select this trait multiple times, increasing the damage cured by 1d6 each time and gaining an additional use of *quick patch* between long rests (max 3).

READING BODY LANGUAGE

You have advantage on Wisdom (Insight), Wisdom (Survival), Charisma (Deception), Charisma (Intimidation), Charisma (Performance), or Charisma (Persuasion) checks (select one). You can select this trait multiple times, selecting a different skill each time.

SNAP OUT OF IT

If an ally within 5 feet of you is charmed, frightened, or stunned, you can use your reaction to inflict 1d4 damage on that ally and remove the effect.

UNNECESSARY ABUSE

(Level 5)

If an ally within 5 feet of you misses on an attack roll, you can use your reaction to inflict 1d4 damage on that ally and have them re-roll with advantage.

ARCHETYPE

At 3rd level, you choose an archetype. The archetype you choose grants you features at 3rd level and again at 7th, 11th, 15th, and 18th level.

Alternatively, you can forego your archetype selection at 3rd level and select an additional team power at each of the above levels.

Suggestions. Banner Head, Brawler, Brother of Blood, Country Gunman, Diplomat, Driver, Field Medic, Infantry Support Specialist, Militarist, Sapper, or Suave.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

DOUBLE/ TRIPLE/ QUADRUPLE TAP

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. This increases to three attacks at 9th level in this class and four attacks at 14th level in this class.

MANIFESTATION OF GREATNESS

Starting at 20th level, you gain a pool of 1d4 natural 20s when you finish a long rest, which you can use to replace any d20 rolled by any ally you can see and communicate with as a reaction.

MARTIAL ARTIST

The martial artist is specialized in the application of a craft some people consider primitive. Despite any ranged combat skills you may possess, you prefer to make things personal. You have practiced day and night in the perfection of your craft. There may be countless reasons why you prefer close combat over firearms, but the primary is usually self-empowerment.

As a martial artist, your strength relies on your lethality in every situation. You require no augmentation, no steel or explosives to articulate your skill. The martial artist's weapons cannot be removed. There is no scanner or sensor to identify one as a threat. You can suppress opponents without causing harm; remove a threat without making a sound. Firearms are a final, violent solution, and most times, a restrained hand is needed.

PLAYING A MARTIAL ARTIST

As a martial artist, you are a non-magical alternative to the more clichéd official monk. You follow similar ideas, but there is less an emphasis on magical effects in exchange for attacks that blur the lines. There is also a reduction on the spiritual and religious allusions. Everything that defines a martial artist is a talent that can be taught either in a lifetime at a monastery or weeknights at the gym.

Your origin as a martial artist is partially based on your skills, feats, and archetype (if you choose to follow one). You may have never held a firearm in your life, and such proficiency can be ignored.

And you know kung-fu.

The playing of a martial artist relies on the stringing of subsequent hits, called a combo-string. There is a risk-reward system in place, where carrying a longer string of successful hits can allow a more powerful finishing move. All other class features aid in this combat style.

CLASS FEATURES

As a martial artist, you gain the following class features.

HIT POINTS

Hit Dice. 1d10 per martial artist level

Hit Points at 1st level. 10 + your Constitution modifier

Hit Points at Higher Levels. 1d10 (or 6) + your Constitution modifier per martial artist level after 1st

PROFICIENCIES

Armor. Light armor

Weapons. All simple melee weapons, all one-handed small arms, and select four martial melee weapons.

Tools. All ground vehicles and aircraft

Saving Throws. Strength, Dexterity

Skills. Select three skills from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, and Survival

Editorial. This class revolves around building up successive hits to activate potent finishing moves—players are invited to be creative in how they move and strike opponents.

EQUIPMENT

You start with the following equipment in addition to the equipment granted by your background.

- a simple melee weapon for close encounters
- a one-handed small arm $300 or less
- a set of armor $300 or less
- $100 in additional gear

FIGHTING FORM

At 1st level, select either Dexterity or Strength as your ability for attack and damage rolls.

THE MARTIAL ARTIST

Level	Proficiency Bonus	Martial Exploits	Special
1st	+2	1	Fighting Form, Combo Chain, Martial Exploit
2nd	+2	2	—
3rd	+2	2	Archetype feature
4th	+2	2	Ability Score Improvement
5th	+3	3	—
6th	+3	3	Extra Attack
7th	+3	3	Archetype feature
8th	+3	4	Ability Score Improvement
9th	+4	4	Combo Chain
10th	+4	4	Extra Attack
11th	+4	5	Archetype feature
12th	+4	5	Ability Score Improvement
13th	+5	5	Combo Chain
14th	+5	6	—
15th	+5	6	Archetype feature
16th	+5	6	Ability Score Improvement
17th	+6	7	—
18th	+6	7	Archetype feature
19th	+6	7	Ability Score Improvement
20th	+6	8	Extra Attack

DEXTERITY

If you use Dexterity as your attack/damage ability, you gain the following abilities.

- When reaching combo-chain tier 2, you gain a +1 bonus to melee attack rolls.
- You add half your Dexterity modifier (round down) to your normal Dexterity modifier when determining your AC with light armor (effectively x1.5 your modifier to AC—a +4 Dex bonus becomes a +6).
- You can use Dexterity (Acrobatics) instead of Strength (Athletics) to make or sustain grapple checks.

STRENGTH

If you use Strength as your attack/damage ability, you gain the following abilities.

- You gain a +1 bonus to all melee damage rolls.
- You gain proficiency with all medium and heavy armor.
- You have advantage when attempting to shove a target. A shoved creature is pushed 10 feet away instead of 5 feet.

COMBO CHAIN

Starting at 1st level, you gain the ability to string fighting maneuvers together to unleash more powerful attacks. You always begin a battle on tier 1, inflicting 1d6 damage with unarmed attacks.

If on your turn, you score at least one melee hit, then at the beginning of your next turn, you advance to the next tier. You must have hit an enemy at least once during your turn to move up on your next turn and you can only advance your tier once per turn.

On tiers 2, 3, 4, or 5, after hitting a target, you can perform a finishing move. If you don't perform a finishing move, the combo chain can continue.

When you perform a finishing move or fail to make an attack during your turn, you restart the combo chain at tier 1.

You must decide to perform a finishing move after a successful attack, and on the same turn as one. When you reach the maximum tier allowed by your level, you can sustain the chain and your damage dice for as long as you wish, but the moment you commit a finishing move, you revert back to tier 1. You can keep your chain while changing targets.

At 1st level, you can only string a combo chain to tier 3. This increases to tier 4 at 9th level, and tier 5 at 13th level.

Note. You can use melee weapons with combo chain but utilize the table's damage die instead of the weapon's. If you have an ability that increases the damage of your unarmed attack, your damage dice may change, but your tier does not.

FINISHING MOVES

Tier	Unarmed Damage	Finishing Moves
1	1d6	None
2	1d8	Bone Breaker, Circular Attack, Ground & Pound, Surging Punch
3	1d10	Counter, Soul Fist, Spinning Attack, Ranbu
4	1d12	The Zone, Touch of Death, Drop Hammer, Xian
5	2d6	Ultra, Falcon Punch, Sun-Goku-Satsu, Limit Break

TIER 2 FINISHING MOVES

Bone Breaker. You exert pressure on a limb and hear a crack. Double both your damage dice and ability modifier to your last hit

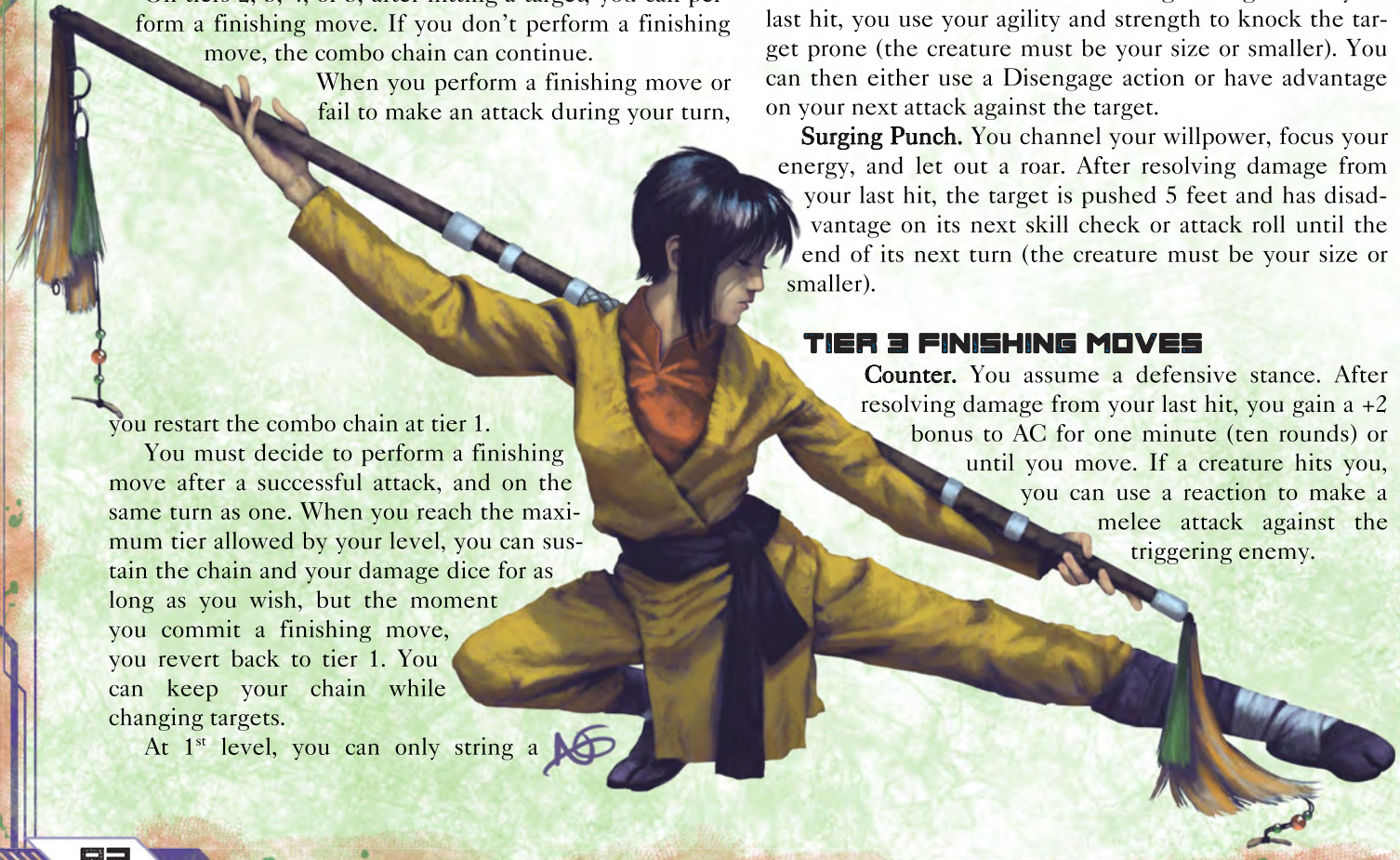
Circular Attack. You spin your leg around to catch another opponent. After resolving damage from your last hit, make a single additional melee attack (at the same tier) against one other creature in reach (different than the one that escalated the combo chain) as part of the same action as the last hit. If you score a hit, you gain an additional identical attack this turn against a new creature different than the first and second (these attacks cannot trigger a finisher).

Ground & Pound. After resolving damage from your last hit, you use your agility and strength to knock the target prone (the creature must be your size or smaller). You can then either use a Disengage action or have advantage on your next attack against the target.

Surging Punch. You channel your willpower, focus your energy, and let out a roar. After resolving damage from your last hit, the target is pushed 5 feet and has disadvantage on its next skill check or attack roll until the end of its next turn (the creature must be your size or smaller).

TIER 3 FINISHING MOVES

Counter. You assume a defensive stance. After resolving damage from your last hit, you gain a +2 bonus to AC for one minute (ten rounds) or until you move. If a creature hits you, you can use a reaction to make a melee attack against the triggering enemy.



Soul Fist. Your enemy doesn't know it yet, but it's about to have an awful day. After resolving your last hit, you can disengage from the target. Additionally, the target you hit last suffers additional damage equal to your attack ability score at the beginning of its next turn.

Spinning Attack. Like a hurricane, either you spin in the air, or your enemy does—either way, someone's getting hurt. After resolving damage from your last hit, make a melee attack at this tier to each enemy within ten feet of you. If you miss, the creature still suffers your ability modifier damage; if hit, the target is knocked prone. These attacks cannot trigger a finisher.

Ranbu. Double your last hit's regular damage dice and make additional melee attacks at this tier against the same creature until you miss twice or hit four times. These attacks cannot trigger a finisher.

TIER 4 FINISHING MOVES

The Zone. After resolving damage from your last hit, your damage die remains at this tier regardless of your combo chain until you finish a short rest..

Touch of Death. After resolving damage from your last hit, until the target is killed or five minutes have passed, the target's speed is halved, and it takes damage equal to half your level at the beginning of its turn. This damage value does not increase if you inflict this finisher on the same target more than once.

Drop Hammer. If you are grabbing the last creature you hit (it must be your size or smaller), after resolving damage, you maneuver yourself to force your enemy into the ground. Make a Strength (Athletics) check with advantage and leap into the air. You inflict additional damage equal to your roll as you crash back down, possibly creating an impact crater (with cracks in the ground).

Xian. You achieve perfect clarity for a short while. After resolving damage from your last hit, all enemies in reach are pushed ten feet. You cannot be shoved and are resistant to all damage types for one minute (ten rounds).

TIER 5 FINISHING MOVES

Spirit Bomb. One incredible strike—triple your ability damage to your last hit, and if your size or smaller, the target is incapacitated for one minute or until the target suffers damage or is moved in any way.

Falcon Punch. Your last attack is a critical hit, you inflict max damage, and a creature your size or smaller is shoved 30 feet. If the target hits an obstruction, it suffers additional damage equal to the remaining distance. The target may still pass through the obstruction.

Shun-Goku-Satsu. You perform an incredibly powerful sequence of attacks. After resolving damage from your last hit, make six additional melee attacks (at this tier) against any number of enemies within ten feet of you (each target can only be attacked a maximum of three times). Additionally, all attacks on you miss until the beginning of your next turn. These attacks cannot trigger a finisher.

Limit Break. After resolving damage for your last hit, you inflict additional damage equal to the hit points you are currently down from your total (maximum 50 hit points).

MARTIAL EXPLOIT

At 1st level, you can select one martial exploit from the list below. You gain additional exploits at 2nd level, 5th level 8th level, and 11th level, 14th level, 17th level, and 20th level. Each martial exploit can only be selected once.

C-C-C-COMBO BREAKER

If the same creature in a single round hits you twice, you can perform a single melee attack against the triggering creature as a reaction (to the second attack). If you hit, inflict normal damage, and the target's turn ends.

CALISTHENICS

You gain a +1 damage bonus to melee damage rolls.

GUN SOMETHING-SOMETHING

You treat one-handed small arms as melee weapons when attacking targets at 5 feet or closer. Additionally, all ranged attacks with one-handed small arms made against targets 5 feet or closer can be considered melee attacks.

CHAIN BOOST

Instead of using your hit dice to recover hit points during a short rest, you can expend them to increase your combo chain. Use a bonus action and spend 1d4 hit dice, recover no hit points, and increase your combo chain by that same value. Once you use this ability, you cannot use it again until you finish a short or long rest.

MARKER

When you hit an enemy that is in reach of you, it has disadvantage on any attacks that don't include you as a target until the end of your next turn. The effect ends if you are reduced to 0 hit points, you move out of reach of that enemy, but not if the enemy moves out of reach of you.

NEWAZA

You are a master at ground fighting. You gain the following benefits.

- If a creature breaks from your grapple, you can use your reaction to attempt a grapple check on the same target.
- You have a +2 bonus to AC against any creature you are grappling.
- You do not have disadvantage on melee attacks while prone. Enemies do not have advantage on you with non-reach melee attacks if you are prone.

POUND FOR POUND

You are a superior fighter in all respects. If a creature moves away from you, even with the disengage action, you can use your reaction to move up to your speed with it.

Redirection of Energy
When an enemy scores a critical hit on you with a melee attack, you gain temporary hit points equal to the amount of damage dealt. When you use this exploit, you cannot use it again until you finish a long rest. Additionally, any time a creature scores a critical hit on you with a melee attack, you have advantage on melee attacks against that creature until the end of your next turn.

Rhythm String
After performing a finishing move, the tier of said finishing move is a bonus you receive on your next melee attack at tier 1 (for example, if you perform a tier 5 finishing move, your next attack at tier 1 receives a +5 bonus).

Tag Team
If an ally hits an enemy within 5-feet of you with a melee attack, you can deal additional damage to that hit equal to your Strength or Dexterity modifier as a reaction. This does not count towards your combo-chain.

Ultra
After hitting a creature, increase your combo chain tier by one and perform a finishing move. You must have access to the higher tier, and after using ultra, you can't use it again until you finish a long rest.

Unarmed Expanded Profile
Spend 30 feet of movement, and your unarmed attacks have reach until the beginning of your next turn.

Vicious Hook
Prerequisite. 10th Level

Your melee attacks score a critical hit on a natural roll of 19 or 20.

Wrestler
You're a classic brawler. You gain the following benefits.
If you are grappling a target, you have half cover from attacks from other targets. Additionally, any attack that misses you by 5 or less hits your grappled target instead. When moving a grabbed creature your size or smaller, your speed is not reduced.

Archetype
At 3rd level, you choose an archetype. The archetype you choose grants you features at 3rd level and again at 7th, 11th, 15th, and 18th level.

Alternatively, you can forego your archetype selection at 3rd level and gain an additional martial exploit at each of the above levels.

Suggestions. Brawler, Cleaner, Field Medic, Grandmaster, Gun Dancer, Machine of War, Pathfinder, Ring Fighter, Selfless Protector, or Suave.

Ability Score Improvement
When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Extra Attack
Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 10th level in this class and to four when you reach 20th level in this class.

MEDIC

The medic's job is to keep people alive, usually after they've been shot, stabbed, trampled, gored, poisoned, infected with an unknown disease, or some combination of the above. For those operating in the field, this requires extensive knowledge of biology, chemistry, and pharmacology.

As a medic, you are not some faith healer or medicine man. You don't rattle chicken bones or blow moon dust over open wounds. You don't ignore the basics of your profession—splints and braces—but you also don't ignore the benefits of the scientific process and the by-products of thousands of years of trial and error. These are modern practitioners of an evolving and every advancing science.

That still being said, this medic is not a doctor that punches a clock and flirts with nurses. This one risks life and limb to save the lives of others. Flirting with nurses is still an option, however.

PLAYING A MEDIC

You're a vital member of any group where the lives of its members are at risk, where intelligence in tight situations is required. You are also a scientist, a side-effect of being a doctor.

Your class is defined by medical applications that can always be used, and with spell-like medical exploits available with limited uses. You have access to combat skills, but these are entirely optional. You can flee in the face of violence, preferring to use one's mind to conquer problems, or you can stand-side-by-side with allies in their encounters with opponents.

This is not a variation on the fantasy cleric where you can channel your faith through medieval melee weapons. You have no smiting abilities—medical exploits rarely assist in you in combat outside of hit avoidance. This is a support class. You can occasionally improve the effectiveness of allies, and even cripple your enemy under specific conditions, but damage output is not your specialty.

CLASS FEATURES

As a medic, you gain the following class features.

HIT POINTS

Hit Dice. 1d6 per medic level

Hit Points at 1st level. 6 + your Constitution modifier

Hit Points at Higher Levels. 1d6 (or 4) + your Constitution modifier per medic level after 1st

PROFICIENCIES

Armor. Light armor

Weapons. Simple weapons, one-handed small arms

Tools. Poisoner's kit, all ground vehicles and aircraft

Saving Throws. Intelligence, Wisdom

Skills. Medicine; select six skills from Computer Use, Deception, Demolitions, Engineering, History, Insight, Investigation, Nature, Perception, Persuasion, and Sciences

EQUIPMENT

You start with the following equipment in addition to the equipment granted by your background.

- a one small arm $300 or less.
- a medical kit and a drug kit.
- a set of armor $300 or less.
- $200 in additional non-military gear (no weapons, weapon-accessories, bullets, or armor)

MEDICAL EXPLOITS

As a medic, you gain exploits you can use to aid allies or hinder enemies. Mechanically, these are identical to spells. Exploits require both the use of your hands and appropriate materials to perform. Unlike spells, medical exploits require neither contemplation nor studying each morning; you regain the use of them each day without effort. You do not need to choose which exploits to prepare ahead of time. You can employ any exploit on the list of a level that you can use.

At 1st level, you also know two medical applications of your choice from the medical application list. These are at-will abilities you can use as long as you have the necessary materials and action to perform them. You learn additional applications of your choice at higher levels, as shown in the medical applications column of the medic table.

The medic table shows how many slots you have to use your exploits of 1st level and higher. To enact one of these exploits, you must expend a slot of the exploit's level or higher. You regain all expended exploit slots when you finish a long rest.

When you become a medic, select either your Wisdom or Intelligence as your medic ability. It is used when setting the saving throw DC for a medical application you use and when making an attack roll with one. If selecting Intelligence, the Wisdom (Medicine) skill can be replaced with Intelligence (Medicine).

Exploit save DC = 8 + your proficiency bonus + your Wisdom or Intelligence modifier

Exploit attack modifier = your proficiency bonus + your Wisdom or Intelligence modifier

Kits. Many exploits and applications require the use of either a medical kit or a drug kit. A medical kit has enough supplies for 50 actions, while the drug kit has enough for 10 actions. This is regardless of how many targets are affected by said action.

TARGET AVOIDANCE

Starting at 1st level, as a bonus action, you can take a Dash action. At 2nd level, as a bonus action, you can instead take a Disengage action.

PRIMARY TARGET

Starting at 1st level, if you don't make an Attack action on your turn, you gain a +2 bonus to AC until the start of your next turn. At 5th level, this bonus increases to +3.

Archetype

At 3rd level, you choose an archetype. The archetype you choose grants you features at 3rd level and again at 7th, 11th, 15th, and 18th level.

Alternatively, you can forego your archetype selection at 3rd level and gain one additional medical application at each of the above levels.

Suggestions. Authority, Brother of Blood, Diplomat, Field Machinist, Field Medic, Militarist, Pistolero, Recon Intelligence, Sapper, Skirmisher, or Suave.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Medical Emergency

Starting at 6th level, once per turn (on your turn), you can activate one medical application requiring an action or bonus action as a free action.

Intelligent Resistance

Starting at 10th level, double your proficiency bonus with all Intelligence and Wisdom saving throws.

Risk An Aneurysm

Starting at 13th level, instead of using your Hit Dice to recover hit points during a short rest, you can expend them on your turn to recover a medical exploit of any level you can use. You must employ that exploit within 1 minute or it is lost. You regain one level of exploit slot for each Hit Die sacrificed, but you can only recover one slot per turn. For example, if you spend 4 Hit Dice, you can recover a 4th-level slot.

Expanded Knowledge

At 17th level, select two more skills from your class list to have proficiency in.

Good Thing You Have Friends

At 20th level, you gain the ability to use allies for cover. For each ally within 5 feet of you, you can increase the level of cover you have. One ally—half cover; two allies—three-quarters cover; three allies—full cover. If you are still hit with an attack, you can transfer all damage to any single adjacent ally regardless if the original attack roll can hit the ally or not. If the attack targets you and the ally, the ally takes both damage values, taking your damage second. The ally does not have to be willing.

The Medic

Level	Proficiency Bonus	Special	Medical Applications	1st	2nd	3rd	4th
1st	+2	Medical Exploits, Target Avoidance, Primary Target	2	2	—	—	—
2nd	+2	Target Avoidance	2	3	—	—	—
3rd	+2	Archetype feature	2	3	—	—	—
4th	+2	Ability Score Improvement	2	3	—	—	—
5th	+3	Primary Target	3	4	1	—	—
6th	+3	Fight or Flight	3	4	2	—	—
7th	+3	Archetype feature	3	4	2	—	—
8th	+3	Ability Score Improvement	3	4	3	—	—
9th	+4		4	4	3	1	—
10th	+4	Intelligent Resistance	4	4	3	2	—
11th	+4	Archetype feature	4	4	3	2	—
12th	+4	Ability Score Improvement	4	4	3	3	—
13th	+5	Risk An Aneurism	5	4	4	3	1
14th	+5		5	4	4	3	2
15th	+5	Archetype feature	5	4	4	3	2
16th	+5	Ability Score Improvement	5	4	4	3	3
17th	+6	Expanded Knowledge	6	4	4	4	3
18th	+6	Archetype feature	6	4	4	4	3
19th	+6	Ability Score Improvement	6	4	4	4	3
20th	+6	Good Thing You Have Friends	6	4	4	4	3

MEDICAL APPLICATIONS

DEFILADE

Activation Time. 1 reaction
Range. Self
Components. None
Duration. Instantaneous

If a creature scores a critical hit against you, each ally that can see both you and the triggering enemy has advantage on attack rolls against the triggering enemy until the start of its next turn.

DIAGNOSE AND CURE

Activation Time. 1 action
Range. Touch
Components. Medical kit
Duration. Until employed or 1 minute

You use your Medical kit on a willing creature. The target gains a bonus on its next Constitution, Strength, Wisdom, or Intelligence saving throw equal to your proficiency bonus. Each target can only receive this bonus once per check.

DO SCIENCE TO IT

Activation Time. 1 bonus action
Range. Self
Components. None
Duration. Instantaneous

Double your proficiency bonus with your next Wisdom (Medicine) or Intelligence (Sciences) check made this turn. You can only gain this bonus once per check.

EVASIVE OVERDRIVE

Activation Time. 1 bonus action
Range. Self
Components. None
Duration. 1 round

You're able to do everything in your power to avoid getting hit. You gain a +1 bonus to AC against one creature you can see, and you don't provoke opportunity attacks from the target. Both effects last until the beginning of your next turn. You can only gain this bonus once per turn.

FIELD SHOT

Activation Time. 1 bonus action
Range. Self
Components. Firearm
Duration. Instantaneous

After using a medical exploit as your action, make a single ranged attack this same turn. You can use Intelligence or Wisdom instead of Dexterity as your modifier for attack and damage.

IMPERATIVE ESCAPE

Activation Time. 1 reaction
Range. Self
Components. None
Duration. Instantaneous

As a reaction to suffering damage from a hit while already below half hit points, you halve the attack's damage.

LIVE, DAMN YOU

Activation Time. 1 action
Range. Touch
Components. Medical kit
Duration. Instantaneous

You use your Medical kit on a willing creature and spend a Hit Die. If the target has been reduced to 0 hit points and is making death saving throws, the target gains 1 hit point. If above 0 hit points, the target recovers hit points equal to your proficiency bonus + 1d6. This increases to 2d6 at 10th level.

Medical Expertise

Activation Time. 1 reaction
Range. One ally that can hear you.
Components. None
Duration. Instantaneous

You can aid allies in pinpointing weak spots in enemies based on your own medical knowledge. As a reaction to an ally's successful attack on a creature, you add your Intelligence or Wisdom modifier as extra damage. The ally must be able to hear you.

Medical Knowledge

Activation Time. 1 bonus action
Range. Self
Components. Firearm
Duration. Instantaneous

Use the same round after hitting a target with a firearm. Make an exploit attack against the same target. On a hit, the target has disadvantage on its next attack roll until the beginning of your next turn.

Modern Master

Activation Time. 1 bonus action
Range. Self
Components. Medical kit
Duration. Instantaneous

Use the same round after attempting an exploit that recovers a target's hit points. The target recovers 1d4 additional hit points. This increases to 2d4 at 10th level. You can only gain this bonus once per exploit.

Outthink and Outwit

Activation Time. 1 action
Range. 30 feet
Components. None
Duration. Instantaneous

You can quickly ascertain your enemy's eye movements and body language and determine the best course of action. Make a ranged attack against the target. You can use Intelligence or Wisdom instead of Dexterity as your modifier for attack and damage.

Weak Spot

Activation Time. 1 bonus action
Range. Self
Components. None
Duration. Instantaneous

Use the same round after you score a hit. The target's speed is reduced by half until the beginning of your next turn. You can only apply this effect once per turn.

1st Level Exploits

Anatomy Expert

Activation Time. 1 bonus action
Range. Self
Components. Firearm
Duration. Instantaneous

Target one creature you scored a critical hit on this turn—double the amount of dice rolled for damage.

Clamp the Artery

Activation Time. 1 action
Range. Touch
Components. Medical kit
Duration. Instantaneous

Target one living creature. The target is healed of any damage incurred by the last hit it received since the end of your previous turn.

Cortical Reinforcement Injection

Activation Time. 1 action
Range. Touch
Components. Drug kit
Duration. 24 hours

Target one living creature. The target is immune to being blinded.

Advanced. At 10th level, you can target two creatures, though each one requires an action. You can sacrifice the action on your next turn to administer both injections this turn.

Diagnose and Cure

Activation Time. 1 minute
Range. Touch
Components. Medical kit
Duration. 24 hours

Target one living creature suffering from disease or poison. The target has advantage on any saving throws to recover from disease or poison for the duration.

Emergency Patch

Activation Time. 1 action
Range. Touch
Components. Medical kit
Duration. Instantaneous

Target one living creature. The target regains hit points equal to your proficiency bonus + your Wisdom modifier + your level.

Advanced. At 10th level, you can either increase hit points recovered to triple your Wisdom bonus, or you can target two creatures instead of one.

Stanozolol Injection

Activation Time. 1 action
Range. Touch
Components. Drug kit
Duration. 1 hour

Target one living creature. The target has advantage on Dexterity ability checks and saving throws and gains a +10 feet bonus to speed for the duration.

Advancement. At 10th level, you can target up to 2 creatures, but each requires an action. You can sacrifice the action on your next turn to administer both injections this turn.

2ND LEVEL EXPLOITS

ADRENALINE INJECTION

Activation Time. 1 bonus action
Range. Touch
Components. Drug kit
Duration. Instantaneous

Target one living creature to gain one additional action on its next turn and on its following turn. This is in addition to any actions the target already has, including bonus actions.

Advancement. At 15th level, you can target up to 2 creatures, but each requires either an action or a bonus action (on the same turn).

ADVANTAGEOUS SCLERODERMA INJECTION

Activation Time. 1 action
Range. Touch
Components. Drug kit
Duration. Five minutes

Target one living creature to gain a +2 bonus to AC for the duration. This bonus increases to +3 at 14th level.

Advancement. At 15th level, you can target up to 2 creatures, but each requires an action. You can sacrifice your action on your next turn to administer both injections this turn.

ANGEL OF DEATH

Activation Time. 1 action
Range. Touch
Components. Medical kit
Duration. Instantaneous

Target one living creature reduced to 0 hit points or less in the previous round. You gain 5 + your level in temporary hit points.

MEDICAL MASTER

Activation Time. 1 action
Range. Touch
Components. Medical kit
Duration. Five minutes

Target you and one living creature OR two living creatures. The target regains hit points equal to your proficiency bonus + your Wisdom modifier + your level. The target also has advantage on Constitution ability checks and saving throws for the duration.

Advancement. At 15th level, you can target up to 4 creatures, but every two targets require an action. You can sacrifice the action on your next turn to affect all targets this turn.

NATURAL HEALER

Activation Time. 1 action
Range. Touch
Components. Medical kit
Duration. Instantaneous

Target you or one living creature. The target regains hit points equal to double your proficiency bonus + double your Wisdom modifier + your level.

Advancement. At 15th level, increase to triple your proficiency bonus and ability modifier.

QUICK RECOVERY

Activation Time. 1 bonus action
Range. Self
Components. Medical kit
Duration. 1 round

Double your proficiency bonus to your next Intelligence or Wisdom skill check this turn. If the check still fails, you have advantage on all saving throws until the end of your next turn.

SYNTHETIC STEROID

Activation Time. 1 action
Range. Touch
Components. Drug kit
Duration. 1 hour

Target one living creature. The target has advantage on Strength ability checks as well as a +1 bonus to Strength-based attack rolls for the duration.

Advancement. At 10th level, you can target up to 2 creatures, but each requires an action. You can sacrifice your action on your next turn to affect both targets this turn.

TREAT PATIENT

Activation Time. 1 minute
Range. Touch
Components. Medical kit
Duration. Instantaneous

One creature recovers as many Hit Dice as your proficiency bonus.

XANTHINE INJECTION

Activation Time. 1 action
Range. Touch
Components. Drug kit
Duration. 1 hour

Target one living creature. For the duration, the target has advantage on Constitution ability checks and saving throws. The target also gains temporary hit points equal to double your proficiency bonus + double your Wisdom bonus.

Advancement. At 10th level, you can target up to 2 creatures, but each requires an action. You can sacrifice the action on your next turn to administer both injections this turn.

3RD LEVEL EXPLOITS

ANALEPTIC INJECTION

Activation Time. 1 action
Range. Touch
Components. Drug kit
Duration. Instantaneous/Special

Target one unconscious living creature. The target wakes up. If at 0 hit points, the target is brought to 1 hit point, wakes up, and can expend up to 2d4 hit dice to recover hit points. The target is also immune to sleep effects until it finishes a long rest.

Advancement. At 15th level, you can target up to 2 creatures, but each requires an action. You can sacrifice your next turn to administer both injections this turn.

AVERSION THERAPY

Activation Time. 1 bonus action
Range. Self
Components. Firearm
Duration. Until saved or 1 minute

Target one creature you hit with a ranged weapon this turn. The target suffers a -2 penalty to AC, and its speed is halved until it makes a Constitution saving throw.

EPHEDRINE PSYCHOTROPIC INJECTION

Activation Time. 1 action
Range. Touch
Components. Drug kit
Duration. Five minutes

Target one living creature. For the duration, the target automatically succeeds at all Wisdom and Intelligence saving throws. The target also gains resistance to all physical damage.

DELAY CONDITION

Activation Time. 1 action
Range. Touch
Components. Medical kit
Duration. Instantaneous

Target one living creature. Its fatigue level is reduced by 4.

Advancement. At 15th level, you can target up to 2 creatures, but each requires an action. You can sacrifice the action on your next turn to administer both injections this turn.

MINOR MEDICAL MIRACLE

Activation Time. 1 minute
Range. Touch
Components. Medical kit
Duration. Instantaneous

Target one creature that has been reduced to 0 hit points or killed in the past five minutes. The target regains hit points equal to double your proficiency bonus + double your Wisdom modifier. The target can also expend up to 2d6 Hit Dice to recover additional hit points.

UNHEALTHY PSYCHOSTIMULANT INJECTION

Activation Time. 1 action
Range. Touch
Components. Drug kit
Duration. 1 minute

Target one living creature. For the duration, when making an attack action, the target may make one extra attack with any weapon it is holding. This is in addition to any attacks it already has and those gained by a bonus action.

Advancement. At 15th level, you can target up to 2 creatures, but each requires an action. You can sacrifice the action on your next turn to administer both injections this turn.

4TH LEVEL EXPLOITS

EXOTIC CONCOCTION

Activation Time. 5 minutes
Range. Touch
Components. Drug kit
Duration. Instantaneous

Target up to 6 creatures (which can include you). Each target gains temporary hit points equal to double your proficiency bonus + double your Wisdom modifier.

Advancement. At 20th level, target gains +3d4 additional temporary hit points.

FIELD EXPERIENCE

Activation Time. 1 action
Range. 30 feet
Components. None
Duration. Five minutes

Target up to 6 creatures (which can include you). For the duration, the target's weapon attacks score a critical hit on a roll of 19 or 20. If the target already can score a critical hit on a roll of 19 or 20, it increases to 18, 19, or 20.

I CAN HEAR BELLS RINGING

Activation Time. 1 reaction
Range. Self
Components. None
Duration. Instantaneous

As a reaction to being targeted by an area effect, you are moved to the nearest unoccupied space outside the area (suffering no damage). You also gain a +5 bonus to AC and have advantage on Dexterity ability checks and saving throws until the end of your next turn.

MAJOR MEDICAL MIRACLE

Activation Time. 1 minute
Range. Touch
Components. Medical kit
Duration. Instantaneous

Target one living creature. The target recovers from all of the following conditions. blinded, charmed, deafened, diseased, paralyzed, poisoned, and stunned. Its fatigue level is reduced to 0, and it recovers hit points equal to double your proficiency bonus + double your Wisdom modifier + double your level.

PLAYING GOD

Activation Time. 5 minutes
Range. Touch
Components. Medical kit
Duration. Instantaneous

Target one ally killed in the past 30 minutes. The target returns to life with 20 hit points, and they awaken.

SNIPER

As a sniper, your job is to find a vantage point with a good field of fire and then sit there as motionless and as invisibly as possible until the intended target comes into your sights, and then remove that target from the world.

It is not an exciting job. It calls for more patience than most saints can manage, not to mention a head for complex mathematics and meteorology. You must be able to compensate for wind, light levels, the curvature of the Earth, gravity, angle to the target, your own breathing, and even minute variability in your equipment, and do all of this in a split second, as the target doesn't usually sit still and wait to be shot.

It requires intense training, and it isn't a profession one should enter if he or she plans to make friends, for everyone is slightly afraid of a sniper even when on their side. You tend to be the stealthiest fighter in any unit, as your efficacy is severely reduced if the enemy knows you're there. Many are hunters in their off time, honing their skill at moving unseen against creatures with much keener senses and instincts.

You are defined by single moments. In an instant, you turn the table, change the course of history, and end conflicts. You are patient and invisible until receiving the signal. In many ways, the sniper is the worst kind of romantic—one that never makes the first move. When a threat emerges, you respond. With the job completed, you vanish until required again. In open combat, with proper flash suppression, you surgically remove the biggest threats, crippling foes and sending enemy formations into disarray, all from the safety of cover with few aware of your position.

PLAYING A SNIPER

Why should you present yourself as a target? Why should you let your allies come to harm? Simply take out your enemies from a distance, and those you count as friends will remain safe. You may be tasked to take a life that never knew its life was in danger. That goes along with the profession. The ultimate question is if the target was a threat. When hunting animals, such a dilemma never presents itself. Can you make the distinction?

A sniper is a ranged assassin, and as such is more about agility and stealth than direct one-on-one combat abilities. Your abilities are based on maintaining your distance. If you are being targeted by an enemy attack, something has gone wrong. When striking, you have the option to either impose status effects or delivery heavy damage in hopes of dropping foes.

CLASS FEATURES

As a sniper, you gain the following class features.

HIT POINTS

Hit Dice. 1d8 per heavy level

Hit Points at 1st level. 8 + your Constitution modifier

Hit Points at Higher Levels. 1d8 (or 5) + your Constitution modifier per sniper level after 1st

PROFICIENCIES

Armor. Light armor

Weapons. Simple weapons, one-handed small arms, two-handed small arms, and all weapons with the sniper property.

Tools. All ground vehicles and aircraft

Saving Throws. Dexterity, Wisdom

Skills. Stealth plus two from Acrobatics, Athletics, History, Insight, Perception, and Sleight of Hand

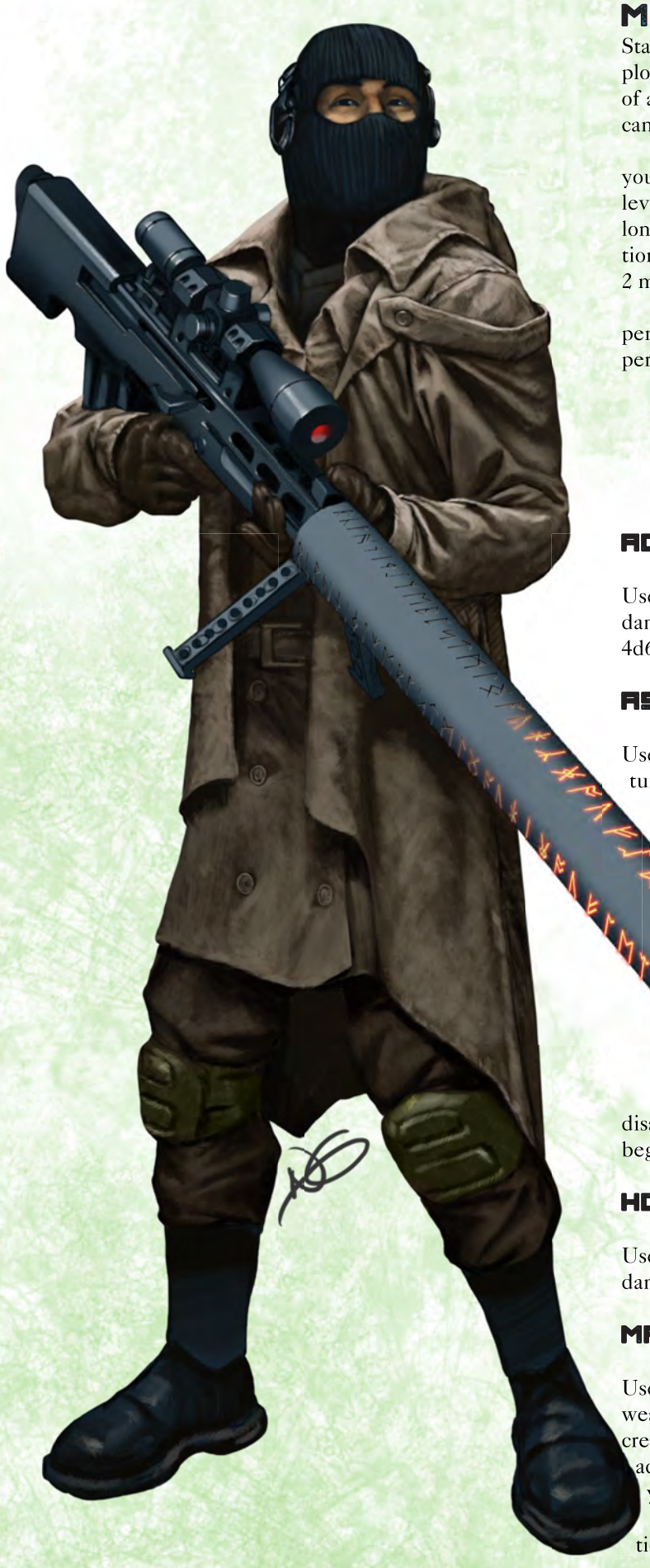
EQUIPMENT

You start with the following equipment in addition to the equipment granted by your background.

- a one-handed small arm $300 or less
- a basic sniper rifle
- a set of armor $300 or less.
- $100 in additional gear

THE SNIPER

Level	Proficiency Bonus	Marksman Points	Battle Condition	Special
1st	+2	2	1	Marksman Talent
2nd	+2	3	2	
3rd	+2	3	2	Archetype feature
4th	+2	4	2	Ability Score Improvement
5th	+3	4	2	Marksman Talent Improvement
6th	+3	5	3	—
7th	+3	5	3	Archetype feature
8th	+3	6	3	Ability Score Improvement
9th	+4	6	3	Mad Minute
10th	+4	7	4	Marksman Talent Improvement
11th	+4	7	4	Archetype feature
12th	+4	8	4	Ability Score Improvement
13th	+5	8	4	Mad Minute
14th	+5	9	5	—
15th	+5	9	5	Archetype feature
16th	+5	10	5	Ability Score Improvement
17th	+6	10	6	Marksman Talent Improvement
18th	+6	11	6	Archetype feature
19th	+6	11	6	Ability Score Improvement
20th	+6	12	7	Marksman Talent Improvement



MARKSMAN'S TALENT

Starting at 1st level, you can spend marksman points to employ one or more of the talents on the following list as part of an attack action employing a sniper weapon. Each effect can only be implemented once per attack.

At 1st level, you start with marksman points equal to 2 + your Wisdom modifier, gaining an additional point at 2nd level and every two levels after. When you take a short or long rest, you recover any spent marksman points. Additionally, if you kill a target with a sniper weapon, you gain 2 marksman points.

The number of points you can spend per attack depends on your level, and each talent can only be used once per attack.

1st Level. You can spend 2 points per attack.
5th Level. You can spend up to 3 points per attack.
10th Level. You can spend up to 4 points per attack.
17th Level. You can spend up to 5 points per attack.
20th Level. You can spend up to 6 points per attack.

ACADEMIC KILL

Marksman Cost. 1

Use when you hit with an attack to inflict an additional 1d6 damage. This increases to 2d6 at 5th level, 3d6 at 9th level, 4d6 at 13th level, and 5d6 at 17th level.

ASSASSIN PSYCHOLOGY

Marksman Cost. 1

Use when you roll a natural 18 or 19 on an attack roll to turn that attack into a critical hit.

BOOM, HEADSHOT!

Marksman Cost. 2

Use when you drop a creature—all Medium-sized or smaller enemies in a 5-foot radius around the target have disadvantage on attack rolls until the start of your next turn.

DUM-DUM

Marksman Cost. 1

Use when you score a critical hit with an attack—the target also has disadvantage on saving throws and ability checks until the beginning of your next turn.

HOLLOW POINT

Marksman Cost. 1

Use when you score a critical hit—you roll three times the damage dice instead of two.

MAGIC BULLET

Marksman Cost. 1

Use after dropping a creature to 0 hit points with a sniper weapon—you can make a single ranged attack against one creature within 20 feet of the original target. You use no additional ammunition. You can repeat this process until you fail to drop a creature to 0 hit points, you run out of enemies in range, or you hit three creatures (each additional attack costs an addition marksman point).

PINPOINT ACCURACY

Marksman Cost. 4

Use when you score a critical hit—the target must make a Constitution saving throw or be stunned until the beginning of your next turn. The DC for the saving throw is 8 + your proficiency bonus + your Wisdom or Dexterity modifier (your choice).

SYSTEMIC INFLAMMATION

Marksman Cost. 3

Use when you score a critical hit on a living creature—the target is poisoned for one minute (ten rounds) or until it passes a Constitution saving throw at the end if each of its turns. The DC for the saving throw is 8 + your proficiency bonus + your Wisdom or Dexterity modifier (your choice).

TWITCHY FINGERS

Marksman Cost. 1

Use after scoring a critical hit—make 1 additional attack with the same weapon as part of the same action against the same target.

WEAK SPOT

Marksman Cost. 2

Use when you hit with an attack—your next attack on the target has advantage; this effect expires at the end of your next turn.

BATTLE CONDITION

There are many disciplines when pursuing the path of a sniper. Starting at 1st level, you gain one of the following special traits. You may select another condition at 2nd, 9th, 13th, and 20th level.

Army Crawl. While prone, you don't have disadvantage on ranged attacks made with sniper weapons.

Ballistics Expertise. Spend 10 feet of movement—you either switch to a one-handed small arm from a sniper weapon OR switch to a sniper weapon from a one-handed small arm.

Covert Operation. Spend 20 feet of movement—you have advantage on Dexterity (Stealth) checks until the end of your turn.

Dead Eye. If a creature 25 feet or closer scores a critical hit on you, you can automatically switch to your pistol and make a ranged attack against the target as a reaction.

Low Profile. While prone, you gain the benefit of half cover. If already behind half-cover while prone, it counts as three-quarters cover. If behind three-quarters cover while prone, it counts as full cover.

Failure Is Not An Option. If you roll a natural 1 on an attack roll with a sniper weapon, you can re-roll. You cannot use this feature if you have disadvantage.

Snap Shot. You can now use Marksman Talent against targets 10 feet away or further with a sniper weapon.

Lead The Target. You slow your breathing and hold the weapon steady. You have all the time in the world to make the perfect shot. Target a creature in line of sight to become your focus as a bonus action. You gain a +1 bonus to attack rolls with sniper weapons against your focus. After you select a focus, you cannot select another until you finish a short or long rest.

Penetration Shot. When making a ranged attack roll with a sniper weapon against a target with cover, you treat total cover as three-quarters, three-quarters cover as half cover, and you ignore half-cover.

Perfect Tracker. You are quick to aim under any circumstances. You can move up to half your speed and maintain your sniper bonus.

Sharpshooter. As an action, you have advantage on your next attack roll with a sniper weapon. This benefit remains until you make an attack roll or move.

Shock & Awe. If you miss an attack roll with a sniper weapon, the creature you attacked has disadvantage on its next attack roll against you until the beginning of your next turn.

Smooth As Glass. You add 2 additional marksman points to your total. You can select this battle condition three times.

Zero Your Weapon. Spend a bonus action to double both the normal and long ranges of any sniper weapon you wield until the beginning of your next turn.

ARCHETYPE

At 3rd level, you choose an archetype. The archetype you choose grants you features at 3rd level and again at 7th, 11th, 15th, and 18th level.

Alternatively, you can forego your archetype selection at 3rd level and gain one additional battle condition at each of the above levels.

Suggestions. Anti-Hero, Brother of Blood, Man-At-Arms, Militarist, Pathfinder, Recon Intelligence, or Skirmisher

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

MAD MINUTE

Starting at 9th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. If you hit with your first attack, you can sacrifice your second attack, gain 1 marksman point, and can apply it immediately to your hit.

At 13th level, you can attack three times whenever you take the Attack action on your turn. If you hit with your first or second attack, you can sacrifice an additional attack, gain 1 marksman point, and can apply it immediately to your hit (max 2 points).

TECHIE

Machines are your servants, and the local electronics dealer is your church. You believe in the progress of civilization through the perfection of technology. You are not one to live off the land, acquiring skills necessary for an unlikely apocalypse. You've had your head in machines since the moment you constructed your first radio-controlled vehicle. Since then, it has been about making things go faster, fly higher, be tougher, or act smarter. People and other biological bags of water and carbon are unreliable instruments at best. They never speak the truth and are prone to failure even with regular maintenance. Machines never lie, they never cheat, and if properly cared for, will never betray you or die unexpectedly.

With only a few basic modifications or tweaks, you can even push a machine to be better than what it was designed for, whether it be a robot, a car, or even a gun.

PLAYING A TECHIE

You can think of yourself as a field engineer, fixing and destroying technology you come across. Because you never leave anything alone, you're continually looking for new ways to improve every device you can get a hold of. Given enough time, you can make any machine work better. This is reflected in your abilities, allowing you to improve the capacity of your weapons. You can temporarily improve other machines, making cars faster or armor tougher. The group can consider you a medic for machines, as you keep any technology from breaking down when reliability equates survivability.

CLASS FEATURES

As a techie, you gain the following class features.

HIT POINTS

Hit Dice. 1d8 per techie level

Hit Points at 1st level. 8 + your Constitution modifier

Hit Points at Higher Levels. 1d8 (or 5) + your Constitution modifier per techie level after 1st

PROFICIENCIES

Armor. Light and medium armor

Weapons. Simple weapons, one-handed small arms

Tools. Tinker's tools, All ground vehicles and aircraft

Saving Throws. Intelligence, Wisdom

Skills. Engineering; select six skills from Computer Use, Demolitions, History, Insight, Investigation, Medicine, Nature, Perception, Performance, and Sciences

EQUIPMENT

As a techie, you receive the following equipment at 1st level.

- a TL0 engineering kit
- a small arm $300 or less.
- a set of armor $300 or less.
- $300 in additional non-military gear (no weapons, weapon-accessories, bullets, or armor)

TECH POINTS

At 1st level, you get tech points (TP) that can be used to boost abilities and perform exploits representative of your training. At 1st level, you start with points equal to 3 + your Intelligence modifier, which increases by 1 every additional level. Any spent tech points are recovered after you finish a long rest.

THE TECHIE

Level	Proficiency Bonus	Tech Points	Special
1st	+2	3	Shiny Red Button, Widget Bag, Tech Points, Tech Savant
2nd	+2	4	Tech Savant
3rd	+2	5	Archetype feature
4th	+2	6	Ability Score Improvement
5th	+3	7	Tech Savant
6th	+3	8	Pioneer
7th	+3	9	Archetype feature
8th	+3	10	Ability Score Improvement
9th	+4	11	Tech Savant
10th	+4	12	McGuy Something
11th	+4	13	Archetype feature
12th	+4	14	Ability Score Improvement
13th	+5	15	Tech Savant
14th	+5	16	Pioneer
15th	+5	17	Archetype feature
16th	+5	18	Ability Score Improvement
17th	+6	19	Tech Savant
18th	+6	20	Archetype feature
19th	+6	21	Ability Score Improvement
20th	+6	22	Tech Savant

SHINY RED BUTTON

At 1st level, you can put a button on your firearm. You only need eight hours of work to put the button on a new firearm but only you can press it without breaking the weapon. The button's function is determined by your choices from the options that follow. You can add as many functions into your button as you have available tech points, but each modification can only be added once per configuration unless stated otherwise. If you don't alter the function outside of a battle, your last configuration is used (if you have the available points).

Pressing the button takes no action. When you press the button, you spend the tech points corresponding with each of the functions added. If you don't have enough tech points when you press the button, the entire configuration does not function. Once pressed, its effects last five minutes.

You can own multiple weapons with different configurations, as the points are not spent unless the button is pushed, though pushing multiple buttons during a single battle would be rather wasteful. Changing a configuration takes five minutes, though you can attempt to change a configuration as an action with a DC 15 Intelligence (Engineering) check (you cannot change a configuration while one is in effect without voiding the invested tech points of the previous configuration).

Additionally, you can attempt to regain a lost tech point with a DC5 Intelligence (Engineering) check. Each check takes 1 minute, and successive checks increase the DC by 5 (DC 10, DC 15, etc.). The DC increases regardless if you succeed in recovering the point or not, and the check reverts back to DC5 when you take a long rest.

CHARGE SHOT

Cost. 1 point

Each time you hit a target your size or smaller, you shove it 5 feet. If the target cannot be shoved, it takes 1d6 additional damage. You can add this modification twice to push the target 10 feet and increase the damage to 2d6.

EXPLOSIVE ROUND

Cost. 1 point

When you score a critical hit, you roll all damage dice thrice instead of twice.

FLOATING RETICLE

Cost. 2 points

You gain a +1 bonus to attack rolls.

HYDROSHOCK

Cost. 2 points

You deal additional damage with a hit equal to the difference between your attack roll and the target's AC. Add this modification a second time to inflict 1d6 additional damage. This increases to 2d6 at 9th level, 3d6 at 13th level, and 4d6 at 17th level.

INCREASED CALIBER

Cost. 2 points

Your weapon's damage die increases by one step (1d4 > 1d6 > 1d8 > 1d10 > 1d12 > 2d6 > 2d8 > 2d10). This stacks with any other effects that increases damage die size. You can add this modification twice.

INCREASED RATE OF FIRE

Cost. 2 points

You double the rate of fire of your weapon (10 for auto, 20 for auto-heavy). When using burst fire, you add double your proficiency bonus to the save DC, and you always use the upscaled damage dice. If targeting single creatures, your weapon's damage die increases by one step (1d4 > 1d6 > 1d8 > 1d10 > 1d12 > 2d6 > 2d8 > 2d10). This stacks with any other effect that increases damage die size.

INCREASED ROUND VELOCITY

Cost. 1 point

When you roll a 1 or 2 on a damage die, you can reroll. You must accept the new roll, even if it is a 1 or a 2.

MUZZLE FLASH / BANG

Cost. 2 points

Any creature you hit within 20 feet of you has disadvantage on attack rolls against you until the beginning of your next turn.

POP-UP EYEPIECE

Cost. 1 point

If you roll a 2 or 3 on your attack roll, you can re-roll. You must accept the second result.

RAPID LOADER

Cost. 4 points

You gain one additional attack whenever you take the Attack action on your turn. You can add this modification up to two times. This stacks with Pioneer.

SMART TRACKING

Cost. 6 points

You have advantage on attack rolls.

TARGET SCANNING

Cost. 3 points

Your weapon scores a critical hit on a natural roll of 19 or 20.

TECH SAVANT

Starting at 1st level, you gain one of the following traits that reflect the uniqueness of your talents. Some require the spending of tech points. You gain additional tech savant traits at 2nd level, 5th level, 10th level, 13th level, 17th level, and 20th level.

Economical Plating. You gain a +1 bonus to AC. Additionally, you can temporarily increase your armor's potential, spending one tech point as an action to increase your AC an additional +1 for five minutes.

Failsafe. If someone other than you attempts to use your weapon with a *shiny red button* on it (regardless if they press it), the weapon explodes,

inflicting a critical hit of weapon damage on the unlucky handler and stunning them until the beginning of your next turn. The weapon is now broken (it can be fixed normally).

Friggin' Love Science. Spend a tech point, and you have advantage on Intelligence (Science) or Intelligence (Engineer) checks until the end of your next turn. If you select this trait a second time, you can spend one tech point to set your next d20 roll Intelligence (Science) or Intelligence (Engineer) check to a natural 20.

Immediacy. Spend one tech point as a bonus action to gain an additional action on this turn. This action can be used to take any action except an Attack action.

Like Machines. Your maximum tech points increase by 2. You can select this trait up to four times.

Midas Touch. While you are wielding a firearm, its damage die increases by one step (1d4 > 1d6 > 1d8 > 1d10 > 1d12 > 2d6 > 2d8 > 2d10). You can select this trait twice, and its effects stack with others that increase damage die size.

Priorities. Instead of using your Hit Dice to recover hit points during a short rest, you can expend them to regain tech points. For each Hit Die spent, you recover 2 tech points rather than recover hit points. You cannot have more tech points than your maximum.

Scientist, Not A Soldier. When you use the Disengage action, you can also make a single ranged attack as part of the same action. You inflict half damage on a hit.

Shrapnel Modification. You can now spend tech points in combat for an immediate boost to the weapon with your *shiny red button* while it is active. Spend 1 tech point after you hit, and the target is vulnerable to ally attacks until the beginning of your next turn.

WIDGET BAG

Starting at 1st level, you gain a widget bag. It contains random spare parts, useful materials, and salvage worth $200. During a short or long rest, you can scavenge for components. In most areas, you will be able to recover $10 worth during a short rest and $20 worth during a long rest, but the GM may award more or less (or none at all) at her discretion.

ARCHETYPE

At 3rd level, you choose an archetype. The archetype you choose grants you features at 3rd level and again at 7th, 11th, 15th, and 18th level.

Alternatively, you can forego your archetype selection at 3rd level and gain one additional tech savant exploit at each of the above levels.

Suggestions. Authority, Diplomat, Driver, Field Machinist, Field Medic, Gun Dancer, Infantry Support Specialist, Pistolero, or Sapper.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

PIONEER

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. This increases to three attacks at 14th level in this class.

McGUY SOMETHING

Starting at 12th level, you can construct useful items or tools to accomplish something generally not allowed given the available resources available. Either the GM can supply a random assortment of items you can use to create a tool, or you can make a case for everyday items one is likely to find to solve an immediate crisis.

This may involve searching an area or assuming certain items are available; if your widget bag currently contains at least $20 worth of parts, you can always be assumed to have a variety of small useful items such as screws, nails, paper clips, duct tape, and chewing gum.

If the GM is convinced by your argument, make an Intelligence (Engineering) check to see if the improvised gadget or solution works (Set the GM). When you use this trait, you cannot use it again until you finish a long rest.

> *Editorial. In traditional fantasy classes, there are two types of classes—martial classes where abilities refresh after a short rest, and spellcasters where abilities refresh after a long rest. With Ultramodern5, despite all classes technically being martial, I've decided to spice things up with a few different approaches. The one problem I see with the techie is an apprehension in spending any points. A player holds points back and then realizes when having a long rest, that points were wasted. Don't be conservative. Be useful in every combat—the other players will appreciate it.*

SIX: ARCHETYPES

Unlike fantasy classes, all *Ultramodern5* classes have the same set levels for archetypes, at 3rd, 7th, 11th, 15th, and 18th level. Any character who meets an archetype's requirements can choose that archetype (although some classes will synergize better than others, as noted with the archetype). Once you select an archetype, you cannot change it.

Unlike fantasy archetypes, several *Ultramodern5* archetypes offer additional proficiencies upon selection. You gain these when you choose the archetype at 3rd level.

Additionally, if you multiclass, you cannot choose the same archetype again for your second class.

ANTI-HERO

You are no one's friend. You maintain temporary alliances that suit you when the time is right. It's not that you're evil—you just prefer not to make any ties that would upset your cold demeanor. You have a reputation to uphold. You are a mercenary, a calculating killer that just happens to work hopefully for the winning side. But when push comes to shove, you answer to no one, and generally only select a course of action that benefits you. If allies profit, so much the better, but you still consider that a happy coincidence. You may be a member of a party, but in the end, your fate lies only in your hands.

SYNERGY

This archetype works best with the face, infiltrator, grounder, and sniper classes.

PROFICIENCIES

You have proficiency with simple melee weapons and one-handed small arms

DEAD POOL

Beginning when you choose this archetype at 3rd level, you gain a reservoir of death you can tap to inflict additional damage upon opponents. You can add any amount from your dead pool to any hit you make against a target 20 feet or closer. When you finish a long rest, your dead pool reduces to zero. You gain points to your dead pool from the following.

- If you reduce a creature 20 feet away or closer to zero hit points, you gain 5 points; additionally, any additional damage you inflicted beyond zero with the killing hit is added to your pool (to a maximum of 5, 10 total).
- If you roll the maximum value of a damage die to a target 20 feet or closer, add half that value onto your dead pool. Once gained, you cannot gain it again until the beginning of your next turn.
- If an enemy scores a critical hit on you, you gain 10 points.

Your dead pool's size is limited to 10 at 3rd level, 20 at 7th level, 30 at 11th level, 40 at 15th level, and 50 at 18th level.

Fourth Wall

Starting at 7th level, if any ally within 50 feet of you suffers any damage, your dead pool is filled by the same value. Once you use this ability, you cannot use it again until you finish a short or long rest.

Cheat

Make it look inconspicuous. Starting at 11th level, when you finish a long rest, set a d20 roll to 20 and put it aside. You can replace any attack roll, saving throw, or ability check made by you with that die (at which point, it is used up). This takes no action. You can do so before or after a roll, but not after determining the results of that roll. An unused die is lost when you finish a long rest.

Alternately, if you don't have a second d20, you could always just 'accidentally' shift one die result to any other result.

The Less Interesting 15th Level Ability

Starting at 15th level, as a bonus action, you can use any amount from your dead pool to recover your hit points.

The Benefit of Friends

Starting at 18th level, if an ally is reduced to 0 hit points or lower, you gain 20 points to your dead pool.

Authority

You are the best in your field. Among the esteemed elite, you consider yourself an equal. You're a leading scientist, the world expert, or a head doctor. Regardless of your path, money should be good.

Synergy

This archetype works best with the civilian, face, marshal, medic, and techie classes.

Proficiencies

You have proficiency with one of the following skills. Intelligence (Demolitions), Intelligence (Engineering), Intelligence (History), or Intelligence (Sciences).

PHD

Beginning when you choose this archetype at 3rd level, select one Intelligence skill of your choice. You can set your d20 roll to 20 when you really need a roll to succeed. When you use this ability, you cannot use it again until you finish a long rest.

Resident Expert

Starting at 7th level, instead of using your Hit Dice to recover hit points, you can spend an action and expend one hit die to gain a +10 bonus to any failed Intelligence skill check.

Second Nature

Starting at 11th level, when attempting any Intelligence skill, it only takes a bonus action instead of an action. Additionally, if you roll less than 10 for an Intelligence check, increase the result to 10.

Sherlock

Starting at 15th level, you can use the Search action as a bonus action. You also gain half your proficiency bonus (round down) to every Intelligence skill you are not already proficient in.

Straight Dope

Starting at 18th level, your selected skill with *PHD* improves—unless you have disadvantage with the check, it always results in a natural 20.

Banner Head

You are not a pretty individual. You are not one for arts and crafts. You have no hobbies. You have one job. You shoot people twice in the chest and once in the head. You do it for no other reason than the objective you have been asked to carry out. Your loyalty runs only to the men and women next to you. To them, you're the champion hero. To your foes, you are the one target they need to take down. You want them to think that. What good is war if there is no one to shoot at?

Synergy

This archetype works best with the grounder, gunslinger, heavy, marshal, and martial artist classes.

Proficiencies

You gain proficiency in any two ranged weapons of your choice.

Fleeting Adversary

Beginning when you choose this archetype at 3rd level, select one creature within 50 feet and line of sight to you after rolling initiative (this takes no action). The target is

your fleeting adversary. You gain a +1 bonus to attack your fleeting adversary, and your fleeting adversary suffers disadvantage on attack rolls that don't include you as a target. This effect ends if you drop to 0 hit points, the creature drops to 0 hit points, you move beyond 50 feet, or line of sight is broken between you and your target. Once you select a fleeting adversary, you cannot select another until you roll for initiative again.

THE WAR POSE

Starting at 7th level, you can take a -1 penalty to attack rolls for each weapon you wield to wield a two-handed small arm with one hand. The weapon only counts as a one-handed small arms for purposes of how many hands you use to wield it and for abilities and feats.

ADVERSARIAL RAGE

Starting at 11th level, you can increase damage against your fleeting adversary. As a bonus action, gain +2 damage, increasing to +3 at 15th level, +4 at 18th level. This increase ends if the target is no longer your fleeting adversary. Once you use this feature, you cannot select another until you finish a long rest.

REMEMBER ME?

Starting at 15th level, a few well-placed shots can bring an enemy's attention back around to you. If your fleeting adversary attacks an ally, you can make a single ranged attack against it as a reaction.

UNEXPECTED RESPONSE

Starting at 18th level, level, until your fleeting adversary is reduced to 0 hit points, each time it hits you, you gain a +1 bonus to attack rolls against it. This bonus is cumulative up to +3 but is lost if you attack any creature other than your fleeting adversary or you score a hit.

BRAWLER

You're a thug...pure and simple. You may not be the biggest or the strongest, but you are undoubtedly scrappy. You might have been a bouncer—you might still be one. Your talents are less about martial discipline and more about using brute strength to manhandle opponents. You generally prefer avoiding weapons outside of those attached to you.

You fight—it clears your head, defining who you are. It's not about art or some zen state. It's something you are good at, and you enjoy the rush of being in a fight. It helps that you win most engagements you find yourself in.

SYNERGY

This archetype works best with the gunslinger, marshal, and martial artist classes.

PROFICIENCIES

You have proficiency with all simple melee weapons and with unarmed strikes.

HAM HANDS

Beginning when you choose this archetype at 3rd level, you can use both hands when grappling a target your size or smaller to have advantage on all rolls related to the grapple.

HEAD-BUTT

Starting at 7th level, while grappling a creature your size or smaller, you can inflict 1d6 damage per character level on the target as a bonus action. Once you use this feature, you cannot use it again until you take a short rest or long rest.

HEAD SLAM

Starting at 11th level, if you have one grappled creature in each hand, you can use a bonus action and make an unarmed melee attack against each target. A hit deals 2d6 + your Strength modifier damage to each target.

BEAR HUG

Starting at 15th level, when grappling a target your size or smaller with two hands, you may attempt a bear hug. Make an unarmed strike as your action (or one of your attacks). A hit inflicts 2d6 + your Strength modifier damage.

NECK SNAP

Starting at 18th level, if you make an unarmed strike against a target you are grappling, you score a critical hit on a natural roll of 19 or 20.

BROTHER OF BLOOD

On the battlefield, every ally is a brother. You are a member of a team, and you've all worked together long enough to understand each other's patterns. You know when one is hurt, regardless of where he or she is. You would never take risks that would endanger another brother's life. You would never step out of formation, never leave a brother's side. They must depend on you as you depend on them. If one of your own falls, nothing short of God's finger on the battlefield will stop you from carrying your injured out of combat.

SYNERGY

This archetype works best with the grounder, heavy, marshal, medic, and sniper classes.

Editorial. **This archetype's abilities are useless unless at least one other party member has taken the same archetype. Be sure to discuss this with your group before selecting this archetype.**

PROFICIENCIES

You are proficient with one weapon and one armor (except exo-armor) another brother in blood is proficient in. If you both select this archetype at the same time, you can both choose new items, as long as you both choose the same items.

MORE LIKE FAMILY

Beginning when you choose this archetype at 3rd level, if a creature scores a critical hit on an allied brother of blood, you can make a single ranged attack against the attacker as a reaction.

ALLIED SUPPORT

Starting at 7th level, you can use a bonus action and target one allied brother of blood in line of sight. The targeted brother of blood gains an action that must be used before the end of your turn. This does not count as a reaction for the ally. Each brother of blood can benefit from Allied Support only once per round. Once you use this feature, you cannot use it again until you finish a short or long rest.

You gain one additional use of Allied Support at 11th, 15th level, and 18th level before being required to finish a short or long rest.

ARMY OF MANY

Starting at 11th level, you grant a +2 bonus to damage rolls to each brother of blood within 10 feet of you (cumulative up to +6). Remember that they will be granting you this same bonus.

BETTER REFLEXES

Starting at 15th level, you can use the Help action on another allied brother of blood as a bonus action.

TEAM EFFORT

All members of the team synchronize their actions to operate as one organism. Starting at 18th level, after rolling for initiative, you and all allied brothers of blood act on the highest initiative among you. You all can decide which order you act in.

CLEANER

Someone hands you an image, an address, or just a name. You move in quickly and quietly, eliminating defenses that lay in your path. You dispatch the enemy efficiently and vanish into the shadows, leaving onlookers wondering who ordered the hit and why.

You are a silent, cold, calculating assassin. Your skills involve intimate kills, forcing you to be close to your enemy. You rise from nowhere and eliminate opponents before others can notice or respond. Pistols, even when they're quiet, still make a noise you would prefer to avoid.

SYNERGY

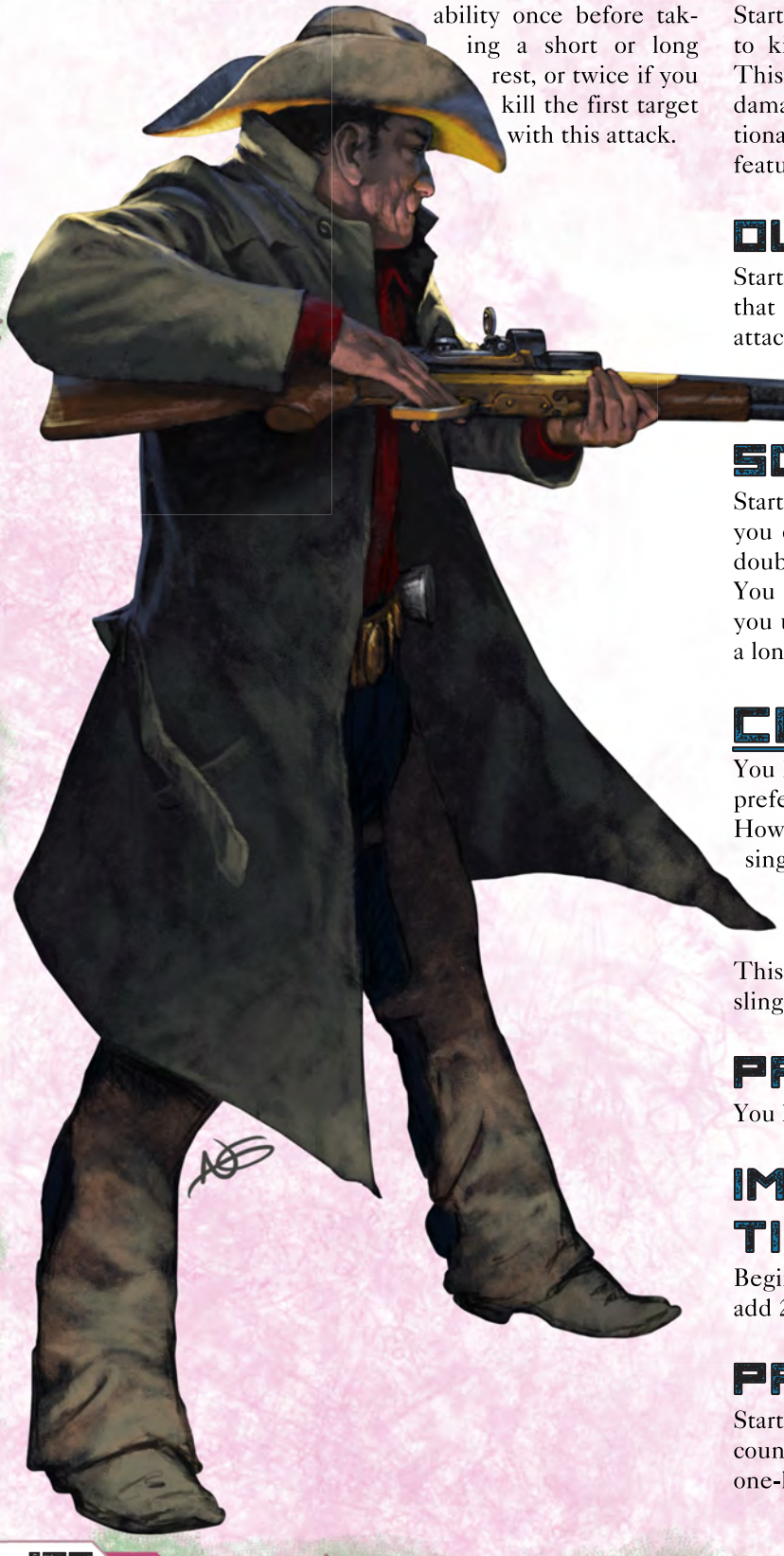
This archetype works best with the face, gunslinger infiltrator, and martial artist classes.

PROFICIENCIES

You have proficiency with all with simple melee weapons and one-handed small arms.

ONCE IN THE HEAD

Beginning when you choose this archetype at 3rd level, if you score a hit on a target 20 feet away or closer with a melee weapon or a one-handed small arm, you inflict additional damage equal to three times your level. You can use this ability once before taking a short or long rest, or twice if you kill the first target with this attack.



TWICE IN THE CHEST

Starting at 7th level, if wielding a melee weapon or a one-handed small arm, as an action, you can make three attacks against a single target 20 feet away or closer. All attacks have advantage. You can use this ability once before taking a short or long rest, or twice if you kill your target with one of these attacks.

QUICK SUCCESSION

Starting at 11th level, if you use Once In The Head but fail to kill the target, make one additional identical attack. This attack automatically hits, and you inflict additional damage equal to three times your level (including the additional damage with Once In the Head). Once you use this feature, you cannot use it again until you take a long rest.

OUT OF THE BLUE

Starting at 15th level, if you have advantage against a target that is surprised or from whom you are hidden, your first attack against them is an automatic critical hit.

DESPERATE SOLUTION

Starting at 18th level, as an action, add up all the enemies you can see—you then gain a number of attacks equal to double that number as part of that same action (Max 20). You can distribute the attacks anyway you see fit. Once you use this feature, you cannot use it again until you take a long rest.

COUNTRY GUNMAN

You keep your weapon holstered until the last second. You prefer to stare down opponents than use your firearm. However, when drawn, you make it quick and final—single shots, single kills.

SYNERGY

This archetype works best with the face, grounder, gunslinger, and marshal classes.

PROFICIENCIES

You have proficiency with all one-handed small arms.

IMPROVED REACTION TIME

Beginning when you choose this archetype at 3rd level, you add 2d4 to all your initiative rolls.

PRECISE SHOT

Starting at 7th level, if you act before any enemy in the encounter, you have advantage with all attack rolls made with one-handed small arms until the first enemy acts.

QUICK AND THE DEAD

Starting at 11th level, if you have the highest initiative value at the start of an encounter, add your initiative roll (including your bonus from Improved Reaction Time) as bonus damage to your first hit with a one-handed small arm.

REPUTATION

Starting at 15th level, if you have the highest initiative value at the start of an encounter, you gain one additional action on your first turn.

12 O'CLOCK

Starting at 18th level, when you ready an attack action with a one-handed small arm, you have advantage with the attack, and if you hit the target, the attack becomes a critical hit. If you employ this ability, you can only make a single attack.

DIPLOMAT

You're the one brought in when weapons cannot be used, when even the brandishing of firearms is considered a total failure. You cannot give the appearance of aggression, not even when the situation goes out of control. You're the wave of the future, where words rather than bullets will solve disputes.

SYNERGY

This archetype works best with the civilian, face, marshal, medic, and techie classes.

PROFICIENCIES

You have proficiency with two Charisma skills of your choice.

VOLUME AND PRESENCE

Your opponent's argument is invalid and ridiculous, and your tolerance for their ignorance is over. Beginning when you choose this archetype at 3rd level, as an action, you can select one target your size within 25 feet that can understand you. The target makes a Wisdom save against your psychological attack. The save DC = 8 + your proficiency bonus + your Wisdom/Charisma modifier. If the target fails, either you have advantage on all contested Wisdom or Charisma ability checks and skill checks until the end of your next turn, or the target is frightened of you until the beginning of your next turn. If you target the same creature on your next turn, the DC increases by +2 (consecutively to +6). This ability does not work on a target that has suffered damage from you or an ally in the past minute.

THE ART OF THE COMPROMISE

Starting at 7th level, select one Charisma skill. You double your proficiency bonus with this skill. At 11th level and 18th level, you may select an additional Charisma skill.

CONFIDENCE COMES WITH THE POSITION

Starting at 11th level, you can never have disadvantage with any Charisma skills checks, ability checks, or saving throws.

I THINK WE GOT OFF ON THE WRONG FOOT

Starting at 15th level, you can expend a Hit Die as a bonus action (recovering no hit points) to set your next Charisma or Wisdom skill check to a natural 20 instead of making the roll.

EVERYTHING YOU GOT

Your arguments are so compelling, your opponent is having a difficult time concentrating. Starting at 18th level, as an action, you can select one target within 25 feet that can understand you. The target makes a Wisdom save against your psychological attack. The save DC = 8 + your proficiency bonus + your Wisdom/Charisma modifier. If the target fails, it is stunned until the start of your next turn. This ability does not work on a target that has suffered damage from you or an ally in the past minute.

DRIVER

You love your vehicle. You wash her; you change the oil; you maintain every part. You service her regularly, changing the plugs, adding fluid. Every week, she gets a fresh coat of wax, and on Sunday afternoon, you take her for a cruise.

No, it's not weird.

SYNERGY

This archetype works best with the civilian, face, infiltrator, marshal, and techie classes.

PROFICIENCIES

You are proficient with all ground vehicles and aircraft.

STUNT MASTER

Starting at 3rd level, you can learn vehicle stunts. Select one stunt from the list below. You can select one additional stunt at 7th, 11th, 15th, and 18th level. Many of these stunts require a vehicle attack.

Your attack bonus equals your Dexterity modifier +

your proficiency bonus. If you hit, you inflict 1d8 per size category larger your vehicle is than the target (minimum 1d8 if they are the same size). Your vehicle takes 25% of the damage from this attack.

INSIDE AND OUT

Starting at 7th level, select one specific vehicle (make, model, and year). With your chosen vehicle, you have advantage on control checks.

FLAT OUT

At 11th level, you gain +5 feet to the acceleration of any vehicle you control.

JAGGED EDGE

Starting at 15th level, you gain a +2 bonus with attack rolls when using a vehicle.

RACING RECORD

Starting at 18th level, when you inflict damage with your vehicle, roll twice for all damage rolls. Use the higher value for the damage you inflict, and the lower value to calculate how much damage you take.

STUNTS

Love Tap. As an action, you can make a ram attack against another vehicle or creature with your vehicle. (see Ram). If you hit, you deal 1d8 additional damage.

Signature Move. As a bonus action, gain a +3 bonus with Dexterity (Vehicle Operation) checks until the end of your turn.

Counter Maneuver. If a vehicle or creature hits your moving vehicle with a physical attack (ram or a melee attack), you can make a ram attack against the target as a reaction (see Ram). If you hit, you deal 1d8 additional damage.

Drop The Hammer. As a bonus action, you gain a +5 bonus to speed until the end of your turn.

Defensive Driving. As a bonus action, you gain a +2 bonus to your vehicle's AC until the beginning of your next turn.

Damage Avoidance. As a bonus action, you halve all damage you take from making vehicle attacks until the beginning of your next turn.

Hole Shot. As an action, you can make a ram against another vehicle or creature with your vehicle. If you hit, you deal 2d8 additional damage. A hit target also suffers disadvantage on all ability checks and attack rolls until the beginning of your next turn. If you hit with this attack, you cannot use it again until you finish a long rest.

Thread The Needle. You can set a Dexterity (Vehicle Operation) check you made to a natural 20. Once you use this ability, you cannot use it again until you finish a long rest. You can select this stunt up to three times for additional uses.

FIELD MACHINIST

You are a troubleshooter. Without you, the others don't amount to much more than a bunch of poorly equipped primitives with clubs. You improvise when needed, solving most mechanical problems when they arise. You are the master of jury-rigging solutions when others consider a problem hopeless. You are resourceful, intelligent, but generally non-violent. You possess a background in physical sciences. You are a walking, talking Swiss army knife.

SYNERGY

This archetype works best with the face, medic, and techie classes.

PROFICIENCIES

You gain proficiency with Intelligence (Engineering).

ARTISAN OF GEARS

Beginning when you choose this archetype at 3rd level, you add half again your proficiency bonus to Intelligence (Engineering) checks. At 15th level, you instead double your proficiency bonus to Intelligence (Engineering) checks.

KIT MASTERY

Starting at 7th level, you treat all tool kits as one tech level higher. This increases to two levels at 15th level.

FRANTIC REPAIR

Starting at 11th level, you can attempt to repair broken items as an action. Additionally, your progress in crafting any technology is doubled.

COVERED IN GREASE

Starting at 15th level, all technology you build costs 15% less (and thus takes 15% less time, round down).

PURE ENGINEER

Starting at 18th level, you can set an Intelligence (Engineering) check you made to a natural 20. Once you use this feature, you cannot use it again until you finish a long rest. Additionally, whenever you roll a natural 1 on an Intelligence (Engineering) check, re-roll until the result is anything except a natural 1.

FIELD MEDIC

You specialize in the treatment of the injured during combat situations. You know when to keep your head low, but more importantly, when to rise in defiance to protect those under your care. You might have been a doctor back home and found a calling out in the wilderness. If so, your allies probably wonder why you've chosen this path.

SYNERGY

This archetype works best with the marshal, martial artist, medic, and techie classes.

PROFICIENCIES

You have proficiency with Wisdom (Medicine).

A TRUE HEALER

Beginning when you choose this archetype at 3rd level, you gain a bonus to Wisdom (Medicine) checks equal to half your proficiency bonus. At 11th level, you instead double your proficiency bonus to Wisdom (Medicine) checks.

PHYSICIAN HEAL THYSELF

Starting at 7th level, as an action you can spend up to four hit dice to recover hit points, or one hit die as a bonus action.

RACE TO THE FALLEN

Starting at 11th level, you can use the Disengage action as a bonus action if you move at least 10 feet directly towards an ally on that same turn.

IN THE PRESENCE

Starting at 15th level, every ally within reach can take a bonus action to spend a Hit Die and recover hit points. You can use your action to double the amount rolled until the beginning of your next turn.

NO LONGER CIVILIZED

If an ally succumbs to her injuries, you can no longer be a healer. You must be a protector. Starting at 18th level, if an ally in line of sight is reduced to 0 hit points, you have advantage on attack rolls until you hit; you also gain a bonus to damage with your next hit equal to your Wisdom score.

GRANDMASTER

This path does not encourage violence. Instead, it is designed for self-control and mental clarity. Some practitioners refuse to apply their discipline in a violent fashion, believing to do so would be a failure of his or her philosophy. For others, to commit this practice to violence is a logical progression. Some take this to an extreme, using it only to benefit themselves. Others are considered heroes, fighting for noble causes and refusing to stand idly while innocents suffer.

These adventurers love to spar and often duel aggressively with allies to test their mettle. Though not a requirement for friendship, it goes a long way to match a grandmaster in combat. Even enemies matching their skills in a fair duel will garner respect.

SYNERGY

This archetype works best with the civilian, grounder, gunslinger, and martial artist classes.

PROFICIENCIES

You have proficiency with all simple melee weapons.

MARTIAL ART DISCIPLINE

Beginning when you choose this archetype at 3rd level, you can select a specific martial art discipline. A discipline can be activated on your turn as a bonus action. Once activated, you gain the benefits of this discipline until the end of the encounter (or five minutes). Once you use a martial art discipline, you cannot use it again until you finish a long rest.

At 7th, 11th, 15th, and 18th level, you can either select a new discipline or gain additional uses of one you already know before being required to finish a long rest. If you select the same discipline three times (they need not be at successive levels), you unlock an additional benefit. You can only have one discipline in effect at a time.

CAPOEIRA

Resembling a dance more than a martial art, those specialized in capoeira are always in motion, attempting to find an opening in an opponent in whichever way possible. After activating, you gain the following bonuses.

- You can use the Disengage action as a bonus action.
- You gain a +5 bonus to speed.
- You have advantage on all Dexterity saving throws.
- After you select this discipline a third time, your bonus to speed increases to +10.

DRUNKEN BOXING

In your enemy's eyes, you just appear to stumble around, luring your enemies in a false hope of a comfortable victory. The more chaotic you look, the deadlier you are. You must be inebriated to activate this discipline, and after doing so, gain the following bonuses.

- You gain temporary hit points equal to twice your level.
- You do not inflict double dice damage when scoring a critical hit; instead, you gain one additional unarmed melee attacks as part of the same action (max two attacks gained this way per turn).
- Each time a creature misses, your AC increases by +1 (max +3); if a creature misses you at your max AC bonus, this bonus reverts to 0, and you gain an unarmed melee attack as a reaction against the triggering target.
- After you select this discipline a third time, you gain three additional unarmed attacks with a critical hit instead of two.

EAGLE CLAW

You know how to find weak spots in your enemy. You are often seen as being patient, waiting for a moment for a decisive strike. After activating, you gain the following bonuses.

- If you hit a creature, you can instead inflict half damage and grapple the target.
- At the beginning of your turn, as a bonus action, any enemy you are grappling suffers damage equal to your primary attack modifier.
- Any time you inflict a critical hit on a creature, the target suffers half your hit damage at the beginning of its turn.
- After you select this discipline a third time, any enemy you are grappling at the beginning of your turn suffers damage equal to your Strength modifier plus your Dexterity modifier.

KARATE

Your strength comes from your empty hand—the origin of the word. This discipline is prevalent given the simplicity of its foundation. After activating, you gain the following bonuses.

- Use an action to focus your discipline; until the end of your next turn, you have advantage on unarmed attack rolls and triple all dice with critical hits instead of double.
- You can spend 30 feet of movement to gain a +1 bonus to AC until the beginning of your next turn.
- Use an action to make a single kick attack. This is an unarmed attack that inflicts 1d10 + Strength modifier damage. You gain a +4 damage bonus for each additional attack you would generally make with an Attack action.
- After you select this discipline a third time, your kick attack inflicts 2d6 damage instead of 1d10, and your AC bonus increases to +2.

IRON PALM

You stopped splitting boards and bricks and moved up to bones. Your opponents will fear your strikes. After activating, you gain the following bonuses.

- You gain a +1 bonus to melee damage rolls.
- If you roll a critical hit with an unarmed attack, you maximize one of your damage dice.
- If you attempt to damage obstacles like doors or tables, double the number of damage dice.
- After you select this discipline a third time, maximize two of your damage dice with a critical hit, and you triple all damage dice against obstacles.

IRON SHIRT

The only way to survive some encounters is to not worry about how many times you are hurt. After activating, you gain the following bonuses.

- You have resistance to all slashing and bludgeoning damage.
- You can spend up to half your level in Hit Dice as an action to recover hit points as if taking a short rest.
- If you suffer damage equal or greater than 1/4 of your total hit points outside of your turn, you have advantage on attack rolls until the end of your next turn.
- After you select this discipline a third time, you gain resistance to piercing damage as well.

LONG FIST

An aggressive style, you push forward to your enemy, hoping a strong offense will discourage counter attacks. After activating, you gain the following bonuses.

- You gain a +1 bonus to melee damage rolls.
- Your unarmed attacks and attacks with light melee weapons gain the Reach property.
- If you hit a creature with an opportunity attack, you can disengage from all other creatures and move within 5 feet of that target.
- After you select this discipline a third time, your reach increases to 10 feet for the purposes of opportunity attacks.

MONKEY KUNG-FU

Your bizarre acrobatic maneuvers involve grabs, tumbles, and attacks, which more disorientate your opponents than damage them. After activating, you gain the following bonuses.

- Each time you hit a creature with an unarmed attack, you gain a +1 bonus to AC; this effect is cumulative up to +3 with each successive hit on the same creature but is lost if you miss the target, do not attack the target by the end of your next turn, or you attack another creature.
- When you activate this discipline, set aside four "monkey points." You can use a monkey point in the following ways.
  - (a) knock a target your size prone as a reaction to it missing on a melee attack against you;
  - (b) automatically pass a Dexterity saving throw;
  - (c) take only half damage from an enemy attack, or
  - (d) double your proficiency bonus and gain advantage on your next Strength (Athletics) or Dexterity (Acrobatics) check. Unused points are lost when the discipline expires.
- After you select this discipline a third time, you gain three additional monkey points.

MUAY THAI

A variation of kickboxing, there is no limb you possess that cannot be used for direct physical attacks. You are a stand-up fighter with a huge repertoire of attacks. After activating, you gain the following bonuses.

- Instead of a simple unarmed attack, you must select which attacks you wish to make. The damage dice listed cannot be adjusted by any other abilities.
  Punch. Damage—1d4; make two punch attacks in place of one normal attack you would typically make (max 2 uses per Attack action).
  Elbow. Damage—1d8; if you use an elbow once as

part of an Attack action, roll damage dice twice and take the higher value.

Jump Kick. Damage—1d10; you must move at least 10 feet towards your target before making this attack.

Roundhouse Kick. Damage—2d8; you suffer a –3 penalty to your attack roll.

Knee. Damage—1d6; you can shove the target 5 feet. If the target hits an obstacle, it takes +2 damage.

- After you select this discipline a third time, if you hit a creature three times or more with an Attack action, the target has disadvantage on its next attack against you.

PRAYING MANTIS

You carry a commanding stance and emphasize your aggression through rapid and coordinated hand movements that both distract the enemy and deliver powerful, crippling blows. After activating, you gain the following bonuses.

- You gain a +1 bonus to AC (you cannot use a shield with this bonus).
- If an enemy misses on a melee attack against you, you can make a single melee attack against that target as a reaction—on a hit, you inflict half damage. If you score a critical hit, the target has disadvantage on its next melee attack against you.
- You have advantage against attempts to be moved against your will.
- After you select this discipline a third time, your AC bonus increases to +2.

SNAKE STYLE

Your strikes are light, but rapid, connecting numerous times and at numerous places against your opponent. Simultaneously, your fluid movements make you a difficult target. After activating, you gain the following bonuses.

- At the beginning of your turn as a free action, select one creature you can see to gain a +1 bonus to AC against until the beginning of your next turn (you cannot use a shield with this bonus).
- If you roll a 1 on any of your damage die, you gain an additional melee attack against the same target as part of that action. If you roll multiple damage dice with a hit, all dice must roll a 1. Once you use this ability, you cannot use it again until the beginning of your next turn.
- While you are prone, creatures don't have advantage on you while, and you don't have disadvantage on them.
- After you select this discipline a third time, your AC bonus increases to +2.

TAI CHAI

You can direct enemy aggression into a weakness. The angrier the opponent, the more energy you can direct back. After activating, you gain the following bonuses.

- If a creature's melee attack roll against you misses, the difference between the attack result and your AC becomes a damage bonus on your next melee attack (max 5 damage). This attack must be made on your next turn against the target that missed you, and if you miss, the damage bonus is lost.
- If a creature's melee attack roll against you is a natural 1, you can knock the target prone and make a melee attack as a reaction.
- After you select this discipline a third time, you knock the target prone and make a melee attack as a reaction if your enemy rolls a natural 1 or 2.

TAEKWONDO

More defined by its powerful leg movements than hand strikes, your opponents should always keep their eyes on your feet. After activating, you gain the following bonuses.

- If you are not grappled or if your legs are unrestrained, your unarmed attacks increase their damage die by one step (1d4 > 1d6 > 1d8 > 1d10 > 1d12 > 2d6 > 2d8 > 2d10). These are kick attacks. This does not affect your martial artist combo chain tier.
- If you move at least 20 feet towards a creature and make an unarmed (kick) attack as your Attack action, you have advantage on the attack. Once you use this ability, you cannot use it again until the beginning of your next turn.
- Once per discipline activation, if you score a critical hit against a target your size or smaller, you inflict maximum damage.
- After you select this discipline a third time, you can inflict maximum damage with a critical hit twice per activation.

TIGER CLAW

You adore getting close, real close. Getting within your enemy's reach, you hope to prevent a strong counterattack. And you kick too. After activating, you gain the following bonuses.

- You gain a +5 bonus to speed.
- You can spend 20 feet of movement and move to occupy the same space as your opponent—you no longer occupy a space around said opponent, and allies can attack through you. Any target occupying your space cannot use the Disengage action.
- If you hit a target with an unarmed attack, you can use a bonus action to inflict additional claw (slashing) damage equal to your attack ability modifier. This damage is not part of the same attack action and thus is not multiplied with a critical hit. Once you use this ability, you cannot use it again until the beginning of your next turn.
- After you select this discipline a third time, your bonus to speed increases to +10.

GUN DANCER

There is no formal academy or dojo where one acquires the title. It is obtained through the school of hard knocks, its warriors emerging with a prowess exceeding the others—a natural grasp of the skill as if never needing to be taught.

You can examine a target in an eye blink and determine the perfect point in which to inflict the greatest harm. In addition, you have developed a harmony with the surrounding environment, always analyzing your situation for the best cover and field of fire. This allows you to avoid hits while still maintaining your concentration on a target. You rarely remain still in combat, continually moving from cover to cover, always with a vital enemy weakness firmly locked in your crosshairs.

SYNERGY

This archetype works best with the gunslinger, infiltrator, martial artist, and techie classes.

PROFICIENCIES

You have proficiency with one-handed small arms.

SPASTIC SHOT

Beginning when you choose this archetype at 3rd level, if you use your attack action to make ranged attacks with one-handed small arms, before the end of your action, roll a d20. On a roll of 16, 17 or 18, you gain one extra ranged attack as a part of the same action using a one-handed small arm, and on a roll of 19 or 20, you gain two extra ranged attacks.

FASTER THAN EYES CAN SEE

At 7th level, you can reload a single one-handed small arm taking no action. Once you use this feature, you cannot use it again until you take a short rest or long rest. You also gain a +2 bonus to initiative.

COWBOY KEMBO

Starting at 11th level, if you score a critical hit with a ranged attack gained from spastic shot, you gain one extra attack (max 4 extra attacks) with that action.

MAYHEM SONATA

At 15th level, you can perform a ballet of destruction. Your spastic shot range increases to 14-17 for one extra attack, and 18-20 for two extra attacks.

GUN WALTZ

At 18th level, if you gain at least two additional attacks with spastic shot, you also gain a +1 bonus to AC and +5-foot bonus to your speed until the end of your next turn (not cumulative).

INFANTRY SUPPORT SPECIALIST

You are not placed on this world to lead. You support those that have earned your loyalty. You carry the largest weapons and know-how to employ them effectively without endangering the lives of your allies. Your only weakness is your speed. Being the heaviest hitter has also often made you the slowest. Your abilities are based upon lying down heavy fire and preventing the approach of invading forces.

SYNERGY

This archetype works best with the grounder, heavy, marshal, and techie classes.

PROFICIENCIES

You have proficiency with simple melee weapons, all small arms, heavy weapons, and super heavy weapons.

WEAPONS PLATFORM

Beginning when you choose this archetype at 3rd level, if you don't move on your turn, you can plant your feet to stabilize your position. You cannot use your speed to move until the beginning of your next turn. Until the beginning of your next turn, you gain a +1 bonus to attack rolls with auto or auto-heavy weapons. Saving throw DCs against your auto or auto-heavy weapon attacks also increase by 1.

FOCUSED BARRAGE

Starting at 7th level, if using an auto or auto-heavy weapon, at the end of your turn, you can make a single ranged attack against one target you have already hit that same turn as a bonus action.

LAWNMOWER BARRAGE

Starting at 11th level, you can move 5 feet without incurring attack penalties with two-handed small arms and heavy weapons (but not super heavy weapons). You can also plant a super heavy weapon as a bonus action.

THE MEAN ONE

Starting at 15th level, all opponents within 20 feet of you suffer disadvantage on any attack that doesn't include you, and you gain a +3 bonus to damage rolls with ranged weapons against them.

LET'S ROCK

Starting at 18th level, you can use an action to make a single ranged attack against each enemy in range you can see. Once you use this feature, you cannot use it again until you finish a short or long rest. If no targets are hit by this action, you regain the use of this feature.

MACHINE OF WAR

Some accuse you of being a warmonger. This may be true, but the fact is that there will always be a war somewhere. Your nation or your pocketbook will always be threatened. You have found a niche and fill it well. You may even acknowledge that this journey is only taken on by someone psychotic. Most heroes are insane anyway. At least you're aware of how close you are to losing it. If there was no war, you would be the type picking fights in bars, eventually committing suicide with the very weapon you used to dispatch your foes.

It's a great time to be alive. In this world, there is always a war, always an evil, always an opponent. You spend your life hunting and destroying monsters that obsess over leaving a scar upon the planet and people as proof they existed. Medals are for the weak. All you require is a reliable weapon, an enemy, and a finger to point the way. Morality and motivation are only convenient crutches you're happy to employ when the need arises. You sometimes wonder if you're a good person or just on the right side. You take the actions you do as proof of your ethics. Save the innocent or kill the bad guy. Regardless of your response, your allies are thankful you're on their side.

SYNERGY

This archetype works best with the grounder, gunslinger, martial artist classes.

ADRENALINE RUSH

Beginning when you choose this archetype at 3rd level, each time you make an attack against a creature within 30 feet of you, you recover 1 hit point of damage. For every 10 hit points recovered this way, you gain one additional attack with your next Attack action (max 1 additional attack). This value is reduced to zero if you don't make an attack within 1 minute.

GLAZED LOOK

Starting at 7th level, if you are reduced to 0 hit points by a non-critical hit, you can spend a Hit Die as a reaction, but only regain half the hit points (rounded up). This prevents you from falling prone.

YOU WANT SOME OF THIS

Starting at 11th level, as a free action, you can allow enemies to have advantage against you until the beginning of your next turn. If you do, until the beginning of your next turn, you have advantage on attack rolls and regain 2 hit points instead of 1 with *Adrenaline Rush*.

RISKY MANEUVER

Starting at 15th level, if you are reduced to 15 hit points or less, double your proficiency bonus on attack rolls until the end of your next turn. After using this ability, you cannot use it again until you finish a short or long rest.

ULTIMATE BADASS

Starting at 18th level, when your hit points are reduced to half your total hit point value or less, you gain a +2 bonus to damage rolls. When your hit points are reduced to one-quarter your total hit value or less, this bonus increases to +3.

MAN-AT-ARMS

You are a professional soldier. You've been so since the moment you picked up a weapon. The only thing you can depend on is your firearm. By the end of the day, it is the most reliable friend you have. Having ventured into this wasteland these outsiders call home, you dedicate most of your time ensuring your weapon does not break or jam. War is all you know, and you're good at it.

SYNERGY

This archetype works best with the grounder, gunslinger, heavy, and sniper classes.

PROFICIENCIES

You have proficiency with all armor, small arms, heavy weapons, and super heavy weapons.

THIS IS MY RIFLE

Beginning when you choose this archetype at 3rd level, select one specific firearm. You gain a +1 bonus to attack rolls and do not suffer disadvantage on attack rolls when prone with your chosen weapon. This is your chosen weapon for all man-at-arms abilities. When reaching a new level, you may select a different weapon.

MY WEAPON IS MY BEST FRIEND

Starting at 7th level, you can change a clip, magazine, or a cell on your chosen weapon without taking an action. Once you use this feature, you cannot use it again until you finish a short or long rest.

FIRE MY WEAPON TRUE

At 11th level, once per turn, if you have advantage on your ranged attack with your chosen weapon and both rolls hit, you are considered to have hit twice (using additional ammunition accordingly).

WE ARE MASTERS OF OUR ENEMY

Starting at 15th level, once per turn, if you drop a creature to 0 hit points using a firearm, you can make a single ranged attack as part of the same action.

INSEPARABLE APPENDAGE

At 18th level, your chosen weapon becomes as much a part of you as an arm. You can re-roll one natural 1 on an attack roll with that weapon—once you use this feature, you cannot use it again until you finish a short or long rest. Additionally, your chosen weapon cannot be targeted or destroyed, you cannot be disarmed of it, and you can stow your chosen weapon and draw a one-handed small arm without taking an action.

MILITARIST

You graduated from a command school or officer college. You emerged as a trained, disciplined leader, ready to rally the uncontrolled masses. You are not some desk jockey trained from books. You possess natural, applicable talents, earning the respect that goes along with them.

SYNERGY

This archetype works best with the grounder, marshal, medic, and sniper classes.

COORDINATION

Beginning when you choose this archetype at 3rd level, you receive Tactical Points (TPs) each time something unfortunate happens to you or an ally. As these points compound, you can counter with positive effects. Points are lost when you take a short rest or long rest or when you roll for initiative. Spending points usually takes either a bonus action or a reaction.

You receive 1 point when each of the following occurs. An ally you can see or communicate with rolls a natural 1 on an attack roll.

- An ally suffers a critical hit.
- An ally is reduced past half hit points.
- An ally is reduced to zero hit points.
- Three or more allies suffer damage from an area effect.

You can then spend acquired TPs in the following ways.

ELEVATE STRATEGY

(3+ points)

As a bonus action, select one ally per 3 points spent; a targeted ally can take two actions and two bonus actions on her next turn.

EYES AROUND

(2-6 points)

As a bonus action, select one ally per 2 points spent (maximum 3 allies); the targeted ally makes a single attack.

INTELLIGENT DEFENSE

(1 point)

One ally gains a +3 bonus to AC until the beginning of your next turn. If you move before then, the bonus is lost.

OPPORTUNE WEAKNESS

(2 points)

As a reaction, one ally's hit becomes a critical hit.

OUTMANEUVER

(1 point)

Spend 1 point and 30 feet of movement to move a creature within 30 feet of you that is your size or smaller up to 5 feet (it cannot be moved into hazardous terrain). The target suffers disadvantage on attack rolls until the beginning of your next turn.

SHIFT BATTLE THEATER

(1-3 points)

As a bonus action, select one ally per 1 point spent (maximum 3 allies); the targeted ally can either make a Disengage action for free or can move immediately up to 20 feet.

REVERSE COURSE OF ACTION

(10 points)

As an action, all enemies you can see are stunned until the beginning of your next turn.

REEVALUATE STRATEGY

Starting at 7th level, you can spend your Hit Dice as a bonus action (recovering no hit points) to gain 1d4 TP per spent die.

TIDE OF WAR

Starting at 11th level, you gain 1d4 TP each time you meet a Coordination condition instead of 1.

BATTLE INSTINCT

Starting at 15th level, if enemies gain a surprise action, you gain 5 TP. If a creature hits you, you gain 1 TP.

BATTLE LEADER

Starting at 18th level, if you are reduced to 0 hit points, you gain 10 TP and can use as many Coordination abilities as you want and can afford as a reaction. You fall unconscious as normal as soon as all these effects are resolved.

PATHFINDER

You move in darkness behind enemy lines. You sneak under heavy cover into prohibited areas. You know how to avoid cameras, dogs, and roaming guards. You sneak through the shadows or stroll in broad daylight, given the proper circumstances. It's not about reaching point B; it's about appearing at your destination with no evidence on how you made the journey.

SYNERGY

This archetype works best with the face, infiltrator, martial artist, and sniper.

PROFICIENCIES

You have proficiency with Dexterity (Stealth).

DUST

Beginning when you choose this archetype at 3rd level, you gain the ability to slip into the shadows. You have a dust pool of 20 feet. If no opponents can see you (utilizing cover, creating a distraction, or merely passing between objects to break line of sight—even for a split second), you can use your dust pool to 'teleport' a distance away to an area out of sight of any opponent. You have to be able to physically traverse the space in between—you cannot bypass obstacles you couldn't otherwise overcome, but you can bypass any obstacle you could overcome with a DC 15 or less. Your dust pool is reset when you finish a short rest, long rest, or when you roll for initiative. Your dust movement replaces your normal movement—it does not add to your existing movement made during a turn. For every 10 feet you don't move on your turn, you fill your dust pool by 5 feet.

At 7th level, your dust pool increases to 25 feet; at 11th level, to 30 feet; at 15th level, to 35 feet; and at 18th level, to 40 feet.

BACK OF YOUR HEAD

Starting at 7th level, if you roll 5 or less on any Dexterity (Stealth) check, you can re-roll.

LIKE A HAWK

Starting at 11th level, if you use at least 10 feet from your dust pool on your turn, you gain 10 feet of additional walking speed on that turn.

UNDER ANY SHADOW

Starting at 15th level, if you have cover at the beginning of your turn, you retain the benefit of cover until the beginning of your next turn, regardless of where you move.

COMPLETE COVERTNESS

Starting at 18th level, if you use at least 20 feet from your dust pool on your turn, you gain 20 feet of additional walking speed on that turn (replacing the benefit of Like a Hawk).

MECHA PILOT

It comes naturally to some, but it may take practice for others. It's the whisper. You'll never be truly in control until you stop operating and start becoming. When you enter that machine, you become that machine. It's a living, breathing organism. You have to listen to it because it's talking, telling you how to move, where to be. Stop fighting the machine and become it. All you got to do is start listening. Eventually, you won't look with your eyes

or listen with your ears. You won't feel your hands grasping controls or your legs pushing levers. You will become the machine

SYNERGY

This archetype works best with any class, as it depends on the presence of mecha in the setting.

PROFICIENCIES

You have proficiency with all mecha.

NATURALLY ADEPT

Beginning when you choose this archetype at 3rd level, when calculating your Control Ability (the average of your pilot ability score and the mecha's physical ability score), your own ability score is counted as 2 higher. For example, if the mecha uses a 22 Strength for a melee attack but you have an 18 Intelligence, your Intelligence is treated as 20, for a control ability of 21 (+5). The selection of pilot ability score is based on the type of cockpit designed (see *Cockpits*). This modifier increases to 3 at 7th level, 4 at 11th level, 5 at 15th level, and 6 at 18th level.

CHANGING THE LAWS

Starting at 7th level, after rolling initiative, you reduce your REACON level by 1.

HEARING THE WHISPER

Starting at 11th level, if you suffer a Special Hit Location result, you can force the target to not roll and set the value to whatever you wish. Once you use this ability, you cannot use it again until you finish a short or long rest.

INSTINCTUAL REACTIONS

Starting at 15th level, as a reaction, you can adjust the roll result for hit location on your mecha by up to 2.

ONE IN THE SAME

Starting at 18th level, when attempting to target a specific hit location, your penalty to attack is reduced by 1.

PISTOLERO

You believe your abilities to be naturally canny, developed over years of hard training and discipline. You possess the capacity to be in the right place at the right time in close combat to place a perfect shot. You prefer to present yourself in close quarters, preventing enemies from striking from a distance. You maneuver to get close, maximizing your firing potential while reducing the capacity to be hit in return. It is not unheard of to jump amid an enemy squad, take everyone down at point-blank range, and walk away without a scratch.

To do that, you must study your targets and make every shot count. You study a scene in seconds and know exactly where to stand and in what position to offer the greatest level of defense while making your weapons lethal with a single shot.

SYNERGY

This archetype works best with the gunslinger, medic, and techie classes.

PROFICIENCIES

You have proficiency with all one-handed small arms.

POINT SHOT

Starting at 3rd level, as an action, you can make a single ranged attack with a non-auto one-handed small arm against a creature 20 feet or closer. You inflict an additional 1d6 damage on a hit, increasing this damage by one step at 7th, 11th, 15th, and 18th level (1d6 > 2d6 > 3d6 > 4d6 > 5d6 > 6d6 > 7d6 > 8d6 > etc.). Any additional effects which increase damage this way, including other pistolero abilities, are compounded.

WEAVER STANCE

Starting at 7th level, you can wield a single one-handed small arm with two hands. If so, you suffer a 20-foot penalty to speed at the beginning of your

turn that lasts until the beginning of your next turn; you also increase Point Shot damage by 1 step for that same time.

KILL SHOT

Starting at 11th level, you make sure each opponent is dead before moving on. If your Point Shot attack reduces a creature to fewer hit points than your level, as a bonus action, you use one additional round of ammunition to kill the target.

KINETIC SHOT

Starting at 15th level, if you act before an enemy after rolling initiative, you can increase your Point Shot damage against that enemy by two steps until the enemy acts.

ONLY NEED ONE

Starting at 18th level, if you score a critical hit with a Point Shot attack, increase your damage by two steps.

RECON INTELLIGENCE

You dig yourself in and become one with the terrain. You ignore wind, rain, or even wandering monsters. Nothing distracts you. An entire army could pass without noticing. Even your attack is as silent as a mosquito bite, though far deadlier.

You approach your target and wait for the perfect moment. You adjust for every possible condition, from gravity to wind. When finally squeezing the trigger, only God could stop that round from finding its target. You never miss, as your purpose is to never give a foe the benefit of a reload. When you take out your target, your single goal, you slither away to your next objective. Your foes can dissect the terrain looking for you, but you were never where they thought. As they hunt you down, you aim for your next victim.

SYNERGY

This archetype works best with the face, medic, techie, and sniper classes.

PROFICIENCIES

You have proficiency with light armor, ghillie/yowie suits, and sniper weapons. You also have proficiency with Dexterity (Stealth) checks.

FLAWLESS REPUTATION

Beginning when you choose this archetype at 3rd level, when you make a Dexterity (Stealth) check against a target's Wisdom (Perception), roll 1d10 and put it aside—this is your reputation die. You can use that result to affect the outcome of any attack or Dexterity (Stealth) check, including the one you just made. You can only set aside 1 die at a time and can replace one with a better result if it comes up. You lose any acquired reputation die when you finish a long rest.

YOWIE SPECIALIZATION

Starting at 7th level, if you use a ghillie/yowie suit in its proper environment, use an action to become invisible until you move or make an attack.

BRILLIANT SHADOW

Starting at 11th level, roll all acquired reputation dice twice and set aside the higher value.

PSYCHOLOGICAL WARFARE

Starting at 15th level, if you drop a creature 25 feet away or further to 0 hit points, you gain one additional reputation die—in addition to any already acquired.

SPECTER

Starting at 18th level, you can have two reputation dice at once, (three if one is acquired from Psychological Warfare).

RING FIGHTER

You have the belt. You've claimed the trophy. Few others boast the record you have. You fought hard and trained hard for respect, and it is well earned. In the realm of physical training, there is no better.

SYNERGY

This archetype works best with the grounder, gunslinger, marshal, and martial artist classes.

PROFICIENCIES

You have proficiency with simple melee weapons.

GRAPPLE DISCIPLINE

Beginning when you choose this archetype at 3rd level, you can gain the upper hand in almost any close combat situation. You have advantage on all rolls related to grappling.

GUARD CONTROL

Starting at 7th level, while grappling a creature, you gain a +1 bonus to AC.

Tolerance Threshold

Starting at 11th level, if you are grappling a creature, you have resistance to any piercing, bludgeoning, or slashing damage from the target.

Choke / Lock

Starting at 15th level, each turn you sustain a grapple on a creature, you inflict damage equal to your Strength or Dexterity modifier on the target. This does not count as an action.

Mounted Attack

At 18th level, you gain complete control over every opponent. While grappling a creature, it suffers disadvantage on escape attempts.

Sapper

Combat engineers have a long and respected history. You can be a bridge builder and a bridge destroyer. You approach bombs while others turn and run. With seconds on the clock, others give up while you take it as incentive.

Synergy

This archetype works best with the civilian, marshal, medic, and techie classes.

Proficiencies

You have proficiency with Intelligence (Demolitions).

The Long Walk

Beginning when you choose this archetype at 3rd level, you have advantage on Intelligence (Demolitions) checks. Additionally, when an opponent makes a saving throw against your explosive attack (via a thrown grenade, planted explosive, or a weapon with the "exp" property), your attack receives a damage bonus equal to the amount the target failed the saving throw + your level.

Render Safe Procedures

Starting at 7th level, if forced to make a Dexterity saving throw, you can move 5 feet as a reaction but before needing to roll (possibly escaping the area of effect).

Slight Chemical Improvement

Starting at 11th level, with an explosive attack (via a thrown grenade, planted explosive, or a weapon with the "exp" property) with a blast radius of 10 feet or more, you increase the blast radius by another 5 feet.

Proper Application

Starting at 15th level, when determining the saving throw DC for explosives you set, double your Intelligence modifier. Additionally, if a target fails a saving throw against your explosives attack (via a thrown grenade, planted explosive, or a weapon with the "exp" property), increase the number of damage dice by two.

Scorched Earth

Starting at 18th level, your explosives tend to set off chain reactions. After you detonate an explosive, a lingering fire breaks out until the start of your next turn, dealing your Intelligence modifier + your level in fire damage to any targets entering or starting their turn in the affected area. The fire lasts for 1 minute.

Selfless Protector

From the traditions of the most respected security forces on the planet, you possess a natural instinct to protect those assigned to you. You may never have taken a bullet, but likely neither has your target. You can spot threats from miles away and can act to move your ward to a better position if that threat gets too close.

Synergy

This archetype works best with the face, grounder, heavy, and martial artist classes.

Take a Bullet

Beginning when you choose this archetype at 3rd level, you can select one creature within reach to be your focus. As long your focus remains in reach of you, it can use your AC if higher than its own. If your focus is hit by an attack or fails a Dexterity saving throw, you can take the entire damage and/or effects instead. When you move, you can pull your focus with you. Once you select your focus, you cannot select another until after you take a short or long rest. If your focus moves out of reach, it no longer benefits from this ability until it or you return.

Licensed Response

Starting at 7th level, if your focus is hit with an attack, regardless if it suffers any damage, you can make an attack against the attacker as a reaction. If your focus suffers damage, you have advantage with this attack.

Job Well Done

Starting at 11th level, as long as you are actively protecting your focus, you gain a +1 bonus to AC. Additionally, when you take a short rest, if you previously selected focus had suffered no damage, you regain double your Hit Dice.

Evasive Techniques

Starting at 15th level, if your focus is within reach and is caught by an area effect, as a reaction, you throw your focus up to 15 feet away before the effect activates.

Keep It Together

Starting at 18th level, each time you regain hit points, you can give your focus any amount of the hit points instead.

Skirmisher

Not all snipers are made alike. For you, your specialty is not in the individual assassination, but in the disrupting of enemy lines by surgically removing officers and other threats. As a force of chaos, you cause disarray and fear in your enemies.

Synergy

This archetype works best with the grounder, gunslinger, infiltrator, and sniper classes.

Proficiencies

You gain proficiency with all sniper weapons.

Automatic Reflexes

Beginning when you choose this archetype at 3rd level, after you hit a creature 25 feet away or farther on your turn with a ranged weapon, you can make a single ranged attack as part of the same action against any other target in range. If you hit a target with this attack, you cannot use automatic reflexes again until you take a short or long rest.

You gain an additional use at 7th, 11th, 15th, and 18th level before needing to take a short or long rest.

Waste of Skill

Starting at 7th level, if you score a critical hit, you may choose to inflict normal damage (it no longer counts as a critical hit) and instead make a single ranged attack against any target in range as part of the same action. You cannot score a critical hit with this additional attack. Once you use this ability, you cannot use it again until the beginning of your next turn.

The Second Shooter

Starting at 11th level, after making a ranged attack against a creature 50 feet away or farther, you can move up to half your speed and not be counted as having moved.

Splintering Shrapnel

Starting at 15th level, if you drop a creature 25 feet away or farther to 0 hit points, each creature within 5 feet of the target takes damage equal to your attack ability modifier.

Perfect Shot Placement

Starting at 18th level, you can make multiple shots without a significant reduction in accuracy. If you drop a creature 50 feet away or farther to 0 hit points, you can make another single ranged attack with the same weapon as part of the same action. You can only use this feature once per turn.

Suave

You are debonair and charming, using your natural gifts to get you into areas keys never could. You talk, walk, and sway your way with a talent you've perfected years before ever holding a firearm.

Synergy

This archetype works best with the civilian, face, marshal, martial artist, and medic classes.

Proficiencies

You are proficient in the Deception, Insight, Perception, and Persuasion skills.

It's the Clothes

Beginning when you choose this archetype at 3rd level, if wearing no armor, you double your proficiency bonus with Charisma (Deception) and Charisma (Persuasion) checks. You also gain a +1 bonus to attack rolls.

Shaken, Not Stirred

Starting at 7th level, while wearing no armor, you have advantage on all saving throws.

Spilled Drink

Starting at 11th level, if you fail any skill or tool check, you have advantage on attack rolls until the end of your next turn.

Surreptitious Walk

Starting at 15th level, select one creature you can see; you can spend your action to have advantage on your next Wisdom or Charisma skill check against the target. You can use this ability twice before being required finish a long rest to regain both uses. If your skill check fails, this ability is not expended.

Mesmer Stare

Starting at 18th level, you can triple your proficiency bonus to your next Charisma skill check. Once you use this ability, you cannot use it again until you finish a long rest. If your skill check fails, this ability is not expended.

SEVEN: GEAR

Unlike traditional fantasy settings, characters are unlikely to replace every piece of gear they have every few months in a modern world. Individuals can possess weapons or armor that can carry with them throughout their lives. The equipment on the following pages reflects that.

TECH LEVEL

An item's Tech Level is an indicator of hew advanced its technology is. Most items have a Tech Level (TL) of 0, meaning they have no considerable advantage over other items. Higher levels involve lasers, magnetics, powered armor, and plasma weapons, which are not available in most modern settings. Equipment is listed as having a TL of 1, 2, 3, 4, or 5. If an item doesn't have an indicated TL, it is 0.

Modifications for Tech Level. The listed cost of gear assumes a TL0 baseline. If your game's base tech level is higher, reduce the cost of all gear at and below the base tech level (except TL0) by 50%. While the cost of equipment of a higher TL than the campaign standard should not increase, the availability of such equipment should be strictly controlled.

TECH LEVEL 0

This level covers the entirety of civilized history until the early industrial era, stopping before the harnessing of electric power, everything from the discovery of the wheel to its use in manufacturing.

Vehicles. Gliders or basic aeroforms. Both ground and aircraft are limited to archaic steam power.

Weapons. All weapons rely on steam or chemical propellants with simple loading mechanisms. The blunderbuss and musket are examples.

Medical. Natural healing. TL0 benefits more from discovered human knowledge about biology than the tools that were developed consequently. Surgery can cure most wounds, but recovery can last a while.

Similarity. Up to the mid-18th century.

TECH LEVEL 1

At this level, machines come into their own. Internal combustion and steam power have been perfected. Electric power and road vehicles are changing the way cities are built.

Vehicles. Ground vehicles are run off steam or internal combustion. Electrical power is in its infancy. The fact they are mass-produced is the real achievement. Aircraft are flown by manual controls and receive propulsion from propellers.

Weapons. Bolt action rifles and revolvers. Cartridge-fed firearms are becoming more common.

Medical. The implementation of the scientific method and laboratory research has resulted in vaccines. Drugs are becoming commonplace.

Similarity. 19th to early 20th Century.

TECH LEVEL 2

At this level, almost every form of technology has integrated electronics and advanced computer control. Electrification is now commonplace, though computers have yet to dominate civilization.

Vehicles. Ground vehicles now have electronics; some offer climate control. Aircraft now possess fly-by-wire, vectored thrust, and vertical-take-off capacity.

Weapons. Computer tracking and targeting. Infrared and thermal imaging is available, but not standard. Firearms haven't changed but have grown more complicated with advanced reloading and higher firing rates. Advances in construction make them lighter with larger calibers.

Medical. Computer diagnostic beds, MRIs, and X-Rays.

Similarity. Mid-late 20th century.

TECH LEVEL 3

Refinements in the manipulation of magnetic fields and energy levels characterize this stage. Computers now control most of civilization and link citizens together.

Vehicles. Vertical take-off fan craft and wingless jets keep aircraft aloft, are much more stable, and can fly rings around more primitive craft. Aircraft designs are no longer dominated by their massive aeroforms. Ground vehicles still use wheels, but now mass transit magnetic vehicles appear as an alternative.

Weapons. There will always be bullets, but the rise of both railcannons and self-propelled projectiles offer alternatives. Laser weaponry in its infancy. Advanced magnetics. Prototype exo-armor appears.

Medical. Most known diseases are curable. Healing time cut to one-third with medical attention. Nanotech healing isolated in the laboratory.

Similarity. Early-mid 21st century

TECH LEVEL 4

At this level, alternate energy and advanced in nuclear power has created an energy surplus. Nanotechnology is ubiquitous. Consumer space travel is now frequent.

Vehicles. Robots appear beyond the role of "dumb tool." Exo-armor is mass-produced. Wheeled traffic virtually nonexistent or, if it exists, can traverse any terrain. Ramjets shrink and provide massive thrust in small packages, revolutionizing transportation outside of magnetic-traffic.

Weapons. Laser weapons "tunable." Plasma weaponry. Bolt weapons are outdated.

Medical. Nanotechnology can heal any wounds and even regenerate limbs.

TECH LEVEL 5

Any sufficiently advanced technology would be indistinguishable from magic.

Vehicles. Common antigravity replaces all previous transportation.

Weapons. Disruptors, vapor rifles, disintegrator weaponry.

Medical. Complete body reconstruction.

APPLICATION OF TECH LEVELS

The tech level can affect the difficulty and cost of crafting, repairing, and modifying technology. It can also change its rarity.

TL 0 and TL 1. Common. All items with no listed TL are TL0.

TL 2. Uncommon

TL 3. Rare

TL 4. Very Rare

TL 5. Legendary

If setting a game at a higher TL, you can shift the rarity down to make items more common. Certain items (like exo-armor) may be rarer than their listed tech level. They may also count as multiple items. Tech levels can also apply in other ways depending on the device in question. See the item descriptions for details.

COST

The weapons table, like the armor table and the gear table, assumes that once a tech level is set, all older technology would be cheaper, with current technology being more expensive. As a result, higher-tech equipment is listed as more valuable. In many settings, however, advanced variants may be the norm, and thus accessible to starting characters. As it is explained later, certain weapon properties only unlock when a character reaches a specified level, so a character can wield a more powerful weapon earlier on. In settings where more advanced technology is considered commonplace, know that a weapon's price is always based on a basic TL1 variation multiplied by its tech level times ten. This does not apply to TL0 weapons.

For example, a TL5 plasma pistol costs 25,000 = 500 [basic variation] x (5 [TL] x 10).

As a result, if you wish to reduce the price of a higher-tech item, so it falls in line with the standard tech level of your setting, divide the price by that same value (TL x 10).

POWER

Many of the objects in the following sections require batteries. A required battery is included in the item's purchase price (two with weapons). Battery cells are not interchangeable. "Macgyvering" a power solution with improper batteries requires a DC15 Intelligence (Engineering) check and results in a kludge that only allows 1d4 uses, after which the device is completely ruined.

If a weapon's ammunition capacity or an item's consumption capacity is listed alongside a "B," "M," or "H," then that item uses a battery cell.

BATTERY CELLS

The three different types of battery cells are as follows.

Basic (B). These cells are for smaller items and cost $2 each. Ten batteries weigh 1 lb.

Medium (M). These cells power many weapons, smaller vehicles, and larger equipment. They cost $10 each. One battery weighs 0.25 lb.

High (H). These cells are large, powerful, and usually reserved for huge weapons and massive energy equipment. They cost $40 each. One battery weighs 2 lb.

VARIATIONS

Ultramodern5 assumes a traditional modern or futuristic setting without anything most people would consider "crazy." But a lot of players *want* crazy—they want something askew. And why not? The issue becomes how do you present it. In truth, every weapon, every suit of armor, can be reskinned, renamed, without changing the rules.

We present bioweapons later and offer a few examples, but in truth, every weapon can be redressed as an organic living weapon. Here are some methods to convert the following pages to your unique setting.

TECHNO-ORGANIC

Although several bioweapons are introduced later, every weapon can be righted to your techno-organic setting (like universe $777^{5}.1558^{9}.9630^{5}$). Although not mandatory, you could replace every reload, breach, or loading with the organic property. Every melee weapon could be made out of sharpened bone or chitin. Energy cells could be balls of slime; bullets can be teeth. Instead of fire, make it acid. Instead of radiant, make it poison.

STEAM/DIESEL/ ATOMPUNK

Within the confines of the retro-technology of universe $888^{4}.3145^{8}.9876^{2}$, it is relatively easy to swap out one energy source for another. Styles can change without adjusting rules, though some mechanical alterations may be advised. For steam technology, some energy cells are replaced with large spheres of compressed gas, while others are retrofitted with clumsy capacitors with stored electricity harnessed from lightning storms. Lightning can be swapped out for lasers and nuclear, while plasma can be left out (unless you want to play with ball lighting). Regardless of the route, steam weapons should be heavier, at least 25% over the listed weight.

With diesel, much of this doesn't change, with compressed gasses and capacitors still being the norm. Large weapons, however, should operate via miniature engines spewing pollution.

It's when reaching the atomic age where everything begins to shift. Outside of the art-deco art style, capacitors can be replaced with micro-nuclear reactors that never need replacing at the cost of increased weight (at least 25% more if not 50%).

MAGITEK

On the principle that any sufficiently advanced technology is indistinguishable from magic, on a basic level any advanced device can be reflavored as magical simply by saying "it's magic." Magical equipment should have additional cosmetic features to make them feel magical, although this can't affect their normal rules in non-superficial ways. Perhaps a magic revolver reloads itself (still requiring the normal reload action), or can fire rounds with a variety of energy types. Magic allows any damage type to be replaced with any other damage type when the item/ammunition is acquired. Anything that substantially changes or adds to the game effects of the item, however, should be statted as a custom magic item and possibly even require attunement.

WEAPONS

WEAPON GROUPS

The weapons covered here are grouped into the following categories based on their general utility. They do not fall into the normal categories of simple or martial weapons.

HEAVY WEAPONS

These large weapon systems require a tripod, a base, a platform, or any other stable point from which to fire.

Properties. Heavy weapons use the same general rules as ranged weapons, except as follows.

- Because of their cumbersome nature, if you move or are moved any distance, you have disadvantage on attack rolls with a heavy weapon until the beginning of your next turn.
- Unless mounted, heavy weapons require at least Strength 13 to use. If not mounted or if wielded by someone of lesser strength, attacks have disadvantage, and after firing, the target is knocked prone.

These weapons may be purchased for a Large user (e.g.: exo-armor). If so, the heavy weapon counts as a two-handed weapon. It can no longer be used by Medium-sized users.

SMALL ARMS, ONE-HANDED

These single-handed firearms are renowned for their ease of use and compact style, making them natural choices for those preferring stealth.

Properties. One-handed small arms use the same general rules as ranged weapons, except as follows.

- You do not have disadvantage on attack rolls if you are within 5 feet of a hostile creature who can see you and who isn't incapacitated.
- One-handed small arms cannot be wielded by Large or larger creatures (e.g., exo-armor).
- You do not suffer disadvantage on ranged attack rolls if you are prone and proficient with the weapon you are using.
- If your Strength is 13 or higher, one-handed small arms without the Light property gain the property.

One-Handed Small Arms

Weapon	Cost	Damage	Range	WT.	TL	Properties
Air dart pistol	150	Special	20/100	4 lb.	1	Light, loading (special), undermount
Assembly Assault Anachronism	30,000	1d6 piercing	200/800	3 lb.	5	Light, magnetic, reload (30 shots/special)
Break-action shot pistol	300	1d8 piercing	25/50	3 lb.	0	Breech (2 shots), shotgun, undermount
Capacitor plasma pistol	25,000	1d6 fire	200/800	3 lb.	5	Auto (1d8), light, plasma, reload (30-M)
Capsicum spray	55	Special	10/40	2 lb.	1	Breach (Special), Light
Caseless pistol	500	1d6 piercing	50/250	2 lb.	1	Light, reload (16 shots)
Charge Pistol	7,500	1d4 force	100/400	2 lb.	3	Light, reload (Special)
Coil pistol	12,000	1d6 piercing	100/400	4 lb.	3	Light, magnetic, reload (10 shots)
Demiurge	60,000	--	--	3 lb.	4	Light, plasma reload (M-60)
Revelation	--	Special	40/160	--	--	
Prophecy	--	1d6 special	200/800	--	--	Auto (1d8),
Apocalypse	--	2d6 special	100/400	--	--	Direct (2d8), exp (5 ft.)
Electroshock gun	450	Special	10	3 lb.	1	Light, reload (2-M)
ESP pistol	5,000	1d6 piercing	50/250	3 lb.	2	ESP (Auto 1d8, Auto-Heavy 2d6), light, reload (40 shots)
Grappling Hook	50	1d4 special	25/100	2 lb.	1	Loading, undermount
High-calibre autoloader	250	1d6 piercing	50/200	2 lb.	1	Reload (8 shots)
Light machine gun	500	1d4 piercing	50/250	4 lb.	1	Auto (1d6), light, reload (40 shots)
Low-calibre autoloader	250	1d4 piercing	40/160	2 lb.	1	Light, reload (16 shots)
Machine pistol	300	1d4 piercing	50/200	3 lb.	1	Auto (1d6), reload (20 shots)
Necrotizer (Bio)	10,000	1d8 necrotic	20/60	3 lb.	3	Light, organic (10 shots)
Nuclear pellet pistol	12,000	1d6 radiant	80/320	3 lb.	3	Light, nuclear, reload (15-M)
One-handed grenade launcher	300	Special	50/200	8 lb.	1	Grenade, loading, undermount
Plasma pistol	25,000	1d6 fire	200/800	3 lb.	5	Light, plasma, reload (15-M)
Pico-Positron	50,000	2d10 special	100/400	0 lb.	5	Direct (2d10+10), exp(10ft.), light, plasma, reload (Special)
Pocket pistol	200	1d4 piercing	40/160	1 lb.	1	Light, reload (3 shots)
Revolver	150	1d4 piercing	50/250	2 lb.	0	Breech (6 shots), light
Rail pistol	16,000	1d6 piercing	200/800	4 lb.	4	Light, magnetic, reload (10 shots)
Restrainment field	8,000	Special	50/200	5 lb.	4	Light, reload (4-H)
Smart Pistol	15,000	1d6 piercing	50/250	3 lb.	3	Light, reload (10 shots), SPP
Solid laser pistol	18,000	1d6 force	200/800	3 lb.	4	Laser, light, reload (20-M)
SPP pistol	6,000	1d6 piercing	80/320	3 lb.	2	Light, reload (10 shots), SPP
Thumper laser pistol	25,000	1d6 force	200/800	3 lb.	5	Auto (1d8), laser, light, reload (30-M)

Small Arms, Two-Handed

These are larger, slightly clumsier weapons usually preferred for longer ranges and high stopping power. With the development of technology, the latter became less a factor, but two-handed arms have the capacity for larger magazine capacities, greater accuracy, and the option of fast automatic fire.

Properties. Two-handed small arms use the same general rules as ranged weapons, except as follows.

- Because of their cumbersome nature, if you move or are moved more than 5 feet, you suffer a –2 penalty to attack rolls with two-handed small arms until the beginning of your next turn.

These weapons may be purchased for a Large user (e.g.: exo-armor). If so, a two-handed small arms counts as a one-handed small arm. It can no longer be used by Medium-sized users.

Super Heavy Weapons

These are weapons with the potential of incredible damage but balance that with a cumbersome design. These large weapon systems require a tripod, a base, a platform, or any other stable point from which to fire.

Properties. Super heavy weapons use the same general rules as ranged weapons, except as follows.

- Super heavy weapons come equipped with a tripod (unless mounted on a vehicle or exo-armor).
- You must use an action to plant a super heavy weapon in the ground. Once planted, it cannot be moved unless you use an action to uproot it. If you fire a non-planted super heavy weapon, you suffer disadvantage on attack rolls with the weapon. If your Strength is less than 18, immediately after the attack, you are pushed 5 feet and knocked prone.

These weapons may be purchased for a Large user (e.g.: exo-armor). If so, a super heavy weapon counts as a heavy weapon. It can no longer be used by Medium-sized users.

Melee Weapons

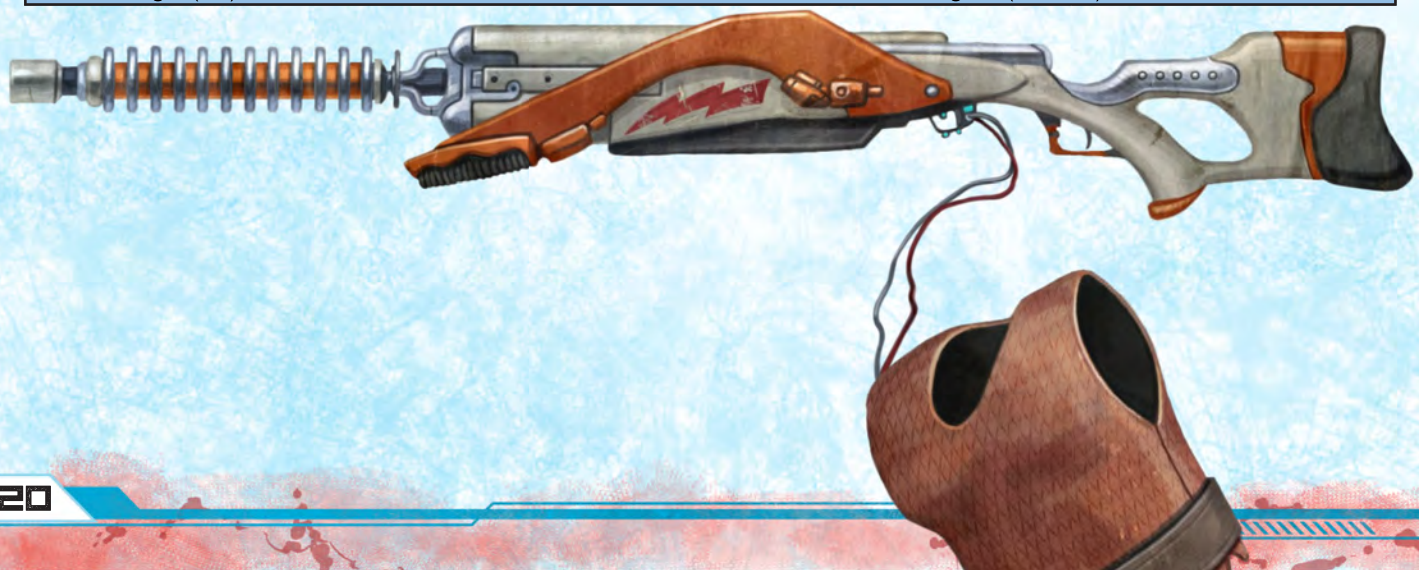
Close combat is not the focus of the modern high-tech military. Though a knife will always be standard equipment, it is more often used as a utility item rather than a weapon, at least until the pistol runs out of bullets. As expected, the concepts of laser swords and monomolecular whips are constructs of pure science fiction and are considered neither possible nor practical for a modern military. They're still cool though.

Size. Like firearms, melee weapons can be enlarged for Large users (exo-armor). If one is purchased this way, it cannot be used by Medium-sized users.

Power. Like firearms, you only use a charge when you make an attack with a melee weapon that has an energy cell. Using the weapon for intimidation does not expend energy (unless you want it to).

TWO-HANDED SMALL ARMS

Weapon	Cost	Damage	Range	WT.	TL	Properties
Accelerator Rife	10,000	1d6 piercing	100/400	10 lb.	2	Auto (Special), reload (100 shots)
Assault rifle	300	1d8 piercing	100/400	7 lb.	1	Auto (1d10), reload (50 shots)
Basic sniper rifle	300	1d8 piercing	100/400	8 lb.	1	Breech (5 shots), sniper (+1)
Bolt rifle	300	1d8 piercing	100/400	8 lb.	0	Breech (5 shots)
Caseless rifle	450	1d8 piercing	100/400	10 lb.	1	Auto (1d10), reload (100 shots),
Cyclotron Rifle	4,000	1d8 radiant	100/400	15 lb.	3	Nuclear, reload (20-M)
Displacement Device	25,000	1d6 fire	50/100	15 lb.	5	Plasma, shots (8-M)
Disruptor	45,000	1d8 radiant	50/200	10 lb.	4	Reload (20-H), sonic
Endothermic rifle	14,000	1d8 cold	150/600	15 lb.	4	Reload (20-M)
ESP rifle	450	1d8 piercing	80/320	10 lb.	2	ESP (Auto 1d10, Auto-Heavy 2d8), reload (80 shots)
Field Manipulator	24,000	Special	50/100	20 lb.	4	Reload (Special)
Gauss repeater	28,000	1d8 piercing	200/800	16 lb.	4	Auto (1d10), magnetic, reload (60 shots)
Gravity Gun	22,000	1d8 force	100/400	18 lb.	4	Laser, reload (20-M)
Grappling Hook	150	1d6 special	75/300	20 lb.	1	Loading, undermount
Grenade light weapon	300	Special	50/200	10 lb.	1	Breech (6 shots), grenade, undermount
Grub Gun (Bio)	9,000	1d10 piercing	150/600	15 lb.	3	Organic (16 shots)
Ion rifle	9,000	1d8 lightning	50/200	16 lb.	3	Pincher, reload (20-M)
Kinetic Flash Rifle	9,000	1d8 piercing	150/600	20 lb.	3	Auto (1d10), magnetic, reload (50 shots)
Light Coilgun	9,000	1d8 piercing	150/600	15 lb.	3	Magnetic, reload (16 shots)
Machine shotgun	500	1d10 piercing	30/120	15 lb.	1	Auto (1d12), reload (20 shots), shotgun
Mind Phazer (Bio)	35,000	2d6 psychic	100/400	20 lb.	3	AP, organic (20-M)
Nailgun	16,000	1d6 piercing	150/600	15 lb.	4	Auto (1d8), magnetic, reload (30 shots)
Nuclear Pulse Rifle	8,500	1d8 radiant	100/400	20 lb.	3	Auto (1d10), nuclear, reload (80-H)
Plasma rifle	50,000	1d8 fire	150/600	17 lb.	5	Plasma, reload (20-M)
Railgun	25,000	1d8 piercing	150/600	15 lb.	4	Magnetic, reload (16 shots)
Shotgun	300	1d10 piercing	30/120	10 lb.	0	Breech (6 shots), shotgun, undermount
Submachine gun	300	1d6 piercing	80/320	6 lb.	1	Auto (1d8), reload (80 shots)
Semi-Automatic Rifle	300	1d10 piercing	100/400	7 lb.	1	Reload (30 shots)
Shift Weapons						
Energy Modulator	40,000	--	--	25 lb.	5	Reload (80-H, special)
Plasma Repeater	--	1d6 fire	150/600	--	--	Auto (1d8), plasma
Shock Blaster	--	1d8 fire	30/90	--	--	Plasma, shotgun
Electro Mortar	--	1d6+6 radiant	50/200	--	--	Direct (2d6+6), exp (5 ft.), plasma
Electro-Volt	--	1d10 fire	200/800	--	--	Plasma, sniper (+2)
Nano-Modulator	30,000	--	--	25 lb.	5	Reload (100 shot)
Assault Rifle	--	1d8 piercing	100/400	--	--	Auto (1d10), magnetic
Combat Shotgun	--	1d10 piercing	30/90	--	---	Magnetic, shotgun
Solid Slug	--	1d8+8 piercing	50/200	--	--	Magnetic
Sniper Cannon	--	1d10 piercing	200/800	--	--	Magnetic, sniper (+2)
Sniper cannon	500	1d10 piercing	200/800	15 lb.	1	Reload (6 shots), sniper (+1)
Solid laser rifle	19,000	1d8 force	150/600	15 lb.	4	Laser, reload (20-M)
Sonic focus rifle	7,500	1d8 thunder	50/200	17 lb.	3	Reload (20-M), sonic
Sonic stunner	4,500	Special	50/200	5 lb.	3	Reload (5-M)
SPP rifle	6,000	1d8 piercing	150/600	14 lb.	2	Reload (20 shots), SPP
SPP sensor gun	8,500	1d8 piercing	100/400	16 lb.	3	Reload (10 shots), sniper (+2), SPP
SPP Vortex	8,500	1d8 piercing	100/400	14 lb.	3	Auto (1d10), guided, reload (70 shots)
Thumper laser rifle	30,000	1d8 force	150/600	17 lb.	5	Auto (1d10), laser, reload (60-H)
Ultimate sniper rifle	25,000	1d10 piercing	250/1000	18 lb.	4	Magnetic, reload (10 shots), sniper (+2)
Vapor rifle	35,000	2d6 fire	100/400	12 lb.	5	Plasma, reload (20-H)
X-Beam	20,000	1d8 lightning	100/400	15 lb.	4	Reload (20-M)
Xeno-Stranger (Bio)	20,000	1d8 acid	100/400	15 lb.	3	Guided, organic (20 shots)



HEAVY WEAPONS

Weapon	Cost	Damage	Range	WT.	TL	Properties
Arc Rifle	19,000	1d12 lightning	200/800	30 lb.	4	Heavy, pincher, reload (20-H)
Acid Thrower (Bio)	1,000	1d6 acid	Special	20 lb.	1	Heavy, organic (5 shots)
Atomizer	24,000	2d8 radiant	300/1200	40 lb.	4	Heavy, nuclear, reload (15-M), sniper (+2)
Barrel Blaster	10,000	1d10 piercing	30/120	35 lb.	2	Breech (6 shots), heavy, shotgun
Blade Launcher	24,000	1d10 slashing	50/400	40 lb.	4	Heavy, magnetic, reload (10 shots)
Cannonballer	20,000	2d6 bludgeoning	50/200	50 lb.	3	AP, breech (12 shots), direct (2d6+6), exp (5 ft.), heavy
Coil light gun	13,500	1d10 piercing	300/1200	65 lb.	3	AP, auto-heavy (2d8), heavy, magnetic, reload (40 shots)
Crankgun	500	1d8 piercing	100/400	75 lb.	0	Auto-heavy (Special), heavy, feed (200 shots)
ESP maelstrom	7,000	1d8 piercing	200/800	55 lb.	2	ESP(Auto 1d10, Auto-Heavy 2d6), heavy, reload (400 shots)
Flamethrower	1,000	1d6 fire	Special	20 lb.	1	Heavy, reload (10 shots), undermount
God's Eye sniper gun	9,000	2d8 piercing	300/1200	40 lb.	2	AP, heavy, mastercraft, reload (10 shots), sniper (+2)
Grappling Hook	300	1d10 special	100/600	50 lb.	1	Loading, undermount
Ion cannon	10,500	1d10 lightning	200/800	50 lb.	3	Heavy, pincher, reload (40-H)
Linear Collider	16,800	1d10 radiant	200/800	40 lb.	3	Auto-heavy (2d8), heavy, nuclear, reload (60-M)
Machine light cannon	300	1d10 piercing	100/400	30 lb.	1	Auto-heavy (2d8), heavy, reload (180 shots)
Medium Machine Gun	300	1d8 piercing	100/400	30 lb.	1	Auto-heavy (2d6), heavy, reload (300 shots)
Micromissile Launcher	22,500	1d8 piercing	100/400	30 lb.	3	Heavy, reload (30 shots), SPP
Net gun	300	Special	25/100	10 lb.	1	Loading, heavy, undermount
Nuclear Particle Lance	13,500	1d12 radiant	300/1200	35 lb.	3	Heavy, nuclear, reload (30-M)
Proton Wand	15,000	1d8 radiant	25/150	40 lb.	3	Heavy, nuclear, reload (special)
Pulse mini gun	40,000	1d10 fire	250/1000	100 lb.	5	Auto-heavy (2d8), heavy, plasma, reload (200-H)
Railcannon	30,000	1d10 piercing	300/1200	75 lb.	4	Auto-heavy (2d8), heavy, magnetic, reload (120 shots)
Rocket launcher	250	2d6 bludgeoning	200/800	20 lb.	1	AP, direct (2d6+6), exp (5 ft.), heavy, loading, undermount
Rocket launcher Mk2	1,000	2d6 bludgeoning	250/1,000	20 lb.	3	AP, direct (2d6+6), exp (10 ft.), guided, heavy, loading
Rotary cannon	500	1d10 piercing	100/400	65 lb.	1	Auto-heavy (Special), heavy, feed (400 shots)
Smartgun	30,000	1d6+6 piercing	300/1200	60 lb.	3	Auto (1d8+8), heavy, feed (200 shots)
Solid laser cannon	20,000	1d12 force	250/1000	65 lb.	4	Heavy, laser, reload (30-H)
Sonic devastator	37,500	1d12 thunder	70/280	50 lb.	5	Heavy, reload (40-H), sonic
Thor Cannon	30,000	1d8 radiant	300/1200	30 lb.	5	Heavy, nuclear, reload (special)
Thumper laser cannon	37,500	1d10 force	250/1000	60 lb.	5	Auto-heavy (2d8), heavy, laser, reload (200-H)
Venom Spitter (Bio)	30,000	1d8 poison	25/1000	30 lb.	3	Auto (1d10), heavy, organic (200 shots)

NEW WEAPON PROPERTIES

LEVEL FEATURE

Several weapons feature additional properties that are unlocked when the character using that weapon reaches a certain level. The level is indicated with the feature.

NATURAL 20 EFFECT

Many weapon properties impose an additional effect if the attacker rolls a natural 20. This specifies a natural 20, which counts as a critical hit, though a critical hit that does not come from a natural 20 does not activate this effect (this includes class abilities that turn hits into critical hits). Only rolling a natural 20 will activate a natural 20 effect.

AP (ARMOR PIERCING)

This weapon ignores a target's resistance to the weapon's damage type (e.g. a piercing weapon ignores resistance to piercing). If the target has fantasy damage resistances, the weapon also counts as magical, silver, and adamantine.

If an opponent has immunity to the weapon's damage type and the weapon has the AP property, the opponent has only resistance to that weapon instead of immunity. Certain weapons unlock the AP property at indicated character levels while others gain them immediately.

AUGMENT

An augment weapon uses your unarmed strike damage dice. An unarmed strike can only benefit from one augment weapon per hit. By using an augment weapon, you are still counted as being unarmed.

AUTO / AUTO-HEAVY

Auto weapons can fire several rounds with each attack. This is used with area effects and when increasing damage against specific targets. A weapon with an auto property need not employ that property, though some abilities require it. Auto weapons are broken up into two subcategories, auto and auto-heavy.

Auto weapons can fire in single-shot mode or in 5-round bursts (called an autofire attack). Auto-Heavy can fire in single-shot mode or in aggressive 10-round bursts (also called an autofire attack). In single-shot mode, the weapon uses its normal damage die. In autofire mode, use the alternate damage value listed on the table.

All auto or auto-heavy weapons also have the burst fire property (thus, it is not listed on the table). When making a burst fire attack with a weapon with the auto property, you use ten rounds of ammunition, but do not use the improved damage die. With the heavy-auto property, you use ten rounds of ammunition, *and* the improved damage die.

Burst-Fire. Burst-fire allows the use of a burst fire attack. A burst-fire weapon will always have either the auto or auto-heavy property (and as such, the burst fire property

SUPER HEAVY WEAPONS

Weapon	Cost	Damage	Range	WT.	TL	Special
Autocannon	1,000	1d6+6 piercing	300/1200	200 lb.	1	AP, auto (1d8+8), heavy, feed (200 shots)
Caustic Cannon (Bio)	40,000	1d8+8 acid	250/1000	175 lb.	3	AP, auto (1d10+10), heavy, organic (200 shots)
Dense Plasma Focus Cannon	50,000	1d10+10 fire	400/1600	350 lb.	5	AP, auto-heavy (1d12+12), heavy, plasma, feed (200-H)
Grappling Hook	5,000	1d6+6 special	300/1200	90 lb.	1	Loading, undermount
Ground heavy gun	20,000	2d10 bludgeoning	400/1,600	185 lb.	2	AP, direct (2d10+10), exp (10 ft.), heavy, loading
Mass Driver	50,000	1d10+10 piercing	300/1200	500 lb.	5	AP, heavy, magnetic, feed (10 shots)
Mortar	500	—	50/200	50 lb.	1	Grenade, heavy, loading
Particle Beam Gun	30,000	1d10+10 radiant	300/1200	350 lb.	3	AP, heavy, nuclear, feed (20-H)
Plasma artillery	50,000	2d8 fire	250/1,000	110 lb.	5	AP, direct (2d8+8), exp (10 ft.), loading (1-H), plasma
Repeating Laser Blaster	40,000	1d8+8 force	250/1000	80 lb.	4	AP, auto-heavy (1d10+10), heavy, laser, feed (400-H)
Super-Kill Sniper	30,000	1d10+10 piercing	500/2000	150 lb.	4	AP, heavy, magnetic, sniper (+2), reload (5 shots)
Volley Gun ESP	20,000	1d6+6 piercing	250/1000	350 lb.	2	AP, auto-heavy (1d8+8), heavy, feed (500 shots)

is not listed on the table). A burst-fire attack sprays a 10-foot-cube area within normal range with ten rounds of ammunition. Each creature in the area must succeed on a Dexterity saving throw or take the weapon's normal damage. The DC of burst fire attacks is either 15 or is equal to 8 + your Dexterity modifier + your proficiency bonus if proficient (which ever is higher).

Note. Remember the new critical rules where if an opponent rolls a natural 1 against a character-imposed area effect involving explosives or firearms, the target suffers additional damage equal to weapon's damage dice (the same as rolling a critical hit).

BREECH

This property pertains to a weapon with neither a clip nor a magazine. It is either a weapon with a single-shot charge, or it is a firearm that can only be loaded one round at a time. With an action and/or a bonus action (the character's choice), one shot is reloaded in the weapon. Like magazine/clip-based weapons, there is a maximum number of shots you can load. If a character has additional actions in a turn, these can be used to load as well.

DIRECT

Only certain weapons with the explosive (exp) property possess this property. Instead of targeting an area, this weapon can make a direct attack on a creature. Make a ranged attack; if successful, the target is automatically ground zero of the explosive attack and does not make a saving throw. It also has the potential to suffer a critical hit. Otherwise, proceed with the explosive attack as usual, with the target's position as the intended point.

Additionally, if you hit the intended target with an explosive attack, roll all damage dice twice and take the higher values. Creatures in the area of effect still make a Dexterity saving throw.

If you miss the intended target by 3 or less on the attack roll, the impact point is within 5-feet of the target (an adjacent square). If more than 3 on the attack roll, the impact point falls 10 feet away (or 2 squares away). If you roll a natural 1, the impact point is 20 feet away (or 4 squares away).

ELECTRONIC STACKED PROJECTILES (ESP)

No longer are bullets loaded from an external magazine and launched via a firing pin. Now they are loaded directly into the barrel, separated only by a propellant. The concept dates back to traditional fireworks, except the stacked projectile weapon does not need to fire its entire payload when ignited. Electrical pulses launch the bullets in the proper order. Misfires are pushed out by the next round, preventing backfire. This removes the need for a magazine, a firing pin, or for that matter, any moving parts at all. The greatest advantage of this technology is a phenomenal firing rate, capable of discharging rounds literally as a stream of bullets.

ESP weapons have both the auto and auto-heavy property. You can only have one in effect at a time and can switch between them as a free action.

EXPLOSIVE (EXP)

Explosives have an area of effect at the point of impact of 5 feet or more. Additionally, if an explosive's area of effect is impeded by indestructible terrain (like in a dungeon corridor), the explosion carries over to unaffected areas. For every 5 feet impeded by indestructible terrain, the area of effect shifts over to occupy the same area. If both sides of an explosion are occupied by indestructible terrain (like a narrow corridor), the blast carries up and down the corridor. This rule doesn't go into effect if the explosion can damage the obstructing terrain. The number listed next to the "Exp" entry indicates the size of the radius in feet. Unless otherwise stated, explosive attacks inflict bludgeoning damage.

Attacking with Explosives. When using any weapon with an area of effect (but lacking the "direct" property), you don't make a ranged attack but rather establish a Dexterity saving throw DC that affected creatures must beat. The DC for the Dexterity saving throw equals 8 + your Dexterity modifier + your proficiency bonus (if proficient in the weapon you are using).

FEED

Also called a belt-driven weapon, this involves ammunition being fed into a firearm externally from an external supply. Older variations involved feed strips or disintegrating belts, while later models employ a hybrid mechanism to load bullets without the belt being fed through a machine. An energy weapon with the feed property involves a complicated connection/disconnection procedure to power-up, including the time it takes for the energy cell to recharge a capacitor.

Feed weapons often possess massive round capacities but suffer from a prolonged reloading time. Reloading a feed weapon takes one minute unless stated otherwise in the weapon description.

GRENADE

Grenades use their own form of attack depending on the specific grenade.

GUIDED

These weapons assist in aiming after being fired and can even make a secondary attack if the first one misses.

As many times a day as your attack attribute bonus, you can either have advantage on the attack roll or miss the the initial attack and make a second attack as a free action at the beginning of your next turn using that same round of ammunition (or rocket).

LASER

Any condensed, well-defined beam of light or heat can be considered a laser. In history, the initial weapons concentrated radiation to a focal point, burning the target with intense heat; such beams were usually invisible, which is useful for stealth but less so for accuracy. Later developments increased the size, damage potential, and visibility of these beams. Often, lasers are confused with pulse plasma weapons. The largest difference is that lasers cut while plasma splashes. Laser weapons give away their firer's position but deliver devastating damage few can resist. They can also track targets easier with subsequent damage. There are laser pistols, rifles, and thumper cannons.

Laser weapons inflict force damage. If you hit with a laser, you gain a +1 bonus to your next attack roll against the same target. This is lost if you don't fire at the same target or if you miss. If you attack an obstruction or inanimate object, you inflict additional damage equal to half the initial damage inflicted.

Focused Beam (6th level). This weapon gains the Armor Piercing property.

Goggles Do Nothing (8th level). If you roll a natural 20, the target is blinded until the beginning of your next turn.

MAGNETIC

The specific process of accelerating metal shells using magnetism is complicated, with coil-based and rail-based technology launching shells using different means.

If you kill a creature, the shell continues on a straight path from the weapon, making a single free attack on one creature in direct line of effect within the weapon's range.

Gauss (6th level). This weapon gains the Armor Piercing property.

Vector Force (6th level). If you roll a natural 20 with a magnetic weapon, add one additional damage die (after doubling the basic dice).

Power. Magnetic weapons have a magazine but require power from a power cell to operate the magnetic acceleration (H for heavy and super-heavy weapons, M for all others). One is included with the weapon.

NUCLEAR

These are directed energy weapons similar to plasma and laser guns. Where a laser inflicts condensed radiation and plasma inflicts severe heat, weapons with the nuclear property inflict damage via a high-energy beam of atoms. Upon impact, they disrupt the molecular structure of the target. Tissue damage from radiation is a common side effect. This technology has been dubbed a "dirty solution," as it frequently emerges before the advancement of high-powered lasers and plasma weapons. In other circles, these devices have been called particle accelerators.

Nuclear weapons inflict radiant damage and also deal additional damage to creatures vulnerable to necrotic as if they dealt that damage type.

Fission (6th level). This weapon gains the Armor Piercing property.

Accelerator (8th level). If you hit with a nuclear weapon, every subsequent hit on the same target gains a +1 bonus to damage. This is cumulative up to half the character's level and is lost if you don't hit that same target before the end of your next turn.

Radiation (8th level). If you roll a natural 20, the target is poisoned until the beginning of your next turn.

ORGANIC

One feature of all bioweapons is their regenerative ammo. Incapable of being reloaded, ammo is regenerated during combat or a short or long rest (the weapons either siphon energy from its user or ingest surrounding resources). If you run out of ammunition during combat, you must finish a short or long rest before being able to use the weapon again.

PINCHER

These weapons deliver an electromagnetic pulse that disrupts any item that requires a battery or an electric current to operate.

Pincher weapons inflict lightning damage.

Disruption (6th level). Once you hit a target, all functions of battery-powered technology on the target stops working until the end of your next turn.

High Voltage (6th level). This weapon gains the Armor Piercing property.

Jolt to the System (8th level). If you roll a natural 20 on the attack roll and the target is not immune or resistant to lightning damage, the target has disadvantage on ability checks and attack rolls until the beginning of your next turn.

PLASMA

Any weapon employing ionized gas is considered a plasma weapon. A plasma weapon fires a toroid of superheated gas inside a magneto-hydrodynamic bubble that is then accelerated from the barrel in the same way a railgun fires its iron-core shell. The bubble remains stable for a significant time, or until it strikes its target, at which point the bubble is dispersed and delivers its energetic payload as a cloud of intense heat. There are plasma pistols, rifles, and cannons.

Plasma weapons inflict fire damage.

Bottle Cohesion (6th level). This weapon gains the Armor Piercing property.

Directed Energy (8th level). On a non-critical hit, roll one damage dice twice and take the higher result. On a natural 20, roll all damage dice twice and take the higher result.

RELOAD

This property pertains to a magazine- or clip-fed weapon. A magazine or clip carries a certain number of shots before requiring a reload. A magazine may also be a battery with a set number of charges. Note that several melee weapons may also require an energy cell—these same rules apply. Refer to official licensed material for the rules on *reload*.

SHOTGUN

Shotguns impact with tremendous force at close range, but this stopping power diminishes rapidly further out. Shotguns do +3 damage if fired at targets within 10 feet. Beyond normal range, they inflict half damage.

Point-Blank (5th level). If you roll a natural 20, the target is knocked prone.

SNIPER

These weapons contain advanced targeting systems for long-range fire. These include tracking systems and scopes.

Sniper weapons list a bonus. If you are proficient with the weapon, you can use an action or bonus action to aim, gaining the bonus on your following ranged attack with the weapon against a creature 25 feet away or further. The bonus is lost if you move or are moved. You also lose the bonus after making a ranged attack with the weapon (whether you hit or not). This bonus is cumulative for up to two actions.

SONIC

The first sonic weapon was no more than a simple high-powered oscillating pain siren generating 175-decibel (dB) acoustic waves in all directions. Newer sonic weapons utilize high-frequency ultrasound to carry the painful audio waves in a straight, focused path. This technology offers increased range with no adverse side effects for the firer. In practical uses, the sonic weapon may be downgraded to transmit a normal voice across 10x its range increment to any other target without fear of anyone else overhearing unless they are inline.

Sonic weapons inflict thunder and bludgeoning damage

Thunder (6th level). This weapon gains the Armor Piercing property.

Rumble (8th level). If you roll a natural 20, the target is deafened for one minute.

UNDERMOUNT

This property is a modification where a smaller weapon is attached under the barrel of an existing weapon. You can switch to an undermounted weapon instantly, and it occupies the same space as the weapon it is attached to. When you purchase a weapon with the undermount property, establish if it is being purchased as a standard weapon or an undermount, and if the latter, which weapon it is being mounted to. You can only attach an undermount to a weapon one size larger (one-handed small arm > two-handed small arm > heavy weapon > super heavy weapon). A one-handed or two-handed melee weapon counts as a one-handed small arm and a two-handed small arm respectfully.

SPECIAL WEAPONS

ACCELERATOR RIFE

This pulse weapon launches magnetically contained plasma, though lacking the punch of other related weapons. Rather, the accelerator dramatically increases its fire rate the longer its trigger is depressed, increasing damage at the cost of magazine capacity.

Escalation. After making an attack with the accelerator rifle, if you attack again on your next turn, and continue to do so, each subsequent attack increases the damage of an autofire attack at the cost of ammunition. This increase reverts back to baseline if you fail to make an attack on your next turn. By your second attack, the accelerator can count as an auto-heavy weapon. Because of recoil, there is also a minimum level before higher tiers are unlocked.

First Attack—auto 1d8 (5 rounds); second attack—auto 1d10 (10 rounds, 4th level); third attack—auto 2d6 (15 rounds, 6th level); fourth attack—auto 2d8 (20 rounds, 8th level).

ARC RIFLE

Developed shortly after basic pincher technology, the arc rifle employs a high-powered electrostatic discharge similar to actual lightning. It's an energy hog, with a limited magazine capacity but offsets that by delivering incredible amounts of damage to the target. Additionally, the arc rifle is capable of jumping from target to target, hitting multiple creatures at once.

Jumping (7th level). When you hit a target with the arc rifle, make an additional attack against the nearest creature in range; the damage is reduced by one step plus one additional step for every 10 feet (1d12 > 1d10 > 1d8 > 1d6 > 1d4 > 0). Repeat this until the damage reaches zero (for example, after striking, if two additional targets are 5 feet and 20 feet away, the damage is 1d10 for the second target, 1d4 for the third).

AIR DART GUN

The air-dart gun resembles a standard pistol, except it fires a small needle via an air compressor. The needle inflicts no damage but can deliver any number of medical injections. You choose which injection to employ from your inventory before making the attack.

Ammunition. This weapon employs injections.

ASSEMBLY ASSAULT ANACHRONISM

The "Triple-A" was first seen among numerous black-market assassin squads with no clear indication who invented it. The weapon, despite utilizing rudimentary magnetically-accelerated ammunition, can conceal itself within a warp pocket contained in a bracelet you wear. As an action, your weapon assembles from seemingly out of nowhere. Stowing your weapon also takes an action.

Another odd feature is the weapon's seemingly endless supply of ammunition. The same warp pocket holds 2,000 rounds of ammunition, which are included though the fixed internal magazine holds 30. The pocket continually feeds rounds into the magazine; at the beginning of your turn as a free action, one round is reloaded in the magazine. You can use an action to reload 10 more. The rounds, like the weapon, take up no space when stowed.

ATOMIZER

One of the most powerful portable particle beam weapons available, the atomizer is a brutal device commonly found with snipers less interested in hiding and more about delivering devastating effects upon an enemy. The beam, when fired, illuminates everything it passes by or touches for the millisecond it traverses from the barrel to the target. But few weapons demoralize an enemy more.

Vaporize (6th level). If you reduce a target to 0 hit points, it is disintegrated. A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. This weapon automatically disintegrates a Large or smaller nonmagical object or a creation of magical force. If the target is a Huge or larger object or creation of force, this weapon disintegrates a 10-foot-cube portion of it.

Force of Energy (8th level). The atomizer doubles the damage of the nuclear property. The atomizer does not poison a target; instead, if you roll a natural 20, triple the number of damage dice instead of doubling.

BARREL BLASTER

This insane weapon designed by someone likely also crazy mounts six shotgun barrels in a colorful formation, either an "X," a star, a smiley face, or sometimes just in a straight-line. No two are ever the same, indicative of a custom-build. Any combination of them can be fired; however, reloading is annoying.

Setback (1st level). Before firing this weapon, decide how many barrels will be triggered. Make an attack roll, inflicting 1d10 for each barrel fired (max 6 barrels or how many barrels are left untriggered). If you fire 3 or more, you are pushed 5 feet after the attack. If you fire 5 or more, you are knocked prone after the attack.

BIOWEAPONS

To find one will either be incredibly unusual in a traditional setting or ordinary in an unusual setting. A biological weapon is not a creature possessing a natural deterrent a user is taking advantage of but rather a genetically designed organic machine whose only purpose is to act as a weapon. Taking the "meta" route, any melee weapon can be renamed a "bone-blade," and a traditional weapon can be repurposed to fire teeth or "bio-plasma."

The weapons offered here are those that do not fall under any other description—ones that could not be rebranded from more traditional sources. All bioweapons have the organic property.

Acid Thrower. When you attack with the acid thrower, you target a 20-foot cone emanating from you. The DC for the Dexterity saving throw equals 8 + your Dexterity modifier + your proficiency bonus (if proficient in the weapon). Making the save still inflicts half damage. Any target that failed the save against an acid thrower suffers half the inflicted damage again at the beginning of your next turn.

Grub-Gun. This weapon fires brainless maggots that, when impacting on an organic target, burrow within the creature to inflict +2 additional damage. When you roll a natural 20 on an organic target, it must make a DC 15 Constitution saving throw or suffer 2d6 additional acid damage. If a target is killed, the maggots will reduce the target to slime in one minute.

Mind Phazer. This weapon features a large amount of brain tissue designed to generate and focus psychic power. Despite no barrel, the weapon emits visible energy that appears to circumvent physical armor.

Caustic Cannon. Similar to the acid thrower, this variation employs membranes that keep individual bolts together, allowing for a rapid-fire acid weapon.

Xeno-Strangler. This weapon launches living ammunition that floats in the air and seeks out targets. Upon impact, the creature affixes itself and delivers 1d6 poison damage at the beginning of the creatures turn until a successful DC 15 Strength check removes it.

Necrotizer. Instead of firing bolts or spewing acid, the necrotizer sends out a paper-thin tendril that connects the target to the weapon. The target can spend an action to sever the connection easily, but upon impact, and as a bonus action on your next and every following turn until severed, you recover 1d4 points of damage. If a tendril is still connected, you can use an action in inflict damage as if you hit without making an attack roll. There is no limit on the number of tendrils you can have active at a time.

Venom Spitter. Similar to the caustic cannon, this weapon supplants poison for acid. If you roll a natural 20, the target must make a DC 15 Constitution saving throw or be poisoned for one minute.

BLADE WEAPONS

This weapon, not unlike a railgun, utilizes magnetics to eject a deadly projectile. However, with the blade launcher, what is propelled is a spinning disk, not unlike a sawblade. Considerably heavier than an iron flechette, the blade can be released and suspended in mid-air or directed to multiple targets before breaking apart. Despite its apparent advantages, the energy required to keep a spinning sawblade in the air prevents a large ammo capacity.

Suspension (3rd level). As a bonus action, you can cause a launched blade to remain in the air as long as it remains within normal range. It can act as a melee weapon from its location, attacking with the same attack bonus as if you were making a melee attack. You can also launch it from its position, making an additional ranged attack from its location, though the range is still determined from you and not the disk. Once the disk has made a number of attacks equal to half your level or has moved beyond normal range, it breaks up and cannot be used. You can only control one disk at a time.

CANNONBALLER

Instead of launching a rocket or a mine, the cannonballer fires out a short-range explosive sphere. Although it can direct hit and detonate like a grenade or detonate nearby and inflicting damage via an area effect, you can also direct it to roll around the ground under its own power until finding a target.

Bouncer (3rd level). If you do not directly hit with this weapon, you can elect to have it land without detonation. When on the ground, it gains a movement of 30, and as a bonus action, you can direct it to move. Detonation only takes an action, but you can no longer inflict direct damage. You can only move a ball once per turn and you can only control one ball at a time. A ball has an AC of 18 and 1 hit point, and if struck, it explodes at its location. A ball can be controlled for up to one minute before it runs out of power and turns itself off. It can still be detonated, but it cannot move.

CAPSICUM SPRAY

This item employs a chemical irritant like capsaicin (common in some fruits, plants, and most chilies), also known as a lachrymatory agent. When a target is struck, a sticky, waxy, colorless, and odorless liquid adheres to the skin. The spray contains almost pure capsaicin, with a Scoville rating of more than 10,000,000 – double the intensity of pepper spray.

If struck, the target must make a DC 15 Constitution saving throw or be poisoned for 2d4 rounds. If you roll a natural 20, the target fails this save. Larger creatures gain a bonus to the save as follows (+2 Large, +4 Huge; larger than Huge creatures are immune).

Capsicum spray is a single-use item and cannot be reloaded.

CARBON CROSSBOW

The weapon is a sleek, smooth, multi-piece item of black and silver, constructed from polymer and carbon fiber. The weapon is less clumsy than ancient designs.

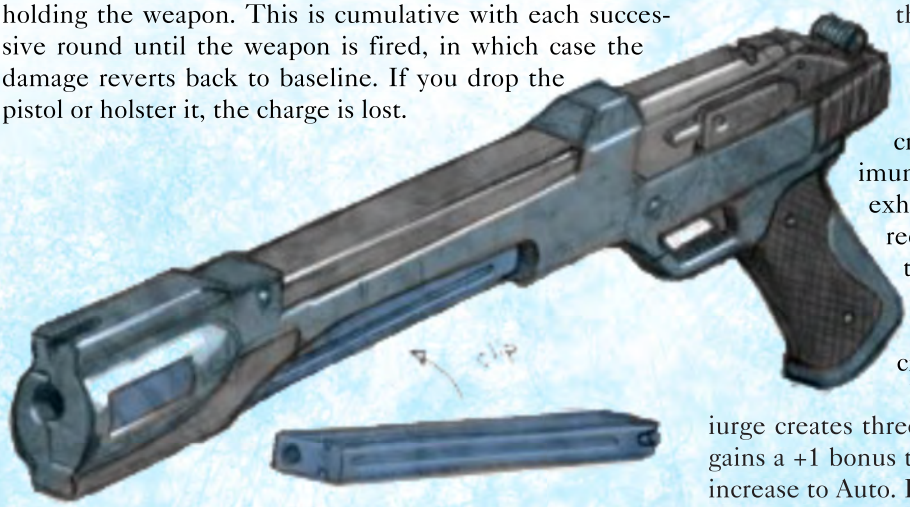
The carbon crossbow comes with a range-finding scope. Use a bonus action to aim with the scope, nullifying the disadvantage of firing long-range.

CHARGE PISTOL

This standard one-handed small arm utilizes a rudimentary variation of the plasma thrower to emit pulses of energy towards the target. Produced in mass quantities for front-line troops, the charge pistol was designed to be a reliable backup rather than a primary firearm.

The weapon inflicts fire damage, but unlike a plasma weapon, a charge pistol does not generate radiant damage or enough heat to circumvent resistance to fire. It also does not benefit from a plasma weapon's directed energy feature. However, a charge pistol also lacks a removable energy cell; instead, it plugs into a standard power socket at the beginning of a long rest. By the end, the weapon has been fully charged.

Charge (1st level). If wielding the charge pistol, you can spend a bonus action to charge the weapon, increasing its damage by one step (1d4 > 1d6 > 1d8 > 1d10 > 1d12 > 2d6); this can only be done once per turn and only while holding the weapon. This is cumulative with each successive round until the weapon is fired, in which case the damage reverts back to baseline. If you drop the pistol or holster it, the charge is lost.



COMPOUND LONGBOW

Compound bows are fashioned of steel or aluminum—a few rare models are constructed from carbon fiber or microlattice. Their power comes from a series of pulleys, cams, and levers. They do not warp and can be adjusted for a variety of conditions.

A compound longbow can be adjusted for greater force at the cost of a more demanding draw. Using settings above the first requires proficiency with the weapon and the listed minimum Strength score. *Setting 1*—1d6 piercing; *setting 2*—Str 15, 1d8 piercing; *setting 3*—Str 18, 1d10 piercing; *setting 4*—Str 20, 1d12 piercing. It takes a full minute to adjust to a new setting.

CRANKGUN

A primitive variation of the rotary cannon, the crank requires physical strength on behalf of the user to spin the barrels, though the effect is similar. Although outdated and replaced quickly by the smaller rotary weapon, the crankgun still can find a place in primitive cultures or in locations where advanced technology is not easily accessible.

The crankgun requires a Strength score of at least 13 to use. It has no single shot option. It always fires 10 shots per attack roll. It is also immune to any electromagnetic disruption.

DEMIURGE

The demiurge overshadows all others; it is the ultimate sidearm, developed for an exclusive set, and denied to others. It cannot be purchased, even illegally. While it looks like a regular pistol, the demiurge can transform to imitate three different firearms. Each unit is biometrically locked to its intended user; if someone with non-matching DNA and fingerprints even holds it, not only does it not activate, but it will deliver 5 points of lightning damage at the beginning of each of the user's turns until released. When properly matched, the demiurge activates, revealing a holographic aiming assistant only visible to its wielder that reveals invisible targets and grants a +1 bonus to attack rolls. As an action, you can shift the demiurge's configuration, which physically alters the front half of the sidearm. All three configurations use the same M cell for power.

Revelation. A target hit must make a DC 15 Constitution saving throw or increase its exhaustion level by +1 (to a maximum of level 4) for 1 minute. Unlike normal exhaustion, levels incurred by this weapon reduce by 1 every minute after suffering the last attack from it. Each shot uses 5 charges. If a target makes the save, every additional hit within 1 minute increases the DC by 2

Prophecy. In this configuration, the demiurge creates three barrels and a series of active sensors. It gains a +1 bonus to attack rolls (+2 total) and its rate of fire increase to Auto. Each shot uses 1 charge.

Apocalypse. The demiurge creates an oversized barrel

where a large plasma bolt discharges. Each shot uses 20 charges. You can spend an action to charge this mode: each action uses up 20 more charges, expands the blast radius by 5 feet and increases damage by one step (2d6 > 2d8 > 1d6+6 > 1d8+8 > 1d10+10).

DISPLACEMENT DEVICE

Although technically a weapon given its plasma energy will inflict damage (albeit light) if it strikes an organic target, the displacement device is more useful as a method of transport. When impacting a flat object (often a wall), the energy bubble creates a quantum gateway (a miniature wormhole), which generates a tunnel when the next quantum gateway is created.

As an action, instead of attacking, you can fire a shot to any mostly flat surface within normal range. Firing a second shot to another surface automatically creates the gateway. Once placed, these gateways cannot be moved. Any creature or object up to Medium size that enters one of the gateways emerges from the other as if there were no intervening space. Only one gateway can be open at a time; firing a third shot automatically closes the existing one. A gateway can also be closed manually as a free action. If a gateway closes while something is passing through it, the subject will be randomly displaced to one side or the other.

Any inertia is sustained when passing through a gateway. If the target fell into a gateway on the floor and emerges from a wall gateway, they land 5ft beyond it and take any falling damage upon arrival as the abrupt change in gravity makes it impossible to land safely. A target falling or forced toward a gateway may make a DC 15 Dexterity saving throw to avoid it.

DISRUPTOR

The almost inaudible wave-rifle discharge inflicts massive damage on physical targets and on enemy combat units. However, in one incident, a test group encountered undead opponents and reported a much-elevated damage potential. Undead creatures are vulnerable to hits from this weapon.

ELECTROSHOCK GUN

This wand-shaped device fires air-compressed barbed darts attached to coils towards a target. Upon impact, the coils conduct a massive electrical current, disrupting superficial muscle functions. The darts can penetrate enough to attach to anything and are magnetic. The electrical pulse does not need to penetrate skin to be effective.

Upon impact, the target must make a DC 15 Constitution save or be paralyzed for 2d4 rounds. If you roll a natural 20, the target automatically fails this save. Larger creatures gain a bonus to the save as follows (+2 Large, +4 Huge; larger than Huge creatures are immune).

Firing Rate. Tension springs recoil the darts back to the gun as a free action. However, it cannot fire again for one minute (10 rounds) as its capacitor needs to charge.

Range. Because of the length of coil, you cannot strike creatures further than 10 feet.

ENDOTHERMIC RIFLE

Experts gave it a complicated name; everyone else calls it a freeze gun. Based on laser technology, an endothermic rifle siphons heat away from the target rather than adding to it. If used against bodies of water, each round can freeze up to 10 gallons. Against creatures, it can slow down or outright stop movement.

Endothermic weapons inflict cold damage. If you hit, you gain a +1 bonus to your next attack roll against the same target. This is lost if you don't fire at the same target or if you miss.

Shatter (1st level). If you reduce a Large target or smaller to 0 hit points with this weapon, it freezes solid; the next attack on it causes it to shatter into pieces.

Focused Beam (6th level). This weapon gains the Armor Piercing property.

Refrigerate (8th level). If you hit a target, its speed is reduced by 5 feet until the beginning of your next turn. This is cumulative up to 10 feet. If you roll a natural 20, the target is restrained until the end of your next turn.

FIELD MANIPULATOR

Although resembling a weapon, and obviously able to inflict tremendous damage, the field manipulator is technically more a tool, capable of altering the gravitational field in a localized area targeted by the device. This enables the user to move or even toss objects much too heavy for the average person to jostle.

If you strike a target within normal range, you are counted as having a Strength score of 25 for the purposes of lifting, grappling, shoving, or throwing that target. If grappling, you can move the target (at a speed of 30) as long as the manipulator can carry it. You are counted as having proficiency with Strength (Athletics). The manipulator can break open doors and potentially throw explosives further than a normal person can. Past normal range, all the same abilities apply, but the available Strength score is reduced to 16.

The field manipulator lacks a removable energy cell; instead, it plugs into a standard power socket at the beginning of a long rest. By the end, the weapon has been fully charged.

FLAMETHROWER

This weapon has shrunk in size over the years. Though still two-handed, it no longer requires an unsafe pipe to an even more hazardous backpack. Modern flamethrowers keep their tank mounted under the weapon stock. The container is comprised of a relatively safe solid fuel. When combined with air, it reacts into expanding foam. A small

battery compresses air in a separate chamber. The foam enters the final chamber and, when allowed to decompress, sprays out in liquid form. A magnesium igniter at its barrel sends the superheated stream of flame to its target. Despite rumors and urban legends, neither older nor modern flamethrower tanks explode easily if ruptured or if a spark flicks nearby. If the weapon tank is ruptured, the foam would break and spray but not automatically ignite. Even older models would only burst like aerosol cans and not violently explode.

When you attack with the flamethrower, you target a 20 -foot cone emanating from you. The DC for the Dexterity saving throw equals 8 + your Dexterity modifier + your proficiency bonus (if proficient in the weapon). Making the save still inflicts half damage. Any target that failed the save against a flamethrower suffers half the inflicted damage again at the beginning of your next turn.

GRAPPLING HOOK

There is a grappling hook for every occasion, and coincidentally enough, every classification. The basic one-handed variety can lift one person, while the larger ones can lift a car. In a pinch, a grappling hook can also grab targets or knock them down.

Grappling Rules. What a grappling hook can affect depends on its size. One-handed smaller arms affect Medium and smaller targets; two-handed small arms affect Large and smaller targets; heavy weapons can affect Huge and smaller targets; super heavy weapons can affect Gargantuan or smaller targets. A target larger than a weapon's capacity has advantage to resist its effects, while a target one category below a weapon's maximum capacity has disadvantage. Targeting a creature two size categories larger than a weapon's capacity (or more) will result in a cable snapping the moment it is pulled. A grappling hook may affect you instead of the target you are grappling, meaning you pull yourself to the target rather than it being pulled.

For example, a two-handed small arm can target affect a single Huge target, but that target has advantage to resist the weapon's effect. Targeting a single medium target, it has disadvantage to resist the weapon.

Attack Type. You can alter the grapple being used (attack decision) to affect how it attack targets.

Piercing—If you hit, the target is grappled and impaled. If the target escapes, it is assumed to have cut the cable to torn out the grapple; these will need to be repaired before it can be used again.

Bludgeoning—If you hit, and the target matches the size of the weapon, the target is knocked prone, and you do not grapple the target (that attack can still grapple something else, like a wall or a ledge).

Grapple. Whether it be a wall, a ledge, or a creature, you can attempt to grapple it with an action. A wall requires either a DC 10 Strength (Athletics) check or a DC 10 Dexterity (Acrobatics) check. Attacking a creature requires a grapple check employing standard grapple rules. You can use your ability or the hook's; it adds your proficiency bonus to grapple checks. Its Strength is based on its type (one-handed—16; two-handed—18; heavy—20; super heavy—22).

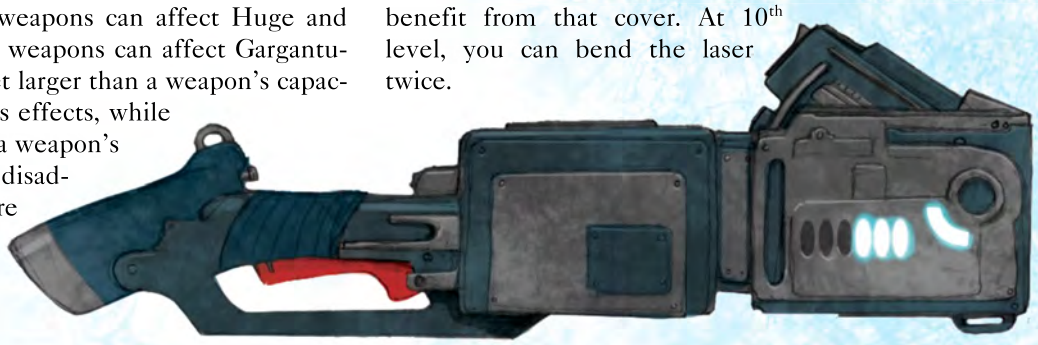
Pull. As a bonus action, you can cause the grappling hook to retract at a speed of 50 feet. A mobile grappled target is pulled toward you if it is smaller than your size; you are pulled toward it if it is larger; if you are of equal sizes, you decide. An unwilling target may resist movement according to the standard grapple rules.

Length. The length of cable depends on the type of weapon (one-handed—100 ft.; two-handed—300 ft.; heavy—600 ft.; super heavy—1,200).

GRAVITY BEAM

This variation of laser extends its magnetic containment field outside of the barrel, allowing the beam to appear to bend around corners, especially useful when targets attempt to hide behind cover or do something especially annoying like trying to run away.

Bender (1st level). As a bonus action, you can lock onto target; this does not improve your chance hit, but it does allow your attack to circumvent one object that blocks line of sight. If you can trace a line to the target, making only one turn without crossing cover, the target does not benefit from that cover. At 10th level, you can bend the laser twice.



MICROMISSILE LAUNCHER

This miniaturized ordnance weapon fires multiple missiles towards a locked target. Although still explosive, micromissiles lack the potential to inflict additional collateral damage. This weapon would later be surpassed by the smaller smart pistol but lacks the latter's capacity to fire without a lock.

Lock On (3rd level). As an action, you can lock onto a target within normal range; this lock is lost if you lose line of sight, the target moves out of range or moves within 5 feet of you. As a bonus action, you can launch the missile. This is considered an attack but hits automatically (do not roll). You must then reacquire a new lock.

Multi-Lock (5th level). After you lock on a target, you can spend additional actions to lock additional attacks. Your second action locks 3 additional rounds (4 total); your third also locks 3 additional rounds (7 total); your fourth also locks 3 additional rounds (10 total). All locks must have the same target. Launching all locked missiles still requires only one bonus action.

NAILGUN

This is no longer a utility device; this nailgun has been built for combat. Derived from magnetically-accelerated firearms, the nailgun inflicts less damage, given its flechettes are accelerated at less speed. However, given their increased mass, these narrow rods have the capacity of pinning targets to walls and terrain. In a pinch, this could be used to secure a makeshift barricade, although you wouldn't want to build a house with it.

Pinned (3rd level). If you roll a natural 20 or reduce a target to 0 hit points) and there is a solid surface within 10 feet behind it, the target is pushed to the surface and restrained until the end of your next turn.

PICO-POSITRON

This unusual device is less than four inches long and is powered by antimatter diverted through a quantum tunnel from an offsite power source (as such, rupturing the device will not cause matter/antimatter annihilation). It cannot be reloaded and recharges its 3-shot capacity at a rate of once every five minutes. The weapon must be primed (as a separate action) before it can be fired. Although with a limited range, it is one of the most powerful weapons one can carry despite its diminutive size.

PROTON WAND

This bizarre and dangerous weapon is believed to have predated many modern nuclear accelerators, though possessing unique properties that later successors lack. A proton wand gains its energy from a connected back-mounted miniature Uranium-235 power pack, giving it an effectively infinite lifespan. However, its fire control system is rudimentary, resulting in limited range and accuracy.

Its most outlandish feature is a wand's capacity, thanks to its electrostatically polarized protons, of ensnaring creatures not entirely within physical reality.

Ensare (4th level). On your next turn, after hitting a target with the proton wand, as an action, you can employ the weapon to grapple the same target using the weapon's energy; it is counted as having a Strength of 20 and proficiency with Strength (Athletics) checks. This attack can target creatures immune to being grappled or restrained. You cannot use the proton wand against another target while it is grappling.

Particle Thrower (4th level). The proton wand can target ethereal creatures (including creatures in the ethereal plane), assuming you can see the target. If you hit an invisible or ethereal target, it loses its ethereal properties until the end of your next turn.

RESTRAINMENT FIELD

This pistol-shaped weapon launches a balloon-like force field, capturing a target by warping its containment matrix around its victim and then compressing the field to restrain the target from moving. If this weapon strikes a target, it is restrained. The victim needs to pass a DC 15 Dexterity save or Dexterity (Acrobatics) check to escape. Only Large targets or smaller can be targeted. A target can be hit additional times, each one increasing the save DC by +2 (maximum DC 25). If you roll a natural 20, the target automatically fails its first save.

ROTARY CANNON

This gun is a modern rendition of the weapon once called the "Gatling gun," a relatively simple design with an electronically controlled crank for rotating numerous barrels. The mechanism is simple but does not have the massive firing rate over more advanced models.

The rotary cannon has no single shot option. It always fires 10 shots per attack roll.

SELF-PROPELLED PROJECTILE

These are small rockets fired from pistols or rifles that continue to accelerate after an initial air compression push fires them from the shell. Although more expensive than traditional firearms, SPPs proved useful for engagements when range mattered. The ammunition for SPP weapons are sabot rounds, as the shell ejected breaks apart, and the contained self-propelled projectile ignites, breaking from its seal. All SPP weapons can fire underwater, though their range is halved. They are not common but have definitive advantages, such as explosive warheads and guidance systems.

Seeking (6th Level). Your SPP weapon gains the guided property.

SHIFT WEAPONS

A shift weapon is an advanced firearm that is capable of reconfiguring itself to act like other weapons. It requires a measure of user input to accomplish this, with the rest handled by a radical internal mechanism involving the reconstruction of the device at the molecular level. There are two types of shift weapons, the energy modulator, and the nano-modulator.

An action is required to switch modes; once set, it remains that way until given a new configuration.

Advanced Switching (6th level). The speed to switch configuration improves to a bonus action.

ENERGY MODULATOR

This weapon can transform between the four following configurations, each one requiring different energy from the standard 80-charge capacity M-cell.

Plasma Repeater. An autofire plasma rifle, the repeater uses one round per shot.

Shock Blaster. This weapon acts as a shotgun and uses 5 rounds per shot.

Electro Mortar. When configured, you can only make one Electro Mortar attack per action, no matter how many attacks you can make. It uses up 20 rounds of ammunition per shot, releasing a powerful plasma discharge that detonates into an area effect.

Electro-Volt. This long-range sniper weapon extends the barrel to improve stability and range, using up 5 rounds of ammunition per shot.

NANO-MODULATOR

This weapon physically changes dramatically between its various configurations. Its magazine is a unique solid mass of carbon and silicates shaped into a nanostructure the weapon can break down and shape into the desired bullet. Its default provides 100 standard bullets.

Assault Rifle. This standard machine gun is the default loadout, using one round per shot.

Combat Shotgun. This acts exactly like a standard shotgun, using 5 rounds per shot.

Solid Slug. This fires a massive high-caliber round that uses 15 rounds of ammunition per shot.

Sniper Cannon. This long-range sniper weapon uses up 5 rounds of ammunition per shot.

SMARTGUN

Although sharing nomenclature with the smart pistol, these weapons operate very differently. The smart gun operates by receiving micro-inputs from the user in what it should be targeting, and then assisting in aiming by compensating for recoil, the wind, and enemy movement. It accomplishes this via a complicated mechanism that mounts the weapon to a back-mounted ammo-magazine/power supply. This prevents it from being reloaded in combat.

A smartgun can be released and dropped as an action but requires five minutes to re-attach. It also requires five minutes to reload.

Mount (1st level). Because of the mounting hardware, a smart gun has the weight and damage class of a super-heavy weapon but actually operates as a heavy weapon in all other respects.

Tracking (6th level). As a bonus action, you can lock onto a target you can see; you have advantage with all attack rolls against the target until the beginning of your next turn.

SMART PISTOL

The smart pistol is often reserved for top assassins and front-line commanders insisting on getting their hands dirty. Although extremely popular in many circles, its excessive price has prevented its distribution in large quantities. To possess one is more a mark of status.

A smart pistol fires miniature self-propelled projectiles. It can be fired like a normal weapon without the added benefits below.

Lock On (3rd level). As an action, you can lock onto a target within normal range; this lock is lost if you lose line of sight, the target moves out of range or moves within 5 feet of you. As a bonus action, you can launch the projectile. This is considered an Attack action but hits automatically (do not roll). You must then reacquire a new lock.

Multi-Lock (5th level). After you lock on a target, you can spend additional actions to lock additional attacks. Your second action locks 2 additional rounds (3 total); your third also locks 2 additional rounds (5 total). All locks must have the same target. Launching all locked projectiles still requires only one bonus action.

SONIC STUNNER

Very similar to a standard sonic weapon, the sonic stunner is designed to be only non-lethal. Some variations of other sonic weapons incorporate this configuration as an adjustable switch (though they are commensurately more expensive).

A target hit by a sonic stunner must make a DC 20 Constitution saving throw or increase its exhaustion level by +1 (to a maximum of level 5) for 1 minute. Unlike normal exhaustion, levels incurred by this weapon reduce by 1 every minute after suffering the last attack from it. If you roll a natural 20, the target automatically fails the save,

THOR CANNON

Both the thor cannon and the vapor rifle are presented as alternate takes on established technology. Where the vapor rifle branches off plasma technology, the thor cannon is spun off from a particle beam. Although damage output is unchanged, the thor benefits from being able to charge up to deliver powerful blasts. It also runs off its own miniature thorium-based nuclear fusion reactor (thus the origin of its name); as a result, it never runs out of ammo.

Charge (1st level). If wielding a thor cannon, you can spend a bonus action to charge the weapon, increasing its damage by one step (1d8 > 1d10 > 1d12 > 2d6 > 2d8 > 2d10). This can only be done once per turn and only while holding the weapon. This is cumulative with each succes-

sive round until the weapon is fired, in which case the damage reverts back to baseline. If you drop the cannon or holster it, the charge is lost.

Deflection (3rd level). The particle beam of a thor cannon can deflect off objects if at the right angle. You can ignore cover on a target is there is a wall within ten feet of the same target.

Vector (6th level). If a Large or smaller target is struck by a max-level blast, it is pushed 20 feet.

Blast Jump (8th level). If you charge the thor cannon and fire it directly at the ground, you can benefit from an assisted jump. For each step above baseline, you jump 10 feet either vertically or horizontally (for example, if you do a running jump before activating (so at a full charge of 2d10, you can leap 50 feet without making a check).

VAPOR RIFLE

This weapon fires a plasma bottle similar to other pulse weapons, but the gas inside is of a particularly volatile mix. When struck, the victim is literally ripped apart by the massive heat and chemical reaction some compare only to fluoroantimonic acid, as molecules are torn apart upon contact. The pulse appears to simply vaporize a section of the victim, sometimes the entire body itself, leaving nothing but vapor and a clean cauterized cavity.

When you hit with an attack with this weapon, re-roll your damage dice and select the higher value.

X-BEAM

This advanced electrical weapon focuses the whole of its energy on a single target. Electromagnetic side-effects were reduced, and the x-beam cannot arc towards other targets. However, once it strikes a creature, the weapon creates a bridge between its power core and the target, significantly increasing damage. This transference can eventually turn a target into a bomb.

Detonation (1st level). If you reduce a creature to 0 hit points, it explodes, inflicting the damage you inflicted in killing the creature to each target within 10 feet of the creature. The DC for the Dexterity saving throw equals 8 + your Dexterity modifier + your proficiency bonus (if proficient in the weapon). Making the save still inflicts half damage. Any Medium-sized target or smaller that failed the save is also knocked prone.

High Voltage (6th level). This weapon gains the Armor Piercing property.

Channel (8th level). If you hit a target, every subsequent hit made on the same target increases your critical threat range by one. For the first hit, you require natural 20; on your second attack, you only require a 19 or 20; on your third, you only require an 18, 19, or 20. This continues until you score a critical hit or make an attack against another target with this weapon; at that point, it reverts back to requiring a natural 20.

AMMUNITION

Unlike arrows or bolts, bullets that miss cannot be recovered and used again (although the casings and points can sometimes be scavenged and recycled, all but the most basic chemical projectiles require a factory to do this). Prices listed are for the quantities indicated next to the entry. Each quantity listed weighs 0.25 lb., except for flame tanks (5 lb.) and rockets (2 lb.).

Note. All characters gain two full magazines, clips, or cells for weapons when they purchase them. The only exceptions are air dart rifles and grenade launchers (which are sold without ammunition).

Editorial. **Ultramodern5** *follows the movie and videogame standard for clip/magazine usage – that is to say, mostly ignoring it, because it's frustrating to micromanage. Clips/magazines are included in the purchase price of ammunition, and it is assumed that you are reloading your clips in between encounters. You aren't strolling into fights with pocketsful of loose ammunition.*

AMMUNITION

Ammunition Type	QTY	Damage Application	Cost
Energy			
Battery cell – B	1	Various	2
Battery cell – M	1	Various	10
Battery cell – H	1	Various	40
Kinetic			
Caseless round	20	Any	4
Explosive Spheres	1	Any	20
ESP bullet	20	Any	4
Flame tank	1 tank	Any	25
Gauss flechette (coil/rail)	10	1d6-1d8	5
Gauss flechette (coil/rail)	10	1d10-2d6	10
Gauss flechette (coil/rail)	10	< 2d6	15
Heavy shell	1	Any	10
Net cartridge	1	—	5
Sabot SPP	20	Any	2
Sawblade	1	1d10	1
Shotgun slug	10	Any	2
Traditional bullet	20	1d4-1d6	1
Traditional bullet	20	1d8-1d10	2
Traditional bullet	20	1d12 and up	3
Injections			
Detonator	1	—	10
Fear	1	—	100
Narcosynthesis	1	—	20
Open Mind	1	—	150
Paralysis	1	—	75
Pain	1	—	100
Sleep	1	—	100
Slow	1	—	50
Alternate			
Armor Piercing	—	—	x5
Rubber	—	—	x3
Tracer	—	—	x4
Unusual Ammunition	—	—	x3-x4

ALTERNATE AMMUNITION

Certain weapons can have their standard ammunition altered with a more advanced substitute. Some variants deliver more damage while others fill a specific purpose against an enemy. Some ammunition can only be used with particular ammo types.

You cannot mix alternate ammunition types in the same clip/magazine. Thus, you can only use a kind of alternative ammunition property per turn unless you attack with multiple weapons.

ARMOR PIERCING

A weapon with AP rounds gains the AP property.

Use. Caseless rounds, ESP bullets, gauss iron flechettes, sabot SPPs, traditional bullets, heavy shells.

RUBBER

Large and larger targets suffer neither damage nor any effect. Medium and smaller targets suffer 1 hit point of damage (which cannot be modified) and have disadvantage on attack rolls until the start of your next turn. A natural 20 causes the target to be stunned until the start of your next turn.

Use. Caseless rounds, ESP bullets, sabot SPPs, shotgun shells, traditional bullets.

Requirement. Non-auto or non-auto-heavy.

TRACER

If you suffer disadvantage from firing at a target at long range and miss with your attack, on your next attack, you no longer suffer disadvantage. You also suffer -1 damage on each damage die.

Use. Caseless rounds, ESP bullets, gauss iron flechettes, sabot SPPs, traditional bullets;

Requirement. Auto or auto-heavy weapons only.

UNUSUAL AMMUNITION

In a fantasy campaign or certain sci-fi campaigns, certain types of foes may be vulnerable to certain materials. As long as those materials can be placed into a bullet, they can convey their properties to the target. The cost of the round will depend on the rarity of the material. This can include cold iron, fae iron, silver, or adamantine.

Use. Varies depending on the substance.

INJECTIONS

Injections are an affliction and act similar to poison, only with injections, the target cannot avoid the initial effect. Injections can be delivered manually with a melee attack or via an air dart gun. Instead of inflicting damage, you impose the injection's effect. For every size category over Medium, you require one additional hit of the same injection before activating the effects. If you hit the same target again with the same injection before the effect wears off, the target automatically fails its next saving throw against the effect. Injections do not work on undead or incorporeal creatures. A missed attack with an injector does not destroy the injection, and it can be recovered.

Detonator. This injection introduces nanites into a subject that are programmed to activate based on parameters you set before injection. As a reaction to a condition you determine, the target takes 12 damage.

Fear. This batch of psychotropics will make the victim think everyone around him is a demon…unless the victim itself is a demon, in which case, it may see angels. A creature hit is frightened. At the beginning of its turn, the target can make a DC 13 Constitution saving throw. It must pass two consecutive saving throws to recover from this effect.

Narcosynthesis. Truth serum, multiplied by fifty. For one hour, the target must make a DC 20 Constitution saving throw each time it attempts a Charisma (Deception) check or have disadvantage on the check.

Open Mind. This injection is a concoction of barbiturates, amphetamines, and LSD. When injected, the target becomes extremely susceptible to suggestion. A creature hit is charmed. At the beginning of its turn, the target can make a DC 13 Constitution saving throw. It must pass two consecutive saving throws to recover from this effect.

Pain. This injection does not inflict pain, but rather hypersensitizes the dermal nerve network, making a creature feel all sensations with uncomfortable intensity. Each time a hit target takes damage, it suffers an additional 1d4 damage. This is not affected by a critical hit. At the beginning of its turn, the target can make a DC 13 Constitution saving throw. It must pass two consecutive saving throws to recover from this effect.

Paralysis. This broad-spectrum mélange of neuromuscular-blocking drugs can inflict nearly instant paralysis in a target. A creature hit is paralyzed. At the beginning of its turn, the target can make a DC 13 Constitution saving throw. It must pass two consecutive saving throws to recover from this effect.

Sleep. This heavy dose of diazepam and various opioids *might* actually kill a horse. A hit creature must make DC 13 Constitution saving throw or fall unconscious. If hit again with the same injection within 1 minute, the saving throw must be repeated with a +3 increase to the DC (cumulative to max DC 22). The target remains unconscious for five minutes or until the sleeper takes damage or someone uses an action to shake or slap the sleeper awake.

Slow. This strange medley of drugs causes muscle relaxation by depressing the central nervous system. A hit creature has its speed reduced by half. It also suffers disadvantage on Dexterity ability checks and saving throws. At the beginning of its turn, the target can make a DC 13 Constitution saving throw. It must pass two consecutive saving throws to recover from this effect.

MELEE WEAPONS

Weapon	Cost	Damage	WT.	Properties
Simple Melee Weapons				
Brass knuckles	5	+2 bludgeoning	½ lb.	Augment, finesse, light, TL0
Collapsible baton	25	1d4 bludgeoning	1 lb.	Finesse, light, TL0
Fighting knife bayonet	25	1d6 piercing	2 lb.	Finesse, light, TL0, undermount
Plug bayonet	10	1d4 piercing	1 lb.	Finesse, light, TL0, undermount
Martial Melee Weapons				
Battle Drill	1,500	1d8 piercing	15 lb.	Heavy, reload (20-M), two-handed, TL1, undermount
Boom Gauntlet	5,000	+2 sonic	3 lb.	Augment, finesse, light, sonic, TL4
Buzz baton	3,500	1d6 bludgeoning / lightning	1 lb.	Finesse, light, pincher, reload (20-M), TL3
Chainsaw	1,500	1d8 slashing	15 lb.	Heavy, reload (20-M), two-handed, TL1, undermount
Harmonic blade	18,000	1d4 slashing / piercing	1.5 lb.	AP, finesse, light, reload (20-M), TL 2
Laser Leash	40,000	1d6 special	1 lb.	Finesse, plasma, reach, reload (20-M), TL5
Piton-gauntlet	250	Special (1d6) / Piercing	3 lb.	Augment, finesse, light, reload (20-M), TL1
Plasma Sword	40,000	1d8 special	1 lb.	Finesse, plasma, reload (10-M), TL5
Power-hooks	5,000	Special	6 lb.	AP, Augment, finesse, light, reload (20-M), TL2
Punch gun	350	Special (1d4) / Piercing	2 lb.	Augment, finesse, light, feed (4 shots), TL2
Punch (laser) gun	18,500	Special (1d6) fire	2 lb.	AP, augment, laser, finesse, light, reload (5-M), TL4
Punch (plasma) gun	32,500	Special (1d8) / special	2 lb.	AP, augment, plasma, reload (10-M), TL5
Rocket Hammer	5,000	2d6/3d6 bludgeoning	12 lb.	Heavy, reach, two-handed, TL3
Sick Stick	5,500	1d6 bludgeoning	2 lb.	Finesse, light, reload (10-M), TL3
Spike bayonet	100	1d8 piercing	2 lb.	Reach, two-handed, TL0
Tesla glove	1,500	Special lightning	3 lb.	AP, augment, finesse, light, pincher, reload (Special-M), TL2
Weapon	**Cost**	**Damage**	**WT.**	**Properties**
Martial Ranged Weapons				
Compound longbow	500	Special piercing	4 lb.	Ammunition (range 200/600), heavy, two-handed
Carbon Crossbow	500	1d10 piercing	6 lb.	Ammunition (range 200/600), heavy, loading, two-handed

MELEE WEAPONS

Weapons in officially licensed publications are available based on the details of the setting played. Weapons from non-core and third-party supplements are allowed with the GM's consent. In most cases, assume that archaic weapons are made with more advanced materials and techniques that make them more effective in a contemporary or futuristic setting.

BOOM GAUNTLET

This device not only covers up a hand but most of a target's arm as well. Contained within is a powerful acoustic pressure amplifier that generates a focused sonic explosion at the point of impact. As part of a hit, you can use a cell charge and inflict +2 sonic damage onto your melee hit and replace the entire bludgeoning damage with sonic. Additionally, as part of the same charge, you can push the target 5 feet as long as it is Medium-sized or smaller. You can increase the cell usage by 1 charge to increase the push by 5 feet. After 2 charges, the boom gauntlet will also affect Large targets. There is no maximum number of charges you can add as part of the hit (outside of the cell's capacity). If you push a target 10 feet or further, the target is knocked prone.

BRASS KNUCKLES

A no-fuss weapon, brass knuckles add +1 damage to unarmed melee hits.

BUZZ BATON

The buzz baton is a non-collapsible truncheon with a point capable of emanating a powerful electric shock. Basic damage is bludgeoning. As part of a hit, you can use a cell charge and either inflict +2 lightning damage or replace the entire bludgeoning damage with lightning damage.

HARMONIC BLADE

Beginning its life as a surgical scalpel, this device quickly evolved to accomplish the ethically opposite goal. The blade vibrates in excess of 75,000 Hz, enabling it to slice or penetrate virtually any substance. More advanced designs translate little of this pulsation to the user's hand, though it does still occur. As a result, using a harmonic blade for more than a few minutes generates significant muscle fatigue. Because a larger blade translates more of its energy to the wielder, there has not been a practical harmonic blade longer than a few inches.

If you have proficiency in Wisdom (Medicine), you gain a +2 bonus to damage with this weapon. Damage die increases to 1d6 if you have advantage on the target.

LASER LEASH

A laser leash does not thrash or swing around—it remains concealed within its wrist-mounted harness until released. It doesn't even occupy a hand. Once released, it requires less finesse in attempting to grapple a target. Each round the leash is active uses a cell charge.

Energy Clutch (4th level). A Large or smaller creature hit by your leash is restrained until freed. You cannot restrain creatures that are formless or incorporeal. A creature can use its action to make a DC 15 Strength check to free itself. You can make only one attack with the leash as part

of an Attack action regardless of the number of attacks you can normally make. Once a target is grappled, you can no longer attack with a leash.

Stable Field (6th level). Your reach extends to 15 feet.

Thumper (8th level). As a bonus action against a target you are restraining with the leash, you can either toss it up to 10 feet in the air (5 feet for large targets) or pull it to within 5 feet of you.

PITON GAUNTLET

This weapon mounts to the forearm and is effectively a captive bolt pistol. When activated, it propels a titanium rod three inches from your fist (or as much as a foot for larger models). Spring action recoil returns the rod to its housing an instant later. The ejection system utilizes compressed air containing enough pressure for five minutes, and refilling the air tank requires one minute.

If you hit a creature with a melee attack, you can activate the piton-gauntlet to inflict additional 1d6 damage on the target (listed on the table). Once you use the piton, you cannot use it again until the beginning of your next turn.

PLASMA SWORD

Any energy sword is effectively a magnetically bound rod of plasma capable of slicing nearly everything except another energy sword. Variations go by many names and many shapes, but they all share common qualities. You must be proficient with this weapon to gain any of its benefits. The sword can be activated and deactivated with a bonus action and, once turned on, uses a charge which can last up to five minutes.

Deflection (4th level). You gain a +1 bonus to AC as long as you don't wield a shield; this increases to +2 at 8th level.

Rebound (6th level). If an opponent misses you with a ranged energy weapon (laser, nuclear, plasma), you can use a reaction to reflect that attack to any target you can see. You have disadvantage with this attack. At 10th level, you no longer have disadvantage.

Enhanced Skill (12th level). You gain a +1 bonus to attack and damage rolls.

POWER HOOKS

These impressive devices are oversized augmented manipulators attached to artificial muscles and hydraulic pumps. The entire assembly wraps around the arm and most of the shoulder. Purchasing two links the two assemblies around the back.

Power-hooks increase the damage dice of unarmed attacks by one step (1d4 > 1d6 > 1d8 > 1d10 > 1d12 > 2d6 > 2d8 > 2d10). A power-hook takes up a hand.

PUNCH GUN

Effectively an impact-triggered firearm, the punch-gun only discharges when a short relay is trigged an inch from your unarmed attack. Earlier versions of the weapon use basic chemical projectiles. At TL4, this is often replaced with a laser, and at TL5 with a plasma weapon (such variations usually combine with an armored gauntlet to protect the wielder against backblast).

If you hit a creature with a melee attack, you can activate the punch gun to inflict additional damage on the target (listed on the table).

ROCKET HAMMER

This clumsy device resembles a long-handled medieval maul with a thruster and trigger built-in. Once per turn, as a free action, you can activate the thruster, spending a cell charge; your next attack suffers a -1 penalty to attack rolls, but damage increases to 3d6. You also score a critical hit on a natural 19 or 20.

SICK STICK

A similar weapon to the buzz baton, the sick stick is designed to induce nausea upon contact. Basic damage is bludgeoning. As part of a hit, you can use a cell charge to force a Medium-sized target or smaller to make a DC 15 Constitution saving throw or be poisoned for one minute. If a target saves, it is immune to the effect for one hour. The target can repeat the same at the end of each of its turns.

TESLA GLOVE

This unique item is equipped with more than a half-dozen resonant transformers that conduct severe electrical shocks to a target when you impact with a physical hit.

If you don't hit any creature during a round, at the start of your next turn, increase the damage of your next hit with this weapon by +2. This is cumulative up to +8 damage. After you hit any creature, the cumulative damage is inflicted, and the bonus is reduced back to 0. At the start of combat, unless you are surprised, the glove is assumed to be primed to +8 damage.

DEMOLITIONS

Weapon	Damage	Type	EXP	WT.	Cost	TL	Symp	Detonator
Grenades								
Booster	1d10	Physical	5 ft.	½ lb.	100	3	No	Detonator
Concussion	1d6	Physical	5 ft.	½ lb.	10	1	No	Detonator
EMP	None	None	15 ft.	½ lb.	100	3	No	Detonator
Flashbang	Special	Special	10 ft.	½ lb.	25	1	No	Detonator
Fragmentation	1d8	Physical	10 ft.	½ lb.	25	1	No	Detonator
Gravity Well	--	Special	15 ft.	½ lb.	200	4	No	Detonator
HEAT	2d6	Physical	5 ft.	½ lb.	45	1	No	Detonator
Magnetic Mine	1d10	Physical	5 ft.	½ lb.	250	3	No	Detonator
Mother	1d6	Physical	5 ft.	½ lb.	150	3	No	Detonator
Nerve Toxin	2d8	Poison	5/10/15 ft.	½ lb.	250	4	No	Detonator
Plasma	2d8	Special	15 ft.	½ lb.	400	5	No	Detonator
Riot	None	Poison	5/10/15 ft.	½ lb.	50	1	No	Detonator
Seeker	1d8	Physical	5 ft.	½ lb.	250	3	No	Detonator
Shockwave	1d4	Sonic	10 ft.	½ lb.	100	3	No	Detonator
Singularity	2d8	Special	10 ft.	½ lb.	450	5	No	Detonator
Smoke-Signal	None	None	0	½ lb.	5	0	No	Detonator
Smoke-Screening	None	None	10/15/20 ft.	½ lb.	10	0	No	Detonator
Tag	1d8	Physical	5 ft.	½ lb.	100	2	No	Detonator
White Phosphorus	1d8	Fire	5/10/15 ft.	½ lb.	150	1	No	Detonator
Explosives								
Auto Fuel	1d6	Fire	5 ft.	1g. / 8lb.	5	0	Yes	Ignition
Composition	1d10	Physical	5 ft.	1 lb.	50	2	No	Detonator
Exposed gunpowder	1d6	Physical	5 ft.	1 lb.	5	0	Yes	Ignition
Fertilizer / ANFO	1d6	Physical	5 ft.	1 lb.	5	0	No	Explosive
Jet Fuel	1d8	Fire	5 ft.	1g. / 8lb.	5	0	Yes	Explosive
TNT	1d8	Physical	5 ft.	1 lb.	20	0	Yes	Explosive

DEMOLITIONS

Regardless if you throw it or set it, the controlled, sudden expansion of energy remains a popular option in military uses. In Ultramodern5, we divide these demolitions into two variations, grenades and explosives.

GRENADES

These explosives come equipped with either an impact detonator or a 1-round timer detonator (exploding at the beginning or end of your next turn—your choice), chosen when you use the grenade. They can be thrown or fired from a launcher without requiring an Intelligence (Demolitions) check. A grenade can still be used with another detonator, but this requires a separate detonator and the use of the Intelligence (Demolitions) skill to plant it. Some modified grenades can still be thrown, but most cannot.

EXPLOSIVES

All explosives require a separate detonator. Some explosives are not designed to be used as one (like fuel) and may be overly or insufficiently sensitive as well as cumbersome. Explosives can be triggered without an Intelligence (Demolitions) check, but one is required to plant a detonator or at least some form of trigger.

PHYSICAL

Grenades and explosives with the physical damage type deal bludgeoning damage unless otherwise stated. Medium or smaller targets that don't save against the Dexterity saving throw are knocked prone by the explosion.

RANGE

All grenades and explosives 2 lb. or less can be thrown by Medium-sized targets to a range of 60 feet. You cannot effectively throw explosives larger than 5 lb. A GM can alter these values if the thrower has a higher strength or is larger.

READING THE TABLE

Exp. All explosives have the Exp property (see Weapons). This entry indicates the area of effect.

Detonator. This indicates the type of detonator required to trigger the explosive. *Ignition*—requires an ignition source (a flame or another explosive). *Explosive*—requires another explosive (it will not detonate with an ignition). *Detonator*—requires an actual detonator (it will not detonate otherwise).

Note. Grenades are equipped automatically with an impact detonator or 1-round timer detonator (choose when using the grenade).

Symp (Sympathetic). A "yes" indicates it can be detonated if caught in the radius of another explosion (50% chance). A "no" indicates it cannot, but it may still be detonated by another method initiated by another explosion as long as it has an appropriate detonator. A sympathetic explosion is treated as part of the same explosion only if it is located in the same area as the primary—otherwise, make a separate explosives attack.

EXPLOSIVE COMBAT

Most explosives listed can be either a grenade or a planted explosive. Grenades can be thrown or loaded into a grenade launcher, and they detonate upon impact or on your

next turn (beginning or ending), chosen when using the grenade. Planted explosives require a detonator and an Intelligence (Demolitions) check.

USING GRENADES

When making a grenade attack (or an attack where you throw an explosive), you pick a spot in range (60 feet if thrown). All targets in the blast radius must make a Dexterity saving throw or take full damage. Targets that make the save take half damage.

Impact Point. Any creature within the same 5-foot space as an exploding grenade takes +1 die of damage from a grenade attack (so a 2d6 concussion grenade will inflict 3d6 to any creature occupying the same space as the grenade when it detonates).

Direct Attack. Grenade launchers, rocket launchers, ground heavy guns, plasma artillery systems, and any other firearm with an "exp" value can target an opponent directly, using the direct property. See the description of that property.

Dexterity Saving Throw DC. The DC for the Dexterity saving throw is either 15 or 8 + your Dexterity modifier + your proficiency bonus, if applicable (whichever is higher). Targets that pass the saving throw still take half damage. Some grenades like EMP and nerve don't require Dexterity saving throws. As mentioned previously, a saving roll of a natural 1 is a critical hit.

USING DEMOLITIONS

Demolitions. When detonating an explosive, all targets in the blast radius must beat the Dexterity saving throw DC or take full damage. Targets that make the save take half damage.

Dexterity Saving Throw DC. The DC for the Dexterity saving throw equals 8 + your Dexterity modifier + your Intelligence (Demolitions) proficiency bonus. Targets that pass the saving throw still take half damage. As mentioned previously, a saving roll of a natural 1 is a critical hit.

Proxy Detonation. Explosives always go off when their detonation conditions are met, regardless of whether the attacker can act in the encounter. The Dexterity saving throw DC of the explosive is set by the person making the Demolitions check, not the person who triggers the explosion. If the explosive is thrown, then choose the higher DC between the creator and the thrower.

PROPERTIES OF BOTH

Damaging Structures, Inanimate Objects, and Helpless Creatures. Anything in range that does not have a Dexterity score and is not moving takes maximum damage from the blast. Animated targets that are helpless against the blast (for instance, if the explosive is attached to them) cannot make saving throws and also take maximum damage.

After-effects. After an explosive or grenade is detonated, the affected area provides half-cover for one round.

EXPLOSIVES AND GRENADES TYPES

Booster. The booster grenade is a larger explosive but is enhanced with a short-period rocket booster. After being thrown, at the apex, the rocket pulses, sending it further out, giving the grenade a maximum throwing range of 400 feet.

Composition Explosive. This soft, malleable explosive is also commonly referred to as "plastic explosive" and is the standard explosive for breaching demolitions because of its ability to be formed into shaped charges. It can be cut, formed, wrapped, and combined with others of its type. Composition explosive is more expensive than conventional explosives but effective in its capacity. It is also extremely stable.

With a successful DC 10 Intelligence (Demolitions) check, you can change the blast zone of the explosive from a 5-foot radius to a 10-foot cone. You must determine which area the explosive is affecting when you set it, and

once set, and your skill check rolled, you cannot alter the explosive pattern without starting over. You cannot increase the area of a cone beyond 30 feet with additional explosives.

Concussion. This light explosive uses air pressure as well as shrapnel to disrupt enemy lines. They are often employed as mines and in air bursts to break up dense collections of personnel. Targets with 10 hit points or less that fail the saving throw are killed.

EMP. These don't inflict any damage, but instead, discharge an electromagnetic burst that disrupts electronics. When detonated, all technology that employs a cell stops functioning for 1d4 minutes. Vehicles suffer disadvantage on Dexterity checks for 1d4 minutes.

Flashbang. Often simply referred to as a stun grenade, a flashbang reduces the combat effectiveness of opponents by confusing and disorientating them with a sudden blinding magnesium flash and a deafening blast. The grenade body doesn't actually fragment, so no shrapnel is dispersed. Targets that fail the save are blinded and deafened until the end of your next turn.

Frag (Fragmentation). Frags are designed purely as an antipersonnel explosive by discharging dozens of plastic or steel flechettes blowing out along with fragments of the explosive's own shell. This deadly shrapnel shreds anything it touches (dealing bludgeoning, piercing, AND slashing damage).

Fuel, Auto / Jet. Despite what movies will have you believe, it's not easy to set jet fuel ablaze. Standard automotive fuel doesn't burn in liquid form, but fumes do, and the heat of a flame is more than enough to start the surface of a liquid slick evaporating. The blast radius is also on fire for 3d6 minutes. Any target moving into an affected area on its turn or any target beginning its turn in an affected area suffers the basic damage of the fuel (1d6 or 1d8).

Gravity Well. This device, when thrown or deployed, upon contact with the ground or a wall, immediately roots itself, requiring a DC 25 Strength check to remove. It then creates a concentrated gravity source, pulling everything toward it. Each creature in range must make a DC 20 Strength saving throw or be pulled toward the gravity well on a failure; it is then restrained for one minute. A target can repeat the same at the end of each of its turns. The pull effect only occurs at detonation; other targets can walk through the area of effect later without being affected. The gravity effect is so strong, all the targets pulled are piled atop and squeezed into the five-foot space (whenever possible)

H.E.A.T. Or high-explosive anti-tank, HEAT can generate extreme temperature in a focused burst, compromising virtually any defense. When focused into a shaped charge, a HEAT weapon is the greatest threat to armored opponents. HEAT explosives have the AP property and also count as fire and radiant against targets resistant to those types.

Magnetic Mine. After being thrown or set, this explosive will attach itself to any metal object it can detect up to 30 feet away. If thrown, determine the impact point; the mine will sit and wait. The mine will automatically deactivate and be rendered useless if not detonated within one week; a reset signal will reset for another week. As a reaction to a metallic object entering its area, the mine will move to the target, enter its space, and detonate.

Mother. A mother grenade, upon detonation, deploys four smaller concussion grenades that jump out from the mother location in different directions for 10 feet. They then detonate after the mother's detonation is resolved.

Nerve Toxin. A deadly and illegal weapon, this grenade expels a potent gaseous mixture blending a batrachotoxin and taipoxin and several other agents produce a deadly gas that causes complete paralysis of all muscles by stopping the release of acetylcholine. By blocking nerve pulses to the muscles, the subject dies from asphyxiation or heart failure. Nerve toxin grenades are a gas effect that only affects living creatures. After detonation, the area continues to affect any creature that starts its turn in or enters the target area for 1d4 minutes. After detonation, the nerve toxin grenade fills a 10-foot cube, expanding to 20 feet at the top of the next round and 30 feet on the round after that. Targets are poisoned and suffer 2d6 damage each turn. At the beginning of its turn, the target can make a DC 15 Constitution saving throw. It must pass two consecutive saving throws to recover from this effect.

Nitroglycerine. One of the oldest explosives, nitro is no longer actively used due to its instability. Nitroglycerine will always detonate if caught in the blast radius of another explosive, if dropped from a height of more than 5 feet, or if ignited.

Riot Grenade. Riot grenades are used usually to disperse crowds and disorientate attackers. The grenade doesn't explode but instead opens valves, releasing compressed tear gas. In addition to creating an obscuring field of smoke, the gas causes skin and eye irritation on contact, throat and nose irritation if inhaled. Riot grenades are a gas effect that only affects living creatures. After detonation, the area continues to affect any creature that starts its turn in or enters the target area for 1d4 minutes. After detonation, the riot grenade fills a 10-foot cube, expanding to 20 feet at the top of the next round and 30 feet on the round after that. Targets are poisoned, and their speed is halved. At the beginning of its turn, the target can make a DC 15 Constitution saving throw. It must pass 2 consecutive saving throws to recover from this effect.

Seeker. The seeker is less thrown as it is released. It possesses a fly speed of 30 feet and can be remotely controlled for up to one minute. It can still be thrown a longer distance with the flight taking over thereafter. It detonates when instructed. You can only control one seeker grenade at a time, and each one has an AC of 18 and 1 hit point. If shot, it is destroyed (it does not detonate).

Shockwave. When detonated, the shockwave sends out a massive sonic blast. Each target Large or smaller is pushed to the edge of the blast range plus 10 additional feet. If hitting an obstruction, the target and the obstruction suffer damage equal to half the distance moved. Affected targets must also make a DC 15 Constitution saving throw or be deafened for one minute.

Singularity. This mighty weapon creates a similar phenomenon to the gravity well, except the gravity at the source is significantly more powerful. The singularity does

not root itself as it pulls everything to its single point (including chairs, kitchen appliances and books). Each creature in range must make a DC 20 Strength saving throw or be pulled towards the gravity well on a failure. Those pulled take 3d8 force damage as they reach the center. Those killed or reduced 10 hit points or less are pulled into the singularity and disintegrated. Objects small enough are likewise drawn in and immediately vaporized. Those not killed are knocked prone.

Tag. Instead of setting a location, the attacker may instead make a ranged attack roll at a range of 30/70 with a tag grenade. If hit, the grenade attaches to the target, requiring a DC 20 Strength check to remove. You can detonate the grenade at any time, either as a bonus action or a reaction for up to one hour.

TNT (Trinitrotoluene). TNT is the standard explosive to which all others are compared. Although not employed in modern industry or military applications, it is still prevalent in black market circles and in civilian use (e.g. mining). Unlike moldable explosive, TNT can accidentally detonate if caught in the blast of another explosion.

SMOKE GRENADES

There are three types of smoke grenades: screening grenades, signal grenades, and white phosphorous grenades. Most smoke grenades are employed as signaling devices, though they can also be used to screen unit movements, conceal advancement and hinder enemy fire. Signal smoke grenades cannot be used for screening, though screening grenades can be used as a signal grenade. Screening grenades expel either a hexachloroethane/zinc (HC) mixture that is also an irritant or a terephthalic acid mixture (TA), which is harmless. Signal grenades use potassium chlorate, lactose, and a colored dye to work. Signal grenades are available in several colors, including white, red, yellow, green, and purple. The white phosphorus grenade is a smoke grenade with an explosive burst. Rather than burning to make smoke, the phosphorus ignites in the air after spreading. The brilliant yellow flame produces phosphorus pentoxide, the smoke, as a by-product. The intense heat allows the grenade to double as an antipersonnel weapon. The heat is devastating in close quarters.

Screening Special Rule. After detonation, the smoke grenade fills a 20-foot cube, expanding to 30 feet at the top of the next round and 40 feet on the round after that. The smoke obscures all sight, including dark/night vision. Everyone inside or on opposite sides of the smoke from an attack are granted three-quarters cover. Smoke grenades last for 1d4 minutes. Wind can disperse the smoke as well.

White Phosphorus Special Rules. This grenade has the same effect as the screening grenade, except it also deals fire damage to targets inside. Targets entering or passing through the affected area automatically suffer damage without a saving throw (saving throws are only for the initial impact). White Phosphorus damage cannot be increased by direct fire, ground zero, impact square, or a critical hit.

ARMOR

Back in the medieval age, people protected themselves with clumsy suits of mail, perhaps the odd shield brandishing a crest. Thankfully, armor is no longer obvious, and can often be slipped underneath regular clothes. And then someone asks to don a giant power armor and subtlety goes out the window.

Option. The time period and setting of a game dramatically affect the role of armor. Is it mandatory, or do only certain people wear it? If armor is expected to be uncommon or reserved for specialized circumstances, the GM should consider the following modifications:

- Increase base unarmored AC to 12 instead of 10;
- Allow characters to add Dex OR Con to AC instead of just Dex (representing the ability of tougher characters to shrug off inconsequential hits);
- Increase the base AC of all light armor by +1;
- All armor reduces incoming damage, in addition to other properties: 1 point for light, 2 for medium, 3 for heavy (to a minimum of 1 damage); this does not apply to exo-armor.
- A more advanced form of these optional rules can be found in the UltraMax chapter.

These modifications do not apply if self-shields are the norm (see below).

EXO-ARMOR

Powered armor, or exo-armor, is a powered mechanized unit controlled by a pilot inside. While several are not much bigger than their controllers, others weigh several tons and can tower over fifteen feet. Even though these are machines rather than creatures, Large suits can still squeeze like any other creature.

Exo-armors are not mecha, as they operate mostly under conventional armor rules. Mecha have their own, more complicated rules, as detailed in the following chapter.

Entering and Exiting Exo-Armor. While under power, it is possible to don or remove exo-armor by using an action and expending 30 feet of movement (on the same turn).

Hit Points & Threshold. Exo-armor has its own hit point total, which the wearer can shunt damage instead of taking it herself. It also possesses a threshold, which is the maximum amount of damage the suit can absorb (or shunted to its own hit points) from a single hit (the wearer taking the rest). If exo-armor is reduced to 0 hit points, it can no longer absorb damage but is still functional. It is only considered disabled when its pilot is reduced to 0 hit points.

Shutdown. Exo-armor, being more an occupied robot than a suit of armor, is vulnerable to effects that disable machines such as an electromagnetic pulse. Should the armor lose power and be unable to recover, the wearer is also immobilized but can escape from the armor by using three consecutive actions or bonus actions followed by 30 feet of movement to extricate herself.

Weight. Exo-armor can support its own weight and does not encumber the user. Its movement value is also fixed, despite any other gear or abilities the user may possess to alter it.

ARMOR

Armor	Cost	Armor Class (AC)	STR	Stealth	WT.	Cell	TL
Light Armor							
Starting Armor							
Leather / Textile	20	11+Dex modifier	—	—	8 lb.	—	0
Ballistics Armor	40	12+Dex modifier	—	—	15 lb.	—	0
Synthetic Weave	40	11+Dex modifier	—	—	7 lb.	—	0
Advanced Armor							
Ballistics Armor, Mk 2	800	12+Dex modifier	—	—	15 lb.	—	0
Biosuit	20,000	15+Dex modifier	—	—	15 lb.	—	
Synthetic Weave, Mk2	500	11+Dex modifier	—	—	7 lb.	—	1
Spider-Silk Suit	1,500	12+Dex modifier	—	—	10 lb.	—	4
Medium Armor							
Starting Armor							
Force Body Vest	50	13+Dex modifier (max 2)	—	—	20 lb.	—	0
Aramid Combat Suit	200	14+Dex modifier (max 2)	—	Disadvantage	25 lb.	—	1
Aramid Survival Suit	300	15+Dex modifier (max 2)	—	Disadvantage	30 lb.	—	1
Advanced Armor							
Aramid Combat Suit, Mk2	1,500	14+Dex modifier (max 2)	—	—	25 lb.	—	1
Aramid Survival Suit, Mk2	3,500	15+Dex modifier (max 2)	—	—	30 lb.	—	2
Blinder-Mail	4,500	14+Dex modifier (max 2)	—	— / Special	25 lb.	H(20)	3
Nanotech Armor	5,000	16+Dex modifier (max 2)	—	—	25 lb.	H	3
F.A.S.T.	18,000	15+Dex modifier	—	—	35 lb.	H	
Plus Suit (Mark 1)	9,500	15+Dex modifier	—	—	35 lb.	H	2
Space Suit (Medium)	3,500	15+Dex modifier (max 2)	—	Disadvantage	35 lb.	M	2+
Heavy Armor							
Starting Armor							
Flak Longcoat	100	14	—	Disadvantage	35 lb.	—	0
Carbide Armor	200	16	Str 13	Disadvantage	35 lb.	—	0
Tactical Body Armor	300	17	Str 15	Disadvantage	30 lb.	—	2
Advanced Armor							
Advanced Wasteland	5,000	17	Str 15	Disadvantage	40 lb.	—	3
Carbide Armor, Mk2	1,500	17	Str 13	Disadvantage	35 lb.	—	0
Full Combat Warrior	7,500	18	Str 13	Disadvantage	40 lb.	H	3
Molten Mail	5,000	18	Str 13	Disadvantage	35 lb.	H(20)	4
Plus Suit (Mark 2)	30,500	15+Dex modifier	—	—	55 lb.	H	3
Space Suit (Heavy)	5,000	15	—	Disadvantage	40 lb.	M	2+
Tactical Body Armor, Mk2	2,500	17	Str 15	Disadvantage	30 lb.	—	2
Tech-Mail	2,500	18	—	Disadvantage	35 lb.	—	3
Yowie Suit	750	15	Str 13	Special	35 lb.	—	0
Yowie Suit, Mk2	5,500	15	Str 13	Special	25 lb.	H(20)	3
Exo-Armor (Light)							
Living Carapace (Light)	40,000	12+Dex modifier	—	—	400 lb.	—	3
VR-052F Superlight	120,000	12*+Dex modifier	—	—	450 lb.	H(10)	5
YF-21 Skinsuit	65,000	12*+Dex modifier	—	—	265 lb.	H	4
Exo-Armor (Medium)							
Combat Exoskeleton	65,000	15*+Dex modifier (max 2)	—	Disadvantage	1,950 lb.	H	4
Combat Exoskeleton	85,000	15*+Dex modifier (max 2)	—	Disadvantage	1,950 lb.	H	5
Living Carapace (Medium)	55,000	15+Dex modifier (max 2)	—	—	800 lb.	—	3
VF-1 Power Suit	65,000	15*+Dex modifier (max 2)	—	Disadvantage	650 lb.	H	3
Utility Exoskeleton	59,000	14*+Dex modifier (max 2)	—	Disadvantage	1,500 lb.	H	3
Vulture	52,000	14*+Dex modifier (max 2)	—	Disadvantage	350 lb.	H	4
Exo-Armor (Heavy)							
ATAC-01 God Mech	115,000	18*	—	Disadvantage	18,000 lb.	H(10)	5
ATH-Q58 Vertical Tank	85,000	18*	—	Disadvantage	8,000 lb.	H	4
AV-98 Mecha	50,000	18*	—	Disadvantage	10,000 lb.	H	3
Living Carapace (Heavy)	65,000	18	—	Disadvantage	1,500 lb.	—	3
Mobile Motor Armor	65,000	18*	—	Disadvantage	3,950 lb.	H	4
RX-78 Motor Slave	100,000	18*	—	Disadvantage	4,850 lb.	H	5
Unit 01 Power Armor	70,000	18*	—	Disadvantage	4,050 lb.	H	4

* AC enhanced, see description.

LIGHT ARMOR

BALLISTICS ARMOR

This is a light, but still somewhat clumsy collection of ceramic and polymer plates placed strategically to withstand impacts without hampering maneuverability significantly. This armor works well under normal clothes without revealing its purpose.

Resistance (Mk2). Slashing from nonmagical weapons.

BIOSUIT

An offshoot from other nano-technology-based armor, the biosuit is designed to maximize user abilities. Its inbuilt AI is programmed to perfectly match itself to its owner, and thus is nearly impossible to steal without being rendered useless. It's also nearly unseen on the black market as the only way to give one away is for the original owner to be present for the handoff and authorize the AI to match to a new user. Once paired, the biosuit perfectly conforms to the physical features of its user, knowing where to add enhancements. As a result, it is considerably more maneuverable than other armors of its type. Its most notable feature allows it to switch modes depending on conditions present.

Balance. For the sake of game balance, the biosuit counts as three very rare items.

Power. The biosuit requires an H-class power cell to operate, and it does not function without it.

Mask. You are immune to gas attacks and inhaled poisons.

Mode. Use an action to set the biosuit's mode. By default, it is set to armor mode, but when switched, it will remain in its new mode until switched back. After a short or long rest, it automatically switches back to armor mode. Activating a mode costs a cell charge, but maintaining a mode does not.

- *Armor*—You gain 10 temporary hit points. Once during your turn, as a free action while in armor mode, you can regenerate 1 temporary hit point (the total does not reset if you disable and reengage armor mode). You also gain resistance fire, acid, and cold, as well as bludgeoning, slashing, and piercing from nonmagical weapons.
- *Strength*—You gain a +4 bonus to Strength and have advantage with Strength ability checks.
- *Speed*—You gain a +10 bonus to speed and can use the Dash action as a bonus action.
- *Cloak*—You become invisible until the end of your next turn. Anything you are wearing or carrying is invisible as long as it is on you. The effect ends if you attack or cast a spell. Once deactivated, the armor reverts back to armor mode.

LEATHER / TEXTILE

This is a blanket term referring to any high-quality set of clothes not directly intended for combat protection. Very often, these clothes are meant for aesthetics with the added benefit of saving the wearer from bumps and scrapes. It also offers the advantage of not impeding the user.

SPIDER SILK SUIT

Computer-controlled looms weave super-thin synthetic silk into an extremely flexible nylon. When struck with an attack, the spider silk resists as hard as steel but will still flex more than soft rubber. It employs several thicker pads of carbon fiber in key areas. The spider suit allows for extreme maneuverability.

Resistances. Lightning and slashing from nonmagical weapons.

Flexible. If your Dexterity score is 20 or higher, the AC of this armor increases to 13.

SYNTHETIC WEAVE

The predecessor to advanced aromatic polyamides, this full-body set includes thicker pads for impact damage reduction from slashing. It is, however, vulnerable to piercing attacks. Nevertheless, it is a popular basic outfit and a comfortable choice for many in the field. Unlike most armor, synthetic weave can fit easily and covertly under normal clothes (and can even be designed to look more like clothing than armor).

Resistance (Mk2). Slashing from nonmagical weapons.

MEDIUM ARMOR

ARAMID COMBAT SUIT

The combat suit employs and blends harder materials, rigid plates, and flexible aramids. Additional layers of nylon separate staggered sheets of thin polymer plastic.

Resistance (Mk2). Fire and bludgeoning from nonmagical weapons.

ARAMID SURVIVAL SUIT

This employs a combination of flexible aramid fabrics and rigid ceramic and metal plates. The suit covers the wearer completely, sealing her from the outside environment.

Mask. You are immune to gas attacks and inhaled poisons.

Resistances (Mk2). Fire and cold, and bludgeoning from nonmagical weapons.

BLINDER MAIL

This resembles a lightened version of the heavier titanium carbide armor. It additionally offers a holographic camouflage net that can alter the physical properties of the suit to resemble nearly any terrain it is using.

Stealth. When you activate the stealth net, you have advantage on Dexterity (Stealth) checks and can attempt to hide even without cover or breaking line of sight (although doing so negates your advantage). The stealth net takes one charge per minute of use.

F.A.S.T.

(Fighting Accelerator Suit Technology)

Although a full-body enclosed suit, the fast-tracker does not count as an exo-armor given certain limitations over more advanced models. However, like the plus suit, it does blur the lines somewhat. The F.A.S.T. significantly improves maneuverability, speed, and strength. It also benefits from an enclosed life-support system, protecting the user from hostile external environments. Its helmet-mounted holographic display improves maneuverability and targeting, making the end result a financial nightmare that never reached mass production. As such, few are seen outside of support roles.

Balance. For the sake of game balance, the F.A.S.T. counts as one legendary items and two very rare items.

Electromagnetic Shielding. As a reaction to the armor's shutdown, the F.A.S.T. comes back online. Once you use this feature, you cannot use it again until you finish a long rest. If still disrupted, you are restrained until the armor comes back online.

Jump Jets. You are always considered moving when performing a jump.

Accelerator. You have advantage with Strength (Athletics) checks and Dexterity (Acrobatics) checks.

Mask. You are immune to gas attacks and inhaled poisons.

Boosted. You gain a +2 bonus to Dexterity and a +2 bonus to Strength.

Power. The F.A.S.T. requires an H-class power cell to operate, and it does not function without it.

Resistances. Fire, acid, and cold, and bludgeoning, slashing, and piercing from nonmagical weapons.

Speed. Your speed increases by +10. You spend a charge to increase this to +40 for up to one minute, and you can use the Dash action as a bonus action.

FORCE BODY VEST

An upgrade from basic ballistics armor, this variation is lighter, equally as resilient, and is offered in a modular configuration, making it far easier to provide a proper fit. If worn below clothes, it is still obvious.

NANOTECH COMBAT ARMOR

This suit uses molecule-sized machines to alter the composition of the suit at the instant of impact. Usually, the combat suit remains elastic and comfortable. Anytime any impact occurs, the micromachines react with a response time of less than 0.035 seconds. The impact point becomes immediately inflexible and solid, deflecting the attack.

Nano-Reaction. Any critical hit against you becomes a normal hit.

Resistances. Fire and cold, and bludgeoning and slashing from nonmagical weapons.

PLUS SUIT

A predecessor of later powered armor, plus suits became popular in many circles, given their enhancement capabilities and maneuverability without sacrificing visibility and while maintaining a relatively inexpensive price point. Early models stuck with enhancement and only a close inspection would reveal the limb reinforcements over other regular advanced military armors. Later successors did away with this restriction and began pushing the armor until the line between it and a full-blown mecha became blurred.

Balance. For the sake of game balance, the plus suit counts as two rare items. The TL4 plus counts as one legendary items and two rare items.

Electromagnetic Shielding. As a reaction to the armor's shutdown, the plus comes back online. Once you use this feature, you cannot use it again until you finish a long rest. If disrupted, you are restrained until the suit comes back online.

Enhancement. While wearing a plus suit, you gain the following benefits:

- +2 bonus to Strength
- +2 bonus to Dexterity.
- +5-foot bonus to speed.

Mark 2--The Mark 2 increases the base model's feature to include the following.

- +4 bonus to Strength
- +4 bonus to Dexterity
- +10-foot bonus to speed
- You have advantage with Strength (Athletics) checks and Dexterity (Acrobatics) checks.

Mask. You are immune to gas attacks and inhaled poisons.

Mounts. Your armor is equipped with mounts on each arm, leg, and on each shoulder. Each mount can hold a two -handed-handed small arm (or smaller) or up to four magazines, cells, which can be accessed easily.

SPACESUIT (MEDIUM/HEAVY)

Spacesuits don't technically function as combat armor, but they do provide needed protection. There are two varieties, medium and heavy, with the latter being reserved for dedicated space use the former often employed within spacecraft or when upon alien worlds.

Electromagnetic Shielding. Spacesuits are immune to electromagnetic damage and interference.

Pressurized. A spacesuit has its own air supply providing one hour per tech level of life support. While sealed, you are immune to gas attacks and inhaled poisons.

Cosmic. You have resistance to force and radiant damage.

Thrusters. Your energy cell powers a thruster system with 30 charges. If within freefall or a low-to-no gravity environment, you can move using your thrusters (one charge per move). You can also use a charge as a free action to gain advantage to your next Dexterity ability check (while in low-to-no gravity).

Layered (Heavy only). You have resistance to bludgeoning damage from nonmagical weapons.

HEAVY ARMOR

ADVANCED WASTELAND ARMOR

An evolved form of the full combat warrior, cooling systems maintain internal temperature in the harshest environments. A sealed helmet processes external gases.

Resistances. Fire and cold, and bludgeoning and slashing from nonmagical weapons.

Mask. You are immune to gas attacks and inhaled poisons.

Targeting. You gain a +1 bonus to damage rolls with ranged weapons within normal range.

CARBIDE ARMOR

Super-strong plates of tungsten carbide are strapped inside a flexible nylon suit to offer remarkable stopping power. However, these plates are heavy and significantly reduce the user's flexibility.

Resistances (Mk2). Fire and cold, and bludgeoning from nonmagical weapons.

FLAK LONGCOAT

This clumsy but stylish piece of subtle outerwear contains a thick inner layer of flexible aramid patches able to resist cutting and piercing. It comes available in brown or black. It leaves the head vulnerable, even with the collar up. Most importantly, it flaps dramatically in the wind.

FULL COMBAT WARRIOR

The full combat suit is a mixture of aramid padding and titanium plates in water-resistant layers of nylon and metallic fibers covered by patterned camouflage. It offers an insulated backpack-mounted computer system that controls various operations in the suit.

Nightvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, and the system renders everything you see in shades of either green,

yellow, or blue (user's preference).

Stealth. If your camouflage pattern matches your terrain, you gains a +2 bonus with Dexterity (Stealth) checks. It takes a full minute to adapt a suit to the terrain.

Targeting. You gain a +1 bonus to damage rolls with ranged weapons within normal range.

Resistances. Fire, and bludgeoning and slashing from nonmagical weapons.

MOLTEN MAIL

Able to reshape itself structure at the molecular level, molten mail can shunt resources from protection to assault on the fly. An advancement over other nano armors, this variant would later be improved further by adding flight and ranged weapon options over the earlier limitations regarding metallic shapes.

Electromagnetic Shielding. As a reaction to the armor's shutdown, the mail comes back online. Once you use this feature, you cannot use it again until you finish a long rest.

Power. The molten mail requires an H-class power cell to operate, and it does not function without it.

Resistances. Fire and cold, and bludgeoning from nonmagical weapons.

Shaping. As a bonus action, molten mail can form portions of itself into solid metal shapes. These forms must always remain attached to the armor; if separated, they reduce back to liquid until the main body can absorb it. Each bonus action can accomplish one shape. Formed weapons count as magical and adamantine for the purposes of armor penetration. Here are your shape options:

- Any single light melee weapon.
- Any two-handed weapon (reduces AC by 1).
- A shield that increases AC by +1. The affected arm cannot wield weapons but is otherwise considered empty.
- You solidify your legs into the ground; you have advantage against being moved against your will, but your speed is halved.

Mark 2—The upgraded model offers these additional options to shaping.

- A one-handed laser or nuclear small arm. Each cell of the weapon uses up one charge of your armor's H cell.
- A two-handed laser or nuclear small arm (reduces AC by 2). Each cell of the weapon uses up 2 charges of your armor's H cell.
- Use a cell charge to gain a flight speed of 50 for up to one minute.

TACTICAL BODY ARMOR

This is a slightly detuned version of the full combat warrior armor. It offers similar protection in a lighter package. It sacrifices several of its carbide plates to make the suit less expensive for those on a budget and does not have a computer system built in.

Resistances (Mk2). Fire and cold, and bludgeoning from nonmagical weapons.

TECH MAIL

The most advanced non-powered armor, tech-mail, is based on medieval scale armor, utilizing overlapping discs no bigger than gold coins interlaced together to form a durable but flexible covering. The discs, comprised of silicon, ceramic, and titanium, spread out impacts across the entire body, allowing for greater protection. The exacting pattern of the scales is proportioned perfectly to maximize protection where needed most.

Resistances. Fire and cold, and bludgeoning, slashing, and piercing from nonmagical weapons.

YOWIE SUIT

Not designed for actual combat, this clumsy but effective piece of camouflage offers some rudimentary protection. It is not terribly heavy, but its overlapping layers of fake foliage renders fast movement nearly impossible. Pouches and straps conceal various other camouflage patterns that can unfold or release to alter the appearance of the suit.

Stealth. In any earth or forest terrain, you have advantage on Dexterity (Stealth) checks. Additionally, if you don't move on your turn, you gain half-cover.

Thermoptics (Mk2). The suit employs holographic imaging. If you spend a battery charge and don't move on your round, you are invisible. You remain invisible until you move or make an attack.

EXO-ARMOR

ATAC-01 GOD MECH

The most dominant and imposing suit in the known world, the ATAC-01 is designed to take on the largest of targets or engage entire enemy squads by itself. It is the ultimate evolution in exo-armor development—anything larger would be impractical. Someone acquiring an ATAC-01 would be wise to take care of it. It's unlikely they would get another.

Balance. For the sake of game balance, the ATAC-01 counts as two legendary items and one very rare item.

Bonus. The ATAC-01 has a +3 bonus to AC (21 total).

Electromagnetic Shielding. As a reaction to shutdown the ATAC-01 comes back online. Once you use this feature, you cannot use it again until you finish a long rest.

Gauntlets. Unarmed attacks with the armor do base 1d8 damage. If you already inflict 1d8 or more damage with unarmed attacks, increase the damage dice by one step (1d10 > 1d12 > 2d6 > 2d8 > 2d10). The gauntlets also have a +2 bonus to attack and damage rolls.

Gravity Drive. You suffer no damage from a fall.

Hit Points. The ATAC-01 has 60 hit points and a threshold of 60.

Large Size. You are considered a Large creature while wearing the armor. You have reach.

Mask. You are immune to gas attacks and inhaled poisons.

Mecha Fists. The ATAC-01 has a Strength of 25.

Nightvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades

of gray.

Phase. As a move action, spend a charge and teleport up to 25 feet.

Power. The ATAC-01 requires an H-class power cell to operate, and it does not function without it.

Regeneration. The ATAC-01 recovers 1 of its own hit points at the end of your turn while the machine is active.

Repair Drone. You can spend a charge as an action to recover 10 of the ATAC-01's hit points.

Resistances. Fire, acid, and cold, and bludgeoning, slashing, and piercing from nonmagical weapons.

Sensor Net. You have advantage on Wisdom (Perception) checks.

Speed. Your speed is 30 feet.

ATH-058 Vertical Tank

The successor of the smaller VF-1, the impressive ATH has unfortunately not found as much recognition. The military division has analyzed the size of the machine, and the logistics division has criticized its cost in comparison to its lighter and cheaper cousin. In truth, its reputation as a weaker system is undeserving, as the ATH is considered one of the most powerful weapon platforms on the continent.

Balance. For the sake of game balance, the ATH also counts as one legendary item and two very rare items.

Bonus. The ATH has a +2 bonus to AC (20 total).

Electromagnetic Shielding. As a reaction to the armor's shutdown, the ATH comes back online. Once you use this feature, you cannot use it again until you finish a long rest.

Firearm Stabilization. You can wield heavy weapons as if they are one-handed small arms and super heavy weapons as if they are two-handed small arms.

Gauntlets. Unarmed attacks with the armor do base 1d8 damage. If you already inflict 1d8 or more damage with unarmed attacks, increase the damage dice by one step (1d10 > 1d12 > 2d6 > 2d8 > 2d10). The gauntlets also grant a +2 bonus to attack and damage rolls.

Hit Points. The ATH has 50 hit points and a threshold of 50.

Mask. You are immune to gas attacks and inhaled poisons.

Mecha Fists. The ATH has a Strength of 23.

Power. The ATH requires an H-class power cell to operate, and it does not function without it.

Resistances. Fire, acid, and cold, and bludgeoning, slashing, and piercing from nonmagical weapons.

Speed. Your speed is 25 feet.

Weapon Mount. The ATH has a shoulder or arm mounted assembly, which frees up a hand. This mount acts as a hand or a brace for holding or mounting weapons.

AV-98 Mecha

The AV-98 is a first-generation powered armor meant to pave the way for further large robots. Until its release, most exoskeletons were basic body-hugging amplification models. The AV-98 was an initial attempt to create a functioning giant mecha. It features no arms but has a very advanced walking system.

Auto-Reload. You have a mechanism to reload your weapons (since you have no arms). You can reload three clips/cells automatically before needing external loading (you either have to exit the suit to reload or have an ally do it for you). External reloading requires an action and a bonus action.

Balance. For the sake of game balance, the AV-98 counts as a legendary item, as well as two rare items.

Bonus. The AV-98 as a +2 bonus to AC (20 total).

Electromagnetic Shielding. As a reaction to the armor's shutdown, the AV-98 comes back online. Once you use this feature, you cannot use it again until you finish a long rest.

Large Size. You are considered a Large creature while wearing the armor. This does not affect your reach or damage dice.

Mask. You are immune to gas attacks and inhaled poisons.

Mecha. You ignore penalties for difficult terrain.

Power. The AV-98 requires an H-class power cell to operate, and it does not function without it.

Hit Points. The AV-98 has 50 hit points and a threshold of 50.

Nightvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Resistances. Fire, acid, and cold, and bludgeoning and slashing from nonmagical weapons.

Speed. Your speed is 30 feet.

Weapon Limbs. You have neither limbs nor manipulators to hold onto external weapons. You have no threatening reach and cannot make opportunity attacks. You are equipped with three heavy weapon mounts. Because the AV-98 is Large, you can install super heavy weapons as

heavy weapons. Likewise, you can install heavy weapons or two-handed small arms in these mounts as two-handed small arms and one-handed small arms, respectively. You have disadvantage on attack rolls against Medium or smaller targets 5-feet or closer.

COMBAT EXOSKELETON

The combat exoskeleton resembles an oversized piece of medieval plate, reinforced by limbs of titanium and amplified by synthetic muscle fibers running through the entire assembly. Though not very pretty, the Com-Exo has proved its usefulness in combat.

Balance. For the sake of game balance, the combat exoskeleton counts as one legendary and two rare items. The TL5 combat exoskeleton counts as two legendary items and one very rare item

Bonus. The TL4 combat exoskeleton has a +1 bonus to AC (16 total); the TL5 combat exoskeleton has a +2 bonus to AC (17 total).

Electromagnetic Shielding. As a reaction to the armor's shutdown, the combat exoskeleton comes back online. Once you use this feature, you cannot use it again until you finish a long rest.

Gauntlets. Unarmed attacks with the armor do base 1d6 damage. If you already inflict 1d6 or more damage with unarmed attacks, increase the damage dice by one step (1d8 > 1d10 > 1d12 > 2d6 > 2d8 > 2d10). The gauntlets also grant a +1 bonus to attack and damage rolls.

Hit Points. The TL4 combat exoskeleton has 35 hit points and a threshold of 4. The TL5 combat exoskeleton has 45 hit points and a threshold of 5.

Mecha Fists. The TL4 combat exoskeleton has a Strength of 23. The TL5 combat exoskeleton has a Strength of 25.

Power. The combat exoskeleton requires an H-class power cell to operate, and it does not function without it.

Resistances. Fire, acid, and cold, and bludgeoning from nonmagical weapons.

Speed. Your speed is 30 feet.

LIVING CARAPACE

Obviously, this is weird. When wearing a living carapace, you're donning a genetically engineered life form. When it suffers damage, it's a living creature being hurt. Thankfully, its brain is underdeveloped and lacks any higher functions. Its central nervous system still functions, and when merged with a user, channels information within, allowing the wearer to see around blind spots and employ tactile feedback. There are three variations of the carapace, depending on the size of the creature.

Back of Your Head. You have advantage on Wisdom (Perception) checks.

Balance. For the sake of game balance, the carapace armor counts as two very rare items.

Power. The carapace does not employ traditional power and cannot be disrupted by electromagnetic radiation.

Hit Points. The carapace armor has hit points and threshold depending on its type.

Light Armor—15 hit points and a threshold of 1.

Medium Armor—30 hit points and a threshold of 5.

Heavy Armor—50 hit points and a threshold of 10.

Speed. Your speed is 30 feet.

Resistances. Acid, fire, cold, necrotic, psychic, and thunder.

MOBILE MOTOR ARMOR

This is a generic place-marker for the large variety of custom-designed and prototypical powered armor that appear across the world. These unique designs are simply called mobile motor armors. No two look alike, but they all share similar properties.

Balance. For the sake of game balance, the mobile motor armor counts as one legendary item and two very rare items.

Bonus. The mobile motor armor has a +1 bonus to AC (19 total).

Electromagnetic Shielding. As a reaction to the armor's shutdown, the MMA comes back online. Once you use this feature, you cannot use it again until you finish a long rest.

Gauntlets. Unarmed attacks with the armor do base 1d6 damage. If you already inflict 1d6 or more damage with unarmed attacks, increase the damage dice by one step (1d8 > 1d10 > 1d12 > 2d6 > 2d8 > 2d10). The gauntlets also grant a +1 bonus to attack and damage rolls.

Hit Points. The mobile motor armor has 35 hit points and a threshold of 5.

Large Size. You are considered a Large creature while wearing the armor. You have reach.

Mask. You are immune to gas attacks and inhaled poisons.

Mecha Fists. The mobile motor armor has a Strength of 20.

Power. The motor mobile armor requires an H-class power cell to operate, and none of its functions work without it.

Speed. Your speed is 30 feet.

Resistances. Fire, acid, and cold, and bludgeoning and slashing from nonmagical weapons.

Removable Weapon Limbs. You can remove a gauntlet and replace it with a heavy weapon mount. Because the mobile motor armor is Large, you can install super heavy weapons as heavy weapons. Likewise, you can install heavy weapons or two-handed small arms in these mounts as two-handed small arms and one-handed small arms, respectively.

RX-78 MOTOR SLAVE

This intimidating armor requires its user to slip into a form-fitting suit that mounts tightly in the control area. The pilot's head fits only partially into the machine's helmet, with most of the user sitting in the trunk of the armor. The pilot's arms extend to the elbows and the legs only to the knees.

Balance. For the sake of game balance, the RX-78 counts as a legendary item, as well as two very rare items.

Bonus. The RX-78 has a +3 bonus to AC (21 total).

Electromagnetic Shielding. As a reaction to the armor's shutdown, the RX-78 comes back online. Once you use

this feature, you cannot use it again until you finish a long rest.

Gauntlets. Unarmed attacks with the armor do 1d6 damage. If you already inflict 1d6 or more damage with unarmed attacks, increase the damage dice by one step (1d8 > 1d10 > 1d12 > 2d6 > 2d8 > 2d10). The gauntlets also grant a +2 bonus to attack and damage rolls.

Hit Points. The RX-78 has 60 hit points and a threshold of 20.

Large Size. You are considered a Large creature while wearing the armor. You have reach.

Mask. You are immune to gas attacks and inhaled poisons.

Mecha Fists. The RX-78 has a Strength of 25.

Power. The RX-78 requires an H-class power cell to operate, and it does not function without it.

Speed. Your speed is 35 feet.

Regeneration. The RX-78 recovers 1 hit point per round while active.

Resistances. Fire, acid, and cold, and bludgeoning, slashing, and piercing from nonmagical weapons.

Sensor Net. You gain a +2 bonus to Wisdom (Perception) checks.

Weapon Mount. The RX-78 has a shoulder or arm mounted assembly, which frees up a hand. This mount acts as a hand or a brace for holding or mounting weapons.

UNIT-01 POWER ARMOR

Unit 01 is a cumbersome design and one considered primitive compared to others. Most of the user is exposed to the elements, as the 01 is primarily built as a strength augmenter.

Balance. For the sake of game balance, Unit 01 counts as one legendary item and two very rare items.

Bonus. Unit 01 has a +1 bonus to AC (19 total).

Electromagnetic Shielding. As a reaction to the armor's shutdown, Unit 01 comes back online. Once you use this feature, you cannot use it again until you finish a long rest.

Gauntlets. Unarmed attacks with the armor do base 1d8 damage. If you already inflict 1d8 or more damage with unarmed attacks, increase the damage dice by one step (1d10 > 1d12 > 2d6 > 2d8 > 2d10). The gauntlets also have a +2-enhancement bonus to attack and damage rolls.

Hit Points. Unit 01 has 40 hit points and a threshold of 5.

Large Size. You are considered a Large creature while wearing the armor. You have reach.

Mask. You are immune to gas attacks and inhaled poisons.

Mecha Fists. Unit 01 has a Strength of 23.

Power. Unit 01 requires an H-class power cell to operate, and it does not work without it.

Speed. Your speed is 30 feet.

Resistances. Fire, acid, and cold, and slashing and bludgeoning from nonmagical weapons.

UTILITY EXOSKELETON

Unlike the combat model, the utility exoskeleton, often known as an Utex, exposes the majority of the user to the outside environment. Though offering some protection, its primary function is as a muscle augmenter. Demand rose in this capacity, and eventually, the Utex was sold in greater numbers.

Balance. For the sake of game balance, the utility exoskeleton counts as two very rare items.

Electromagnetic Shielding. As a reaction to shutdown, the utility exoskeleton comes back online. Once you use this feature, you cannot use it again until you finish a long rest.

Gauntlets. Unarmed attacks with the armor do base 1d8 damage. If you already inflict 1d8 or more damage with unarmed attacks, increase the damage dice by one step (1d10 > 1d12 > 2d6 > 2d8 > 2d10). The gauntlets also have a +1-enhancement bonus to attack and damage rolls.

Hit Points. The utility exoskeleton has 15 hit points and a threshold of 2.

Mecha Fists. The utility exoskeleton has a strength of 23.

Power. The utility exoskeleton requires an H-class power cell to operate, and it does not function without it.

Resistance. Bludgeoning from nonmagical weapons.

Speed. Your speed is 25 feet.

VF-1 POWER SUIT

Originally built as a heavy lift assistant, the VF-1 found popularity later as a muscle augmenter for weapon applications by the defense department. Eventually, a new suit, the ATH-Q58 Vertical Tank, was purpose-built for the role, but the VF-1's smaller size kept it in regular use, and it remains the more popular model. Depending on its loadout, it can serve as both a ranged weapons platform and a close-combat vehicle.

Balance. For the sake of game balance, the VF-1 counts as one legendary item and two rare items.

Bonus. The VF-1 has a +2 bonus to AC (17 total).

Electromagnetic Shielding. As a reaction to the armor's shutdown, the VF-1 comes back online. Once you use this feature, you cannot use it again until you finish a long rest.

Firearm Stabilization. Even though you are Medium-sized, you can wield heavy weapons as if they are two-handed small arms and super heavy weapons as if they are heavy weapons.

Gauntlets. Unarmed attacks with the armor do base 1d6 damage. If you already inflict 1d6 or more damage with unarmed attacks, increase the damage dice by one step (1d8 > 1d10 > 1d12 > 2d6 > 2d8 > 2d10). The gauntlets also grant a +1 bonus to attack and damage rolls.

Hit Points. The VF-1 has 30 hit points and a threshold of 5.

Mecha Fists. The VF-1 has a Strength of 23.

Power. The VF-1 requires an H-class power cell to operate, and it does not function without it.

Resistances. Fire, acid, and cold, and slashing and bludgeoning from nonmagical weapons.

Speed. Your speed is 30 feet.

Weapon Mount. The VF-1 has a shoulder or arm mounted assembly, which frees up a hand. This mount acts as a hand or a brace for holding or mounting weapons.

VR-052F SUPERLIGHT

The most advanced armor, the VR-052F is the epitome of technology. It is considered a prototype or a one-off, and as such, should never be regarded as expendable. Not only equipped with an anti-gravity drive, the VR-052F also sports a flight system and electromagnetic camouflage.

Balance. For the sake of game balance, the VR-052F counts as three legendary items and one very rare item.

Bonus. The VR-052F has a +3 bonus to AC (15 total).

Electromagnetic Shielding. As a reaction to the armor's shutdown, the VR-052F comes back online. Once you use this feature, you cannot use it again until you finish a long rest.

Gravity Anchors. You have a climb speed equal to your normal speed.

Gravity Drive. You suffer no damage from a fall.

Hit Points. The VR-052F has 30 hit points and a threshold of 3.

Jump Jets. You are always considered moving when performing a jump. You also have advantage with Strength (Athletics) checks when jumping.

Maneuverability. You have advantage with Dexterity (Acrobatics) checks.

Mask. You are immune to gas attacks and inhaled poisons.

Mecha Fists. The VR-052F has a Strength of 24.

Power. The VR-052F requires an H-class power cell to operate, and it does not function without it.

Resistances. Fire, acid, and cold, and bludgeoning, slashing, and piercing from nonmagical weapons.

Shadow Field. Use an action and spend a cell charge—you are invisible for one minute, until you move, or until you make an attack.

Speed. Your speed is 35 feet.

VULTURE

This basic powered suit enables flight via a set of turbines, control surfaces, and vectored thrusters, but offers only rudimentary protection for its pilot. It also suffers from a limited range for each flight.

Balance. For the sake of game balance, the vulture also counts as two rare items.

Bonus. The vulture has a +1 bonus to AC (15 total).

Boosters. You are always considered moving when performing a jump. You also have advantage with Strength (Athletics) checks when jumping. You also never take damage from a fall if you are conscious. You always land on your feet.

Electromagnetic Shielding. As a reaction to the armor's shutdown, the 101A comes back online. Once you use this feature, you cannot use it again until you finish a long rest.

Hit Points. The vulture has 20 hit points and a threshold of 5.

Jump Jets. You have a flying speed of 60 (same as the *fly* spell) for 4 minutes. You regain 1 minute per hour.

Mask. You are immune to gas attacks and inhaled poisons.

Mecha Fists. The Vulture has a Strength of 18.

Power. The vulture requires an H-class power cell to operate its flight system.

Resistances. Fire, acid, and cold, and bludgeoning from nonmagical weapons.

Special. Entering and powering the suit is the same as full plate armor.

YF-21 SKINSUIT

This is a small customized powered armor designed specifically for each user. It conforms tightly to the contours of the body. It employs a combination of lightweight polymers and aramids reinforced with carbon fullerene rings. Solid limbs are made from silicon carbide ceramic that slide perfectly to allow movement via a magnetorheological fluid. The suit covers the entire body, with an attached helmet that seals it completely.

Balance. For the sake of game balance, the YF-21 also counts as one rare item and one uncommon item.

Bonus. The skinsuit has a +2 bonus to AC (14 total)

Boosters. You have advantage with Strength (Athletics) checks when jumping.

Electromagnetic Shielding. As a reaction to the armor's shutdown, the YF-21 comes back online. Once you use this feature, you cannot use it again until you finish a long rest.

Hit Points. The skinsuit has 25 hit points and a threshold of 2.

Mask. You are immune to gas attacks and inhaled poisons.

ARMOR MODIFICATIONS

These modifications are available to most armors (including all exo-armors) and often have requirements for their addition. There is no limit to the number of modifications you can add to exo-armor, though non exo-armor is generally limited to 1 for light, 2 for medium and 3 for heavy.

Armors that already have the system cannot add a second version except to upgrade an existing system, as stated in the description

Auto-Reload (exo only). You gain a mechanism to reload your weapons instantly. You can reload three magazines/cells without requiring an action before needing external loading (you either have to exit the suit to reload or have an ally do it for you).

BulletProof. You gain resistance to bludgeoning from nonmagical weapons. Select this modification a second time, and you gain resistance to slashing from nonmagical weapons. Select this modification a third time, and you gain resistance to piercing from nonmagical weapons. If you already have a previous modification, you can skip it.

Electromagnetic Shielding. As a reaction to shutdown, the armor comes back online. Once you use this feature, you cannot use it again until you finish a long rest.

Gravity Anchors. You have a climb speed equal to your normal speed.

Gravity Drive. You suffer no damage from a fall.

Increased Armor. The armor gains a bonus to AC between +1 and +3 (it must not already have a bonus).

Increased Resistance. When you purchase this upgrade, select a damage type from the following list: acid, cold, fie, lightning, or thunder. You have resistance to that damage type.

Jet Boosters. You are always considered moving when performing a jump. You also have advantage with Strength (Athletics) checks when jumping.

Jump Jets. You gain a flying speed of 60 (same as the *fly* spell) for 4 minutes. You regain 1 minute per hour.

Larger Gauntlets (exo only). Increase the damage dice of the armor's gauntlets by one step (1d8 > 1d10 > 1d12 > 2d6 > 2d8 > 2d10).

Maneuverability Booster (exo only). You gain a +5-foot bonus to speed.

Nightvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, and everything you can see is displayed in shades of green, yellow, or blue (your choice). If you already have nightvision, you can select this modification and increase the range to 120 feet.

Stealth Net. This modification nullifies disadvantage on Dexterity (Stealth) checks if your armor imposes it.

Structural Reinforcement (exo only). The armor gains additional hit points. These hit points do not stack with other levels of Structural Reinforcement. Each level also grants an increase in threshold.

Mk1. +10 hit points and a +2 bonus to threshold
Mk2. +20 hit points and a +5 bonus to threshold
Mk3. +30 hit points and a +10 bonus to threshold

Targeting System. You gain a +1 bonus to damage rolls with ranged weapons when firing at a target at normal range.

ARMOR MODIFICATIONS

Armor	Cost	Stealth	WT.	Cell	TL
Auto Reloader*	1,000	Disadvantage	+50 lb.	H	3
Bulletproofing	10,000	—	+20 lb	—	1
Electromagnetic Shielding	500	—	+20 lb.	—	2
Gravity Anchors	6,000	—	+20 lb.	H	5
Gravity Drive	5,500	—	+20 lb.	H	5
Increased Armor (+1)	5,000	—	+2 lb.	—	2
Increased Armor (+2)	25,000	—	+5 lb.	—	2
Increased Armor (+3)	50,000	—	+10 lb.	—	3
Increased Resistance	5,000	—	+5 lb.	—	3
Jet Boosters	5,000	—	+25 lb.	H	3
Jump Jets	7,500	—	+35 lb.	H	4
Larger Gauntlets*	9,000	—	+75 lb.	—	3
Maneuverability Booster*	15,000	—	+5 lb.	—	4
Nightvision	1,500	—	+2 lb.	H	2
Stealth Net	2,000	—	+5 lb.	H	3
Structural Reinforcement, Mk1*	10,000	Disadvantage	+25 lb.	--	2
Structural Reinforcement, Mk2*	20,000	Disadvantage	+50 lb.	--	2
Structural Reinforcement, Mk3*	40,000	Disadvantage	+80 lb.	--	2
Targeting System	500	—	+1 lb.	H	2

*** Exo-armor only.**

SHIELDS

Three types of personal shields are listed below, but not all are appropriate for every setting.

Active Shields. This is the standard type of shield depicted in the 5e rules. These defense items often occupy a hand and date back to the age before firearms. They are unpopular in most modern combat situations as they encumber movement and are generally only useful for defense and not attack. While advanced models may have additional features compared to archaic shields, they function more or less the same.

Force Shields. These are expensive and powerful defensive shields that can work in conjunction with traditional armor. They protect the user and everything the user is carrying and can sometimes be extended to encompass additional targets. Force shields increase AC but often come with conditions for effectiveness. Active shields deactivate for a split second when the user makes an attack. Force shields are ineffective against melee attacks given their operation.

Self-Shields. Not unlike more powerful force shields, self-shields are nearly skin-flush protective generators that defend a target from outside attack. Unlike force shields, self-shields offer regenerating temporary hit points rather than defensive bonuses.

ACTIVE SHIELDS

Shield	Cost	Armor Class (AC)	Strength	Stealth	WT.	Cell	TL
Deployable Shield	11,000	+2 / +3	—	—/ Disadvantage	10 lb.	H	3
Forced Defense Shield	250	+2	—	Disadvantage	12 lb.	—	0
Shield Brace	500	+2	—	Disadvantage	10 lb.	—	0
Energy Shield	5,000	+2	—	—	1 lb.	M(20)	4

FORCE SHIELDS

Shield	Cost	Armor Class (AC)	Strength	Stealth	WT.	Cell	TL
Energy Envelope	40,000	+1	—	—	5 lb.	H	5
Kinetic Baffle	26,000	+3 Special	—	—	5 lb.	H	4
Repulsor Engine	15,000	+3 Special	—	—	5 lb.	H/H (10)	4
Energy Dome (MK1)	25,000	+1	—	—	10 lb.	M (10)	4
Energy Dome (MK2)	35,000	+2	—	—	10 lb.	M (10)	5
Energy Dome (MK3)	45,000	+3	—	—	10 lb.	M (10)	5

SELF-SHIELD BRANDS

Shield	Cost	Hit Points	Regeneration	WT.	Cell	TL
Mifune	1,000	5	5	2 lb.	M	4
Psycho	1,250	10	5	2 lb.	M	4
Viper	1,500	10	10	2 lb.	M	4
Moses	1,750	20	5	2 lb.	H	4
Taidan	2,000	20	10	2 lb.	H	4
Bradbury	3,500	30	10	2 lb.	H	4
Sabazios	6,000	30	15	2 lb.	H	4
Alphaden	8,500	20	20	2 lb.	H	4
Marathon	20,000	40	10	2 lb.	H	4
Morita Limited	30,000	40	20	2 lb.	H	4
NecroTech	45,000	30	30	2 lb.	H(x2)	4
Spirit Systems	80,000	60	20	2 lb.	H(x2)	4

SELF-SHIELD MODEL

Model	Benefit	Multiplier
Asclepius	Feedback	0
Boom-Box	Burst	0
Breadbasket	Power	0
Buzzz	Channel	0
Cackle	Collapse	0
Ceraunoscopy	Transform	0
Darkside	Force	+20%
Fatman	Health	+20%
Firefly	Lightning	+10%
Freshmaker	Acid	+15%
Fuji	Fire	+25%
Godspeed	Speed	0
Hachiman	Linger	0
Hammer	Thunder	+10%
Loverboy	Radiant	+20%
Necromonger	Necrotic	+5%
Old-Man	Cold	+20%
Puff-Puff	Pulse	+10%
Thermoptix	Stealth	+20%
Triple-A	Flash	+25%
X-TRO	Leach	0
Zaptacular	Response	0

- They cannot be used in conjunction with active or force shields and cannot be used with Medium or heavier armor (light armor only).
- When reduced to 0 hit points, the shield "breaks"; any additional damage left after a shield breaks is reduced by half and carried through to the user. Some shields offer additional effects when they break. A break effect does not require an action.
- Self-shields do not regenerate automatically. If the shield has not suffered damage since the end of your previous turn, you can use a free action on your turn to regain hit points to your self-shield equal to your REGEN value. You can also use an action on your turn to regain hit points on your turn equal to your REGEN value, even if it has taken damage.
- Self-shields do not require Strength.
- All self-shields are backpack-mounted and do not take up a hand.
- Self-shields are always on, but cells need replacing every 24 hours.
- When a self-shield is purchased, one benefit can be added, occasionally increasing its price.

SHIELD DESCRIPTIONS

DEPLOYABLE SHIELD

This arm-mounted device remains concealed and unobtrusive until needed. When deployed (usually by a flick of the wrist), it instantly unfolds and slides into position to offer protection. A single energy cell is required for the deployment of the shield. While collapsed, it doesn't grant its shield bonus, but it neither imposes its check nor its movement penalty.

Standard Configuration. Deploying the shield into standard configuration can occur on your turn as a bonus action. While deployed, the shield uses up a hand and grants a +2 bonus to AC.

Tower Configuration. Deploying the shield into tower configuration can occur on your turn as a bonus action. While deployed, the shield uses up a hand but grants a +3 bonus to AC. The maximum Dexterity bonus is +2, and Dexterity (Stealth) checks have disadvantage.

ENERGY DOME

The energy drome is a powerful radiant field that possesses the capacity to protect multiple targets nearby.

Dome. The energy dome radiates 5 feet in every direction from you, and thus grants its AC bonus to all creatures in range as well as you. You can, with a free action, extend the radius by an additional 5 feet, reducing the AC by 1 (minimum 1). For example, the Mk 3 can extend up to 15 feet but then only grants a +1 bonus to AC.

Power. Once turned on, it uses a charge, and if still on by the end of your next turn, it uses another charge.

ENERGY ENVELOPE

The most advanced active defense system available, the energy shield covers its user only a centimeter from his skin, and thus is capable of protecting against all incoming attacks. Its only drawback is its tendency to neutralize temporarily when its user makes a melee physical attack.

Backpack Mount. The energy envelope does not use up a hand.

Hit Points. The envelope has its own hit points and threshold, the same as exo-armor. These hit points cannot be repaired; the energy envelope regains all lost hit points after you finish a long rest. The energy envelope has 30 hit points and a threshold of 10.

ENERGY SHIELD

Not an all-encompassing bubble, the energy shield is generated from an arm-mounted device. It can be activated with a free action on your turn and requires a free action to deactivate.

Power. Once turned on, it uses a charge, and if still on by the end of your next turn, it uses another charge.

Operation. While activated, it operates like a traditional shield. While deactivated, it does not take up a hand.

FORCED DEFENSE SHIELD

This is a heavy titanium shield with grooves on its bottom, allowing for a firm root into the ground. In addition, a locked slit can open once it has been planted.

If planted into the ground as a bonus action, the shield remains upright and acts as three-quarters cover to anyone behind it (as well as offering its bonus to AC). You must be occupying the same space as the shield to receive this benefit.

KINETIC BAFFLE

This reactive system generates a contained energy field that only responds to high energy attacks from distant targets. It cannot react to close or massive targets and is inoperable if a target blocks its sensor net. You gain the AC bonus against ranged attacks only and only as long as no enemies are in reach of you.

Backpack Mount. The kinetic baffle does not use up a hand.

REPULSOR ENGINE

This device is less a method of resisting damage and more of a way of discouraging attack. It resonates with an acoustic, magnetic, and gravitational pulse, preventing or dissuading targets from delivering melee attacks. The shield's AC bonus applies only against opportunity attacks.

Induce Pressure Wave. The repulsor engine requires a separate cell for the pressure wave system. Use a bonus action with a battery charge, and all Large and smaller creatures within 5 feet of you are shoved 5 feet. A creature that cannot be pushed is stunned until the start of your next turn. Huge and larger targets are unaffected. Sacrifice five charges to increase the area effect to 10 feet. If you use the pressure wave in any way, the repulsor engine is deactivated for one minute.

SELF-SHIELDS

Within many universes, all forms of physical armor have been replaced with nearly skin-flush energy shields. This has allowed increased agility with the removal of heavy protection but also increased individuality as users could now express themselves fashionably without sacrificing defensive capabilities. With universe $101^{10}.27182^{2}.16180$, self-shields were sold alongside weapons on the harsh frontier worlds given physical armor was too heavier and too cumbersome to transport. As such, their distribution became commonplace with vagabonds and wandering peacekeepers often sporting century-old traditional clothing under ultra-advanced invisible energy shields.

Within universe $62606.186^{282}.60221515$, where travel between worlds is as straightforward as riding an airplane, all security and military personnel employ self-shields to avoid over-encumbering often cramped spacecraft. In both realities, there are hundreds of different self-shields available marketed by numerous companies. As such, they are offered in two tables—the first detailing its hit points and regeneration value, and second by its special feature, which can be combined in any possible arrangement. Generally, a shield will only have one benefit, but certain ultra-rare examples have been found with two or even three. The various shield benefits are as follows:

Acid. While the shield is up, you have resistance to acid damage.

Burst. As a reaction to a shield break made by a melee attack, the attacker (if your size or smaller) is pushed 10 feet.

Channel. While the shield is full, all your ranged attacks with energy weapons gain a +1 bonus to damage rolls.

Cold. While the shield is up, you have resistance to cold damage.

Collapse. If the damage that passes through upon a break is less than the damage absorbed by the shield, no damage is carried through.

Feedback. While your shield is at maximum, you can spend a bonus action to spend one Hit Die and regain hit points.

Fire. While the shield is up, you have resistance to fire damage.

Flash. As a reaction, when a break occurs (but after

breakthrough damage), the shield immediately regenerates to full. Once this occurs, this ability cannot be used again until you finish a short or long rest.

Force. While the shield is up, you have resistance to force damage.

Health. Increase shield hit points by +50% (round up).

Leach. As a reaction when the shield takes damage, reduce your hit points by any amount and regenerate your shield by that same value. This can prevent a shield break.

Lightning. While the shield is up, you have resistance to lightning damage.

Linger. While your shield is down, you gain a +1 bonus to AC.

Necromonger. While the shield is up, you have resistance to necrotic damage.

Power. While your shield is full, you gain +2 lightning damage with all melee attacks.

Pulse. As a reaction to a shield break, all creatures within 10 feet of you must make a DC 15 Dexterity saving throw. Each creature takes force damage equal to the shield's hit point value on a failed save, or half as much damage on a successful one. Once this occurs, this ability cannot be used again until you finish a short or long rest.

Radiant. While the shield is up, you have resistance to force damage.

Response. After a shield break, your next hit, as long as it occurs before the end of your next turn, is turned into a critical hit.

Speed. On a shield break, your speed increases by 5 feet until your shield regenerates at least 1 hit point.

Stealth. While your shield is full, you gain a +2 bonus to Dexterity (Stealth) checks.

Thunder. While the shield is up, you have resistance to force damage.

Transform. While the shield is active, if you are hit with an energy attack, the damage regenerates the shield instead of suffering damage. Once this ability occurs, it cannot be used again until you finish a short or long rest.

SHIELD BRACE

This weapon operates similar to the deployable shield, except its function is to offer an additional function as a brace. It can be used as an arm for a two-handed small arm, a heavy weapon, or a super heavy weapon, meaning you can use this shield while holding on a two-handed weapon. You cannot wield a one-handed weapon with your shield arm.

> *Editorial. The previous Ultramodern introduced a hardness rule as well as an armor-piercing value to circumvent said hardness. It was not an unseen element in OGL but made incorporating Ultramodern into other OGL rules difficult. So, I replaced it and employed resistances to replicate the same effect. Enchanted weapons can be considered to have the AP property when adding Ultramodern into fantasy.*

GEAR

Like weapons and armor, players can often field more powerful equipment dependent on their mission parameters. Unlike a fantasy setting, you are not expected to be carrying everything around with you wherever you go.

COMBAT ACCESSORIES

Bayonet Plug. This is not a weapon but an adapter to add a melee weapon to any small arm, enabling either weapon to be used without dropping or holstering one. Only one- and two-handed small arms can be equipped with a melee weapon. One-handed small arms can be equipped with a dagger only. Two-handed small arms can be equipped with any light blade.

Laser Sight. There are two varieties of laser sight. The most well-known one is usually a green diode solid-state laser that paints a dot on the target, although this is more useful as a psychological attack (as most individuals find a target on their chest to be a great incentive to negotiate) than as an aiming aid, as it is only effective at normal range. The type snipers actually use is an infrared diode, which is invisible to everything except nightvision/darkvision, and acts as a rangefinder, allowing a sniper to precisely calculate the distance to the target. Both versions are included in this unit and may be toggled as a free action. Either way, the sight grants a +1 bonus to your first attack roll on each turn.

Scope, Targeting. This is a standard long-range targeting scope that can be fitted to any two-handed small arm or heavy weapon without an auto, blast, auto-heavy, or sonic property. It cannot be used with specialty weapons. Attaching the targeting scope gives the weapon the sniper (+1) property.

Scope, Electro-Thermal/Magnetic. An enhanced digital targeting scope, the ETM system can see past barricades, into rooms, safes, and even people. It can target lock weak points on potential targets like axles or hearts. This replaces a targeting scope. You can ignore one point of obstructing terrain for the purposes of line of sight (but not line of effect).

Suppressor. These attachments muffle the flash and sonic blast of explosively propelled firearms. By slowing the expanding gases exiting the barrel, the suppressor stems the acoustical signature but does not silence it completely—reducing it to merely loud instead of deafening. Suppressors cannot be used on shotguns, heavy weapons, or weapons rated higher than TL3 (most of which don't need it in any case). Affixing a suppressor takes a standard action. You don't automatically reveal your location if you are hiding and make a ranged attack. Anyone within the weapon's normal range increment is still aware that a weapon has been fired, but not necessarily from where or by whom.

GEAR				
Item	**Cost**	**WT.**	**Cell**	**TL**
Combat Accessories				
Bayonet Plug	20	—	—	0
Laser Sight	2,000	—	M	1
Scope, Targeting	100	—	—	1
Scope. ET/M	2,500	—	M	3
Suppressor	75	—	—	1
Detonators				
Friend/foe trigger	10	—	1/B	3
Impact trigger	1	—	--	1
Magnetic trigger	15	—	1/B	2
Motion trigger	15	—	1/B	2
Pressure trigger	20	—	—	1
Radio remote	25	—	1/B	2
Timer	1	—	--	1
Trip trigger	5	—	--	1
Wired remote	15	—	1/B	1
Tool Kits				
Medical kit	50	2 lb.	—	1
Engineering kit	100	10 lb.	—	0
Engineering kit	200	10 lb.	—	1
Engineering kit	400	10 lb.	—	2
Engineering kit	800	10 lb.	—	3
Engineering kit	1,600	10 lb.	—	4
Engineering kit	3,200	10 lb.	—	5
Drug kit	50	2 lb.	—	1
Utilities				
Battery Flare	2	0.5 lb.	B	1
Battery Cell B	2	0.5 lb.	—	2
Battery Cell M	10	0.5 lb.	—	2
Battery Cell H	100	0.5 lb.	—	2
Big ear	1,000	2 lb.	20/M	3
Binoculars	20	0.5 lb.	—	0
Briefcase	20	2 lb.	—	0
Bolt cutter	50	5 lb.	—	1
Caltrops (10)	40	2 lb..	—	0
Camera Ball	500	1 lb.	10/M	3
Camera Ball	2, 500	1 lb.	10/M	5
Chemical Light Sticks (5)	1	—	—	1
Climbing Boots	50	1 lb.	—	0
Clothing				
Business	100	3 lb.	—	0
Casual	10	2 lb.	—	0
Formal	500	3 lb.	—	0
Fatigues	100	3 lb.	—	0
Compass	1	—	—	1
Digital Audio Recorder	10	—	1	1
Digital Camera	1-500	—	1	1-5
Duct Tape	1	—	—	1
Electro Optical Sensor	5,000	5 lb.	M(10)	4
Electric Torch	10	0.5 lb.	B	—
Filament Camera	500	0.5 lb.	M	2
Fire Extinguisher	25	2 lb.	—	1
Flash Goggles	1,600	0.5 ls.	M(5)	2
Force Shield	7,000	10 lb.	H(20)	5
Gas Mask	500	1 lb.	—	0
Glow-Paint	5	—	1	2
Gravity Lens	5,000	2 lb.	M(10)	5
Grip Gloves	3,000	—	M	3

GEAR				
Item	**Cost**	**WT.**	**Cell**	**TL**
Handcuffs	3	—	—	1
Holographic Generator	15,000	30 lb.	10/H	5
Infrared Goggles	6,000	1 lb.	M	3
Lie Detector	1,500	1 lb.	10/M	3
Light Bender	15,000	5 lb.	10/H	5
Light Sticks (5)	1	0.25 lb.	—	1
Lighter	1	—	—	1
Metal Detector	500	2 lb.	M(30)	3
Nano-Healer	250	--	5/H	5
Pillow	1	—	—	0
Parabolic Microphone	350	4	1	1
Perfume/Cologne	100	—	—	0
Portable Jammer	2,500	6 lb.	M (20)	2
Puppet	5	—	—	0
Rover Robot	100	20 lb.	M(30)	3
Shovel	5	1	—	0
Sleeping Bag	10	1 lb.	—	0
Smartphone	100	—	—	2
Soap	1	—	—	0
Spike Strip	500	22 lb.	4	3
Survival Rations (1 week)	2	5 lb.	—	1
Suspension Filament	200	0.5 lb.	—	3
Tablet Assistant	50	0.1	2	2
Towel	1	—	—	0
Two-Way Radio	20	1 lb.	—	1
Ultrasound Goggles	10,000	1 lb.	H(20)	5
Watch, Automatic	10	—	—	1
Whistle	1	—	—	0
Widget Bag	10	5 lb.	--	0
Standard Adventurers Kit	15	20 lb.	--	1
Sunglasses	50	—	—	0
Tent (2-6 person)	10	10 lb.	—	0

DETONATORS

Friend/Foe Trigger. This detonator can be programmed to detonate the moment a specific creature enters its blast radius. It can also be programmed to detonate for everything but specific people. There is no limit on its parameters, but setting the programming requires at least one minute.

Impact Trigger. After the safety is pulled, impact triggers detonate upon impact with any rigid surface. This detonator is rarely used except with grenades.

Magnetic Trigger. These unique detonators only function on explosive payloads of 5 lb. or less. When armed, the detonator detects any sizeable metallic object (such as a vehicle, exo-armor, or suit of plate) passing within 30 feet and is pulled (together with its explosive) towards it, detonating on impact. If there is any form of cover or impedance, the detonator stops but still detonates.

Motion Trigger. This detonator detects movement in its burst area and detonates regardless of the target.

Pressure Trigger. These trigger the moment weight is pressed upon the detonator. Large and larger targets automatically trigger pressure detonators upon entering a square containing one. Medium and smaller targets have a 50% chance to avoid the sensor unless the person placing the explosive succeeded on a DC 15 Intelligence (Demolitions) check for proper placement. The sensor can be manually adjusted to only detonate for specific-sized targets (e.g. detonation only for Huge targets).

Radio Remote. The range limit of a radio remote is 5,000 feet. Both the transmitter and receiver require batteries.

Timer. Timers utilize either a mechanical clock or a digital timer. Although one may purchase an RDR (red digital readout) for the same price, this makes the detonator a TL2 item, and is largely pointless unless you are an action movie villain. The actual trigger is usually chemical or mechanical.

Trip Trigger. This detonator is a simple mechanical or chemical trigger attached to an explosive with a tripwire. A creature passing through the wire pulls the pin and detonates the device. You can run up to 25 feet of wire, but the detonation only occurs in the square where the explosives are placed. Because the wire needs to be raised to be triggered, there is a DC 20 Wisdom (Perception) check to spot the wire.

Wired Remote. This simple form runs an electrical pulse that triggers the mechanical, chemical, or electrical detonator. The maximum range of any wired detonator is 2,000 feet.

TOOL KITS

Unlike normal tool kits, these kits do not require proficiency but rather are necessary to use appropriate skills.

Engineering Kit. These kits include diagnostic tools, a soldering gun, fine point insulated needle pliers, and wire cutters. It employs a battery for a digital multi-meter measuring ohms, amps, and volts. It also comes equipped with a variety of wires, clips, resistors, banana plugs, and crocodile clips. All diagnostic tools in the kit use non-corrodible wiring and are EMP-shielded by design, as it would be incredibly inconvenient to have to repair the repair kit before repairing another device. More advanced kits are required when dealing with more advanced technology and can affect build times and cost (see **Skills. Intelligence (Engineering)**).

Drug Kit. Along with syringes required to deliver various medications, the drug kit offers standard chemicals medical professionals use to create various drugs. Additionally, this kit also includes tools enabling one proficient in its use to extract needed medications from natural sources. Like the medical kit, the drug kit has enough supplies to 10 actions (regardless of how many targets are affected by said action).

Medical Kit. The formidable medical kit holds bandages, pills, trauma shears, ointments, and basic stitching implements for basic injuries. They also have eye pads and cooling gel pads for burns. Along with wound irrigation. Other implements include splints, alcohol pads, an epinephrine injector, hemostatic pads, and various scalpels and scissors for emergency surgical procedures. Trained medical professionals can pull off miracles with a medical kit. A medical kit has enough supplies to 50 actions (regardless of how many targets are affected by said action).

UTILITIES

Battery Flare. A battery-powered bright candle, the charge only lasts for four hours but illuminates to a 50-foot radius.

Big Ear. This tiny device wraps around one's ear and amplifies incoming acoustic data. You have advantage on Wisdom (Perception) checks when listening. It uses one charge upon activation and an additional charge every minute.

Binoculars. Ranging in size from small and concealable to large and clumsy, binoculars bring distant objects into close focus. They are sturdy, waterproof, and survive falls up to 50 feet. If broken, they cannot be repaired.

Camera Ball. This five-inch rubber ball can be thrown or fired from a gre-

nade launcher. Once it lands, it transmits audio and video input from a full 360-degree arc up to 1,000 feet to a receiving monitor. When in range, it can also roll under its own power by remote; it has a speed of 10. It has 1 hit point and an AC of 10. It functions for 1 minute per charge. The TL5 version contains a small antigravity unit, enabling it to hover for 1 minute per charge used. It has a fly speed of 20 and a ground speed of 10.

Climbing Boots. Boots are free to characters, but these are better. You gain a +1 bonus to Strength (Athletics) checks when climbing.

Clothing. They say clothing makes a man. In this case, they can also help you with skill checks. In an appropriate situation (GM's call), you gain the listed bonus to skill checks. Except for wearing synthetic weave, you gain no benefits from these clothes if trying to wear them underneath or (if possible) over your armor or other clothes. Casual wear grants no benefit.

Business—Gain a +1 bonus to Charisma (Persuasion) checks

Formal—Gain a +2 bonus to Charisma (Persuasion) checks

Fatigues—Gain a +1 bonus to Charisma (Intimidation) and a +1 bonus to Stealth if wearing a pattern that matches the environment. Each terrain type requires its own pattern.

Duct Tape. Duct tape is useful for a wide variety of things, subject to your imagination and the GM's approval (ironically, it is useless for repairing ductwork, as the glue becomes less effective when heated). Some examples include.

- Affix a small item (such as a flashlight or a tracker) to a weapon.
- Create one foot of rope (up to thirty feet).
- Mark up to three feet on the ground or on an object.
- Handcuffs (target is restrained, DC 25 to escape).
- Prevent a restrained creature from speaking.

Digital Audio Recorder. This both records and plays back 1000 hours on an internal digital memory unit. You can have it set to record only your voice or an entire room.

Digital Camera. The resolution, features, and price of this camera are dependent on the current tech level. Camera technology continually improves, allowing more details to be captured in a single image. Add the image's TL-1 to Wisdom (Perception) checks to scrutinize the picture with appropriate software. Storage capacities increase accordingly, with each camera being able to take around 5,000 images. The camera can also record approximately 6 hours of video.

Electric Torch. Modern torches do not employ fragile bulbs but instead use electronically regulated light-emitting diodes that make the end product more efficient, brighter, and more durable for the wilderness adventurer. It employs a miniature electrical generator and capacitor. By either shaking the light or winding a crank, the capacitor charges, allowing the unit to power its LED transmitter. The light illuminates a 60-foot cone from the user. It lasts 10 minutes before fading out and requiring a recharge (one minute).

Electro-Optical Sensor (EOS). The EOS is equipped with a 360-degree motion sensor meant to detect both ground and aerial targets within 500 feet. It sends all information to a source monitor that cannot be more than 1000 feet away. Targets must beat a DC 25 Dexterity (Stealth) check or be detected. It only detects movement and cannot detect incorporeal targets. One charge is used up every hour.

Filament Camera. This device uses a microscopic wire 50 feet long. Through a remote at one end, it can navigate around corners and through vents. It transmits visual and auditory information back to its source. Because of the size of the wire, it is virtually invisible (DC 20 Wisdom (Perception) to spot).

Fire Extinguisher. This expels a chemical that smothers the flame and cools the target. The result is a compressed container capable of putting out almost any kind of fire from combustible metals to burning oils. As an action, extinguish a 5-foot area fire. Each container has enough for ten uses.

Flash Goggles. This simple eyewear protects the wearer from any blinding effects from bright light, whether natural, supernatural, or technological. They respond to incoming illumination and darken within 0.0005 seconds. While you wear them, you cannot be blinded by or suffer penalties or disadvantage due to exposure to light.

Force Shield. This system consists of two ground-planted generator coils, which when placed up to 20 feet apart and activated, create a barrier between them, impenetrable from one side but allowing those behind it to fire through. Use an action and drain a cell to create a 20-foot long wall that grants total cover for those behind it. It uses one additional charge per round in use. It must be deactivated to be moved (a bonus action to deactivate).

Gas Mask. This flexible and compact unit, when donned, attempts to filter all outside gasses and will protect the wearer from many airborne poisons. It will not protect the user if the environment has no breathable atmosphere at all. While wearing the mask, you are immune to gas attacks and inhaled poisons.

Glow-Paint. This is a spray can that, when applied to a surface, creates illumination. You can spray up to 10 square feet, which dimly illuminates that area and the area up to ten feet around it for six hours.

Gravity Lens. The lens resembles a 10x13-photo frame with a handle on one side when unfolded from its compact package. When attached to a wall, it allows the user to peer through it as if looking through a window. It detects secret doors, compartments, caches, and so forth as well as snares and pits. You have advantage when attempting to open a lock, disable a trap, or disarming at explosive. Each attempt uses a charge.

Grip Gloves. This allows the user to climb walls with ease. You have a climb speed equal to half your walking speed.

Handcuffs. These high tensile steel restraints require a DC 25 Strength ability to break. You can also attempt a DC 20 Dexterity (Sleight of Hand) check to open them.

Holographic Generator. This backpack-carried device deploys its own legs when activated. The fabric of the pack

conceals most of the gear. Only a reflective sphere on a pintle rises from the top. The device can make a 50-foot circle look and sound like some other sort of natural terrain and can hide structures, equipment, and creatures within the area. Multiple generators can be set up to conceal larger areas. All sounds within the dome are muffled from the outside. The effect is not solid, so interacting with the hologram reveals its illusory nature. This device cannot be moved when activated. Each hour of use exhausts a charge.

Lie Detector. No paper, needles, or wire; this device is a simple palm-shaped item that is placed gently on the subject's body. You have advantage on Wisdom (Insight) checks on the target. Each attempt uses a charge.

Light Bender. Thought once to be the realm of magic, the bender moves light around it, effectively making itself and its wearer invisible. The device, usually backpack-stored with a remote bracelet to operate it creates a magnetic field, removing the target from sight, even from darkvision and infrared. As bending *all* light would necessarily prevent the user from seeing out of it, light of particular wavelengths is allowed through the field, creating a 'shimmer' effect when the field moves (to the wearer, the world merely looks constantly twilit). Sudden movements or attacks disrupt the field entirely. As an action, you become invisible. Each round uses a charge, and the effect ends if you interact with something or someone or if you make any form of attack.

Light Sticks. When activated, the chemicals mix with a fluorescent dye. They usually glow red, green, or blue. One stick illuminates a 20-foot radius for one hour.

Lighter. You gain the capacity to make fire. Fire is (almost) always good. In a pinch, the lighter can illuminate a 5-foot area (your immediate vicinity) and has enough fuel for about 20 minutes of total use.

Metal Detector. This device extends a small probe that scans for metal objects. You have advantage on Wisdom (Perception) checks when searching for metals. Each attempt uses a charge.

Nano-Healer. Beyond just patching holes, these nanobots enter the body via an injection gun and repair it from within. The bots quickly run out of power after a few minutes. As an action, the target recovers 8d4+8 hit points and recovers from any disease or poison.

Pillow. A small fabric pillow stuffed with foam or feathers. It is not useful in hand-to-hand combat.

Perfume/Cologne. Rarely found, exotic perfumes comprise of unique scents not found on the average corner market. One finds these tiny bottles in high-class stores that usually sell little else. Each bottle is filled and finished by an expert hand, often encased in high-quality glass or crystal. The raw materials alone for exotic perfumes rise ridiculously high, sometimes involving thousands of different flowers picked from the corners of the globe. One such rare brand comprises of 10,000 different roses from over three countries. A container generally holds 20 uses. When used, you gain a +1 bonus to Charisma (Persuasion) checks for 1 hour. However, for the duration, you also suffer disadvantage to Dexterity (Stealth) checks.

Portable Jammer. When activated, this device impedes all incoming and outgoing wireless communication. This includes cell phones, radio detonators, Wi-Fi, and wireless neural implants. It lasts a total of 20 minutes on a charge and radiates 100 feet. Most jurisdictions restrict or ban the use of this device by civilians.

Puppet. A puppet often finds its use entertaining children and the child at heart. Using a puppet for mockery usually fails to deflect retaliation. In a pinch, it can also be used as a distraction or decoy.

Survival Rations. These are no longer limited to freeze-dried meat and crackers but offer a full range of cuisine including chicken and beef fajitas, hamburgers, meatloaf, beefsteak, and pastas with various sauces, beef stew, and jambalaya. Six days of rations for one person weighs one pound. Each package requires little preparation and can be eaten on the go. Beverages can be ingested right from the pouch. Each ration has a shelf life of five years with a peak temperature range of 60° C. Each day's worth of ration supplies, on average, 3000 calories.

Rover Robot. This tiny machine resembles a small, flattened box with two sets of caterpillar tracks. Regardless of how it lands or tumbles, it still can operate, as its propulsion system is larger than its body. A camera adjusts automatically to any change in orientation. It receives instructions from an operator that cannot be more than 5,000 feet away and sends back both visual and audio information. The machine rolls at a speed of 35 feet and can tread through rough terrain or even over water. It has an AC 18 and 20 hit points. It has a Strength score of 3 through a basic manipulator arm and a Dexterity score of 16. If you have proficiency in an ability check or skill, so does the robot. It uses one charge per minute, and both the machine and the remote control require batteries.

Sleeping Bag. Sleeping bags enclose one (or two snugly) occupant in a synthetic bag capable of protecting the occupant (s) from temperatures as cold as -50 degrees C. It resists wind and combustion (though is still susceptible to magical fire). It is externally waterproof.

Soap. When stranded in a combat arena, everyone will thank the one traveler who brought soap.

Standard Adventurers Kit. This kit includes the following: two battery flares, five chemical light sticks, one compass, one sleeping bag, one lighter, one canteen (waterskin), and one week of survival rations.

Sunglasses. These are not cheap knockoffs. Depending on lighting conditions, they may negate/impose disadvantage on Wisdom (Perception) checks or grant/impose disadvantage on Charisma checks. They also impose disadvantage on Wisdom (Insight) checks against you.

Suspension Filament. Often used in covert military applications, suspension filament is a super-strong wire that is virtually invisible to the naked eye. Only light reflection can detect it when it is being disturbed (DC 2 Wisdom (Perception) check in daytime, DC 25 at night). The wire supports more than 800 pounds before breaking. It also can disintegrate when not needed as it requires a slight electrical charge to remain intact. When this specific charge stops, the wire breaks apart into separate atoms. When its taut status is loosened (no weight pulling), it disappears, leaving virtually no trace (the wire becomes an odorless gas). Each unit supplies 500 feet of cable. Only

the length that had force applied will disintegrate, not the whole roll. This function can be deactivated before use and can also be implemented in a grappling hook.

Synthetic Tent. Tents come in two, four, and six-person capacities. Most tents utilize flexible poles and are available in dome, tunnel, single-hoop, and geodesic styles. It takes 5 minutes to set up and take down properly.

Tablet Assistant. This advanced piece of miniaturized electronics permits wireless access to the internet as well as providing dozens (if not thousands) of useful applications from being a GPS or radio to mimicking bodily functions and the sounds of laser swords. You gain a +1 bonus to any Intelligence ability or skill check.

Towel. Any good adventurer always knows where their towel is. A towel can be used to prevent severe traumatic bleeding. Otherwise, it is most useful to prevent severe traumatic soaking, or for hiding your head under (on the principle that if you can't see them, they can't see you).

Two-Way Radio. Civilian and military radios use frequencies explicitly chosen to avoid eavesdropping and interference with other machines or day-to-day electronics. Military models can tune to any frequency. Civilian and emergency service radios are each restricted to a particular range. It has a clear range of 20 miles. Even basic models can withstand some punishment and water pressure.

Ultrasound Goggles. These goggles translate sonic vibrations into visual stimuli. In the absence of ambient sound, they transmit high-frequency pulses and detect the ricochet off objects. Any loud noise over 120 decibels causes the goggles to white out. You gain blindsight—you are aware of the location of any hidden or invisible creature within 10 feet of you. The goggles use one charge per hour of use.

Watch, Automatic. Digital watches have fallen out of favor in the world of today. Modern watches employ a balance wheel that winds via the motion of the wearer's arm. This allows the watch to keep perfect time without requiring manual winding or any power source. The compact and complicated device is water-resistant, shock-resistant, and cannot be over-wound with abuse. They are also completely silent.

Wide Spectrum Goggles. These goggles allow the wearer to see in total darkness. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, and everything you see is rendered in shades of green, yellow, or blue (your choice).

Widget Bag. You can use widgets to repair, modify, and create items, defraying the cost of repairs. You keep pieces handy for on-site repairs. These parts cannot be sold or traded, and they are useless to others. The parts work with any device you attempt to repair. When purchased, the bag has no widgets. When you scavenge technology, the GM may award a certain value in additional widgets, or you can simply buy a certain value of miscellaneous parts. Widgets count against the total treasure awarded. The weight of the widgets in the bag depends on your level (as you get better at separating useful objects from junk); level 1-6, 1 lb. per $500; level 7-13, 1 lb. per $1000; level 14-20, 1 lb. per $100,000.

LIFESTYLE

Lifestyle items include travel expenses, entertainment, and meals beyond the ordinary. It also includes housing for those characters interested in buying a home rather than renting.

LIFESTYLE

Lifestyle	Cost
Housing	
Small Condo	10,000
Large Condo	30,000
Small House	100,000
Medium House	200,000
Large House	500,000
Mansion	750,000
Entertainment	
Movie Ticket	5
Theater Ticker	20
Sporting Event Ticket	50
Meals	
Fast food	2
Family restaurant	10
Upscale restaurant	30
Fancy restaurant	60
Transportation (Airfare)	
Domestic, Coach	50
Domestic, 1st Class	100
International, Coach	400
International, 1st class	100
Transportation (Vehicle Rental)	
Economy	60
Mid-Size or Cargo Trans	100
Luxury	150
Lodging	
Budget motel	70
Average hotel	100
Upscale hotel	200
Services (Auto Repair)	
1 to 10 hp repaired	100
11 to 20 hp repaired	150
21 to 30 hp repaired	200
30+ hp repaired	500
Towing	50
Bribery	
Bouncer	20
Bureaucrat	100
Informant	150
Police officer	300
Medical Services (Requiring a long rest)	
+10 HP recovered	20
+20 HP recovered	50
+40 HP recovered	75
+80 HP recovered	110

CYBERNETICS

Cybernetics is the study of control and regulatory systems, both mechanical and organic. It most frequently refers to the technological augmentation or replacement of body parts. Common to the cyberpunk genre, in most other settings it has largely been replaced with bioengineering as a medical procedure, as it is more efficient to replace an organ with an exact copy of that organ than with something obviously unnatural. However, the idea of biohacking to improve human physical capabilities continues to appear in many speculative fiction settings regardless of the specifics of how it works; traditional cyborg augmentation, alien symbionts, golem parts, etc. As such, cybernetics have no defined tech level, with their aesthetics being based entirely on the setting.

Ability Enhancement. Cybernetics allow their bearers to transcend normal physical limitations. As such, augmentations that increase ability scores also increase the maximum for that ability score by an equal amount.

Placement. While any number of modifications can be made to a given body part (smaller augmentations becoming subsystems of larger ones), the more you add to the same location, the less likely said modification will be invisible to the untrained eye. A simple modification, depending on the setting, may allow flawless integration with the organic body, but as more are added, it may be impossible to avoid attention.

Visual Expression. In some settings, cybernetics represent an expression of self, as much as tattoos. However, in many others, it may be important to keep prosthetics hidden. In a retro-futuristic setting established in the past, it may be impossible to avoid, with visible brass or chrome being staples of those genres. In a biopunk setting, cybernetics may not be metallic at all, but an organic material that blurs the line between machine and human. In settings where cybernetics are uncommon or viewed as an undesirable choice, visible expression of them may impose disadvantage at the GM's discretion.

Electromagnetism. It is up to the GM whether or not electromagnetic interference (pincher weapons and EMP) can disrupt cybernetics in the setting. If so, characters should have the option of acquiring electromagnetic shielding from the armor upgrade section.

Location. When you purchase any location cybernetic, it is assumed you have effectively replaced that limb with a cyberized limb. The torso and the brain are generally exceptions. Once again, this depends on the setting, as many biohacks can occur without limb replacement.

Side Effects. Applying cybernetics always involves some form of surgery; in TL0 and TL1 societies, this generally involves lengthy recovery time, so should not be offered in circumstances when time is at a premium. In some cyberpunk settings, cyborgs may suffer from cyber-psychosis, the excessive use of cyberization, resulting in reduced empathy (disadvantage on certain Wisdom and Charisma checks). This is entirely optional.

ADRENALINE REGULATOR

A painful procedure, this mesh is interlaced through your muscles to significantly improve your physical attributes.

Property. You gain a +2 bonus to Dexterity.

Special. You can purchase this bonus two additional times, though each additional weave costs five times as much as the previous one purchased.

ARTIFICIAL MUTATION

You are no longer inconspicuous. This freakish mod is reserved for those people willing to sacrifice their very humanity for an advantage in the task at hand. You have been implanted with mounting hardware, allowing for additional limbs. You can have either an extra set of arms or an extra set of legs (or both if you purchase this add-on twice).

Property (Arms). An extra set of arms can provide a brace for weapons and give you advantage with grapple checks.

Property (Legs). An extra set of legs gives you advantage against being knocked prone and your speed increases by 5 feet.

BIOFORT

The bio fort enhances or replaces major internal organs like your liver, stomach, and heart.

Property. You gain a +2 bonus to Constitution. You are also immune to poison.

Special. You can purchase this bonus two additional times, though each additional biofort costs five times as much as the previous one purchased.

BOOSTED LUNGS

Synthetic lungs can store oxygen while also improving the efficiency of natural breathing. These can be used as a replacement or as an additional organ.

Property. You can hold your breath for twenty minutes.

BOOSTERWARE

This batch of neural implants relay information from various sensors to improve response time.

Property. You gain a +2 bonus to Initiative and a +2 bonus with Dexterity saving throws.

CLAWS

You can extend razor-sharp blades from your fingers.

Property. You can extend or retract your claws with a bonus action. If your unarmed melee damage is less than 1d10, it becomes 1d10. If it is 1d10 or higher, it increases by 1 step (1d10 > 1d12 > 2d6 > 2d8 > 2d10 > 2d12).

CONCEALED HOLSTER

Your leg opens a miniature chamber on which you can conceal a single one-handed small arm weighing 2 lb. or less. Removing it only takes a bonus action.

CYBERLINK

A cyberlink is a typical early brain implant that allows a user to record memories for perfect playback. It also permits accessing the internet without a computer.

Property. You have advantage with any checks to recall memory or lore.

DEPLOYABLE SHIELD

Your forearm opens up to block incoming fire. You must have an arm free to use this feature.

Property. As a bonus action, one free arm turns into a shield, granting a +1 bonus to AC.

DETACHABLE LIMB

This limb is easily removed or swapped.

Property. You must select which already cybernetic limb can be removed, which can only be an arm or a leg. You can detach the limb as a reaction to a grapple or as a bonus action on your turn. The grapple ends, but you lose the limb as a result. It takes an action to reattach.

DIGITIGRADE

This replacement for both legs allows them to be reconfigured into a springy, multi-jointed form. The extra joint locks in place during normal use, so you don't look weird wearing shorts. These joints hold massive amounts of conserved kinetic energy.

Property. You automatically subtract 50 feet from any fall. You also double the distance of any jump. Your speed increases by 5 feet. You also have advantage on Dexterity (Stealth) checks that rely on moving silently.

EMPATHY CHIP

An empathy chip uses a combination of olfactory and visual inputs to allow you to communicate easier with those around you. You know what to say and how to say it.

Property. You gain a +2 bonus to Charisma.

Special. You can purchase this bonus two additional times, though each additional empathy chip costs five times as much as the previous one purchased.

EYESHINE

The Tapetum Lucidum-2 replicates the nightvision of predatory animals. This can be unnerving to people who catch the glint from your eyes.

Property. You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

FASHIONWEAR

Not one upgrade but a variety, fashionwear encompasses dozens of aesthetic cybernetics with little no functional value. Each one can accomplish something unique. Here are some examples: Color/shape changing tattoo, color-shifting eyes, color-changing skin tint, color-shifting hair, or length changing hair.

FEIGN IMPLANT

You can appear entirely dead for both observers and under examination.

Property. As an action, you fall prone and are unconscious. Vital signs vanish. The pulse is masked. The brain is placed on low-power mode. All pain receptors are shut off. The brain runs on minimum power and re-circulates an internal air supply on low consumption to prevent notable breathing. You appear dead. This effect can last for a full hour until it reactivates to save the brain from permanent damage. Only a full physical examination by a professional can reveal the truth. Once reactivated, you cannot use this modification again until you finish a long rest.

This implant can also be used to induce a medical coma until you have time to be treated. As a reaction to being reduced to 0 hit points or making a death save, you can activate the system. You do not have to make death saves for the duration of the effect – however, any failed saves still count when you wake up.

CYBERNETICS

Cybernetic	Price	Location
Adrenaline Regulator	1,000	Arms/Legs
Artificial Mutation	5,500	Arms/Legs
Biofort	1,000	Torso
Boosted Lungs	500	Torso
Boosterware	1,500	Brain
Claws	2,500	Hands
Concealable Holster	200	Leg / Arm
Cyberlink	200	Brain
Deployable Shield	500	Arm
Detachable Limb	200	Arm / Leg
Digitigrade	5,000	Legs
Empathy Chip	1,000	Brain
Eyeshine	4,500	Eyes
Fashionwear	200	Any
Feign Implant	500	Brain
Filtration system	850	Torso
Flash Caps	850	Eyes
Focused Skill Implant	3,500	Various
Gills	2,000	Torso
Implanted Computer	1,000	Brain
Knowledge Chip	500	Brain
Language Translator	750	Brain
Lightning Fists	1,000	Arms
Linear Frame	25,000	Entire
Muscle Weave	1,000	Torso
Nanite Injection	5,000	Torso
Nasal Implant	500	Nose
Pain Implant	1,000	Brain
Palm Anchors	500	Hands
Power Arms	5,000	Arms
Power Eyes	500	Eyes
Radar Implant	750	Brain
Radio Communicator	350	Brain
Remote Link	250	Brain
Sensor Amplification	1,000	Head
Speed Legs	2,500	Legs
Thick Hide	1,500	Torso
VOX Box	1,500	Throat
Weapon Mount	1,000	Arm

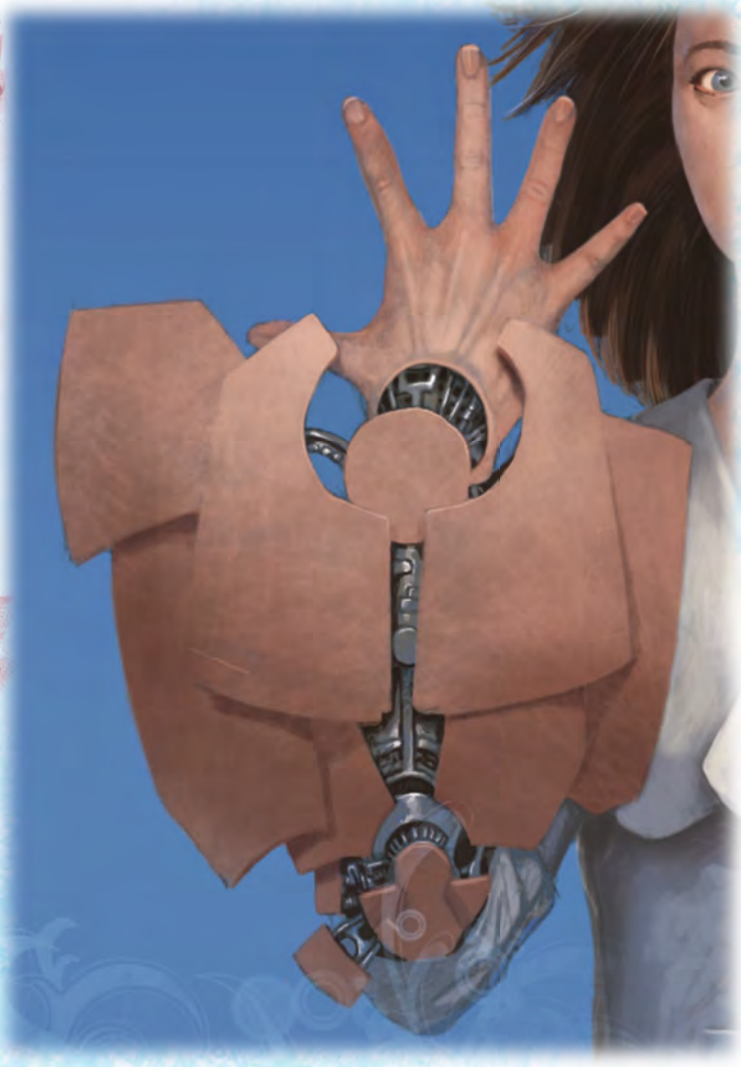
FILTRATION SYSTEM

Not one but several implants across the body that replicates the effect of a gas mask without being required to wear one.

Property. You gain resistance to poison as well as advantage to any saving throws against the poisoned condition.

FLASH CAPS

Replacing your eyes, flash caps can still appear like your eyes, but a close inspection reveals their mechanical nature. They suppress radical changes in lighting, which could cause damage to one's eyes.



Property. You cannot be blinded or disadvantaged from exposure to light.

FOCUSED SKILL IMPLANT

This broad category covers any cybernetic device design to improve one's skill. These can include any of the following: Your fingers open up to reveal smaller manipulators that can extend up to one foot and accomplish tasks requiring a deft and tiny hand; you gain aesthetic modifications to appear more attractive; your body is laced with muscle reinforcements to improve stamina; your visual cortex is enhanced to provide vital information regarding the world around you. The end result is a pronounced improvement with one skill.

Property. Select one skill when you gain this cybernetic; you add double your proficiency modifier to checks with that skill.

GILLS

These are placed either along your neck or along your torso and allow you to breathe underwater.

IMPLANTED COMPUTER

Your memory and skills are digitized within a computer implant.

Property. You gain a +2 bonus to Intelligence.

Special. You can purchase this bonus two additional times, though each additional weave costs five times as much as the previous one purchased.

KNOWLEDGE CHIP

Implanted Knowledge still remains the most popular cybernetic implant, more than any physical augmentation on the market.

Property. You gain any one skill or tool proficiency or gain one language you can read and write in.

LANGUAGE TRANSLATOR

This brain implant will translate all languages you hear or read into one you already know. It has difficulty with slang and idiomatic expressions or languages without a sizeable lexicon; you cannot benefit from bonuses or advantage on Charisma checks related to non-routine communication.

LIGHTNING FISTS

This modification places metal caps on the knuckles.

Property. Your unarmed melee attacks gain the Pincher property, and you can turn any amount of your unarmed damage to lightning damage.

LINEAR FRAME

Nearly your entire body is replaced with a prosthetic, with only 5 to 45 percent of your original organic form remaining. This new body can look like anything, though most do not stray too far from a binocular/bipedal/upright configuration. The number of configurations is virtually limitless. When you purchase a linear frame, select one of the following.

Alpha. Your Constitution score increases by 4, as does your maximum for that score. All forced movement is halved. You gain +10 hit points +1 additional hit point per character level in addition to normal level rewards. When you finish a long rest and ingest some food and drink, you remove two levels of exhaustion. Your speed is reduced by 5 feet. If an attack knocks you prone without inflicting another effect, which makes falling unavoidable (like being incapacitated), you can choose to ignore being knocked prone.

Beta. Your Strength score increases by 4, as does your maximum for that score. You are still a Medium-sized creature but cannot fit in any advanced armor. You gain +25 hit points plus 1 hit point for every character level. You have advantage with Strength ability checks, and you gain a +2 bonus to melee damage rolls but not melee attacks.

Delta. Your Dexterity score increases by 4, as does your maximum for that score. You have advantage with Dexterity saving throws and ability checks. Your base walking speed increases by 5 feet.

MUSCLE WEAVE

A painful procedure, this mesh is interlaced through your muscles to significantly improve your physical attributes.

Property. You gain a +2 bonus to Strength.

Special. You can purchase this bonus two additional times, though each additional weave costs five times as much as the previous one purchased.

NANITE INJECTION

This implant distributed and maintains a small army of molecule-sized robots to quickly repair injuries.

Surge. When you finish a long rest, you recover lost hit points equal to your Constitution score.

Regeneration. When you roll a Hit Die to recover hit points, you recover 1 additional hit point.

NASAL FILTER

A basic implant, a filter is implanted deep in the skull and does not affect the visual appearance of your face.

Property. You are immune to inhaled gas effects and any poisons you need to inhale.

PAIN IMPLANT

Your body still suffers damage—you are just able to ignore the effects.

Property. You gain +10 hit points.

Special. You can purchase this bonus two additional times, though each additional amplification costs five times as much as the previous one purchased. With two implants, you have advantage on Constitution saves to maintain concentration. With three, you have advantage on all Constitution saves.

PALM ANCHORS

Hand-installed gravity pads and magnetic hooks bestow a climb speed of 20 feet.

POWER ARMS

One or more arms are replaced with cybernetic enhancements equipped with powerful synthetic muscles.

Property. Unarmed melee damage using your arms increase by one step (1 > 1d4 > 1d6 > 1d8 > 1d10 > 1d12 > 2d6 > 2d8 > 2d10). Replace two arms to increase unarmed melee damage by two steps.

POWER EYES

Your eyes now come equipped with an inbuilt 500x optical zoom, which may or may not result in lenses extending from your head.

Property. You do not have disadvantage on attack rolls past normal range.

RADAR IMPLANT

This implant is more than just giving you eyes on the back of your head—it enables you to see what most people cannot.

Property. Your Passive Perception increases by 5.

RADIO COMMUNICATOR

A brain implant with a cellular transmitter allows you to communicate with anyone else in signal range.

Property. As a free action, you can communicate with anyone with a similar implant or any kind of communication device.

REMOTE LINK

This brain implant allows you to remotely control a machine you own, which can include a robot, a car, or a weapon system.

Property. You are considered occupying the same space as the machine you are controlling. Each link comes with a controller, so you can only control one item at a time with one link, though you can possess multiple links. Using the item still requires the same action as if you were controlling the item manually.

SENSOR AMPLIFICATION

A combination of visual and auditory upgrades, sensor amplifications boost spatial awareness and improve overall sensory input.

Property. You gain a +2 bonus to Wisdom.

Special. You can purchase this bonus two additional times, though each additional amplification costs five times as much as the previous one purchased.

SPEED LEGS

Lighter materials, stronger muscle fibers, and tendons with powerful elastic recoil offer incredible speed when needed.

Property. You gain a +10 ft. bonus to speed.

THICK HIDE

Your skin is rough to the touch, and you no longer grow hair. Your skin was not replaced but rather heavily fortified.

Property. You gain a natural AC of 15 + your Dexterity modifier. If you wear armor, your AC is the higher of the two values.

VOX BOX

The vox box allows you to imitate another subject's voice entirely, although it doesn't help mimic their mannerisms. You must have heard the other voice clearly to be able to imitate it, and you can keep up to three voice patterns in your memory at any one time (not including your own).

Property. You can replicate the voice of someone you have heard perfectly. You have advantage on Charisma (Deception or Performance) checks to pass yourself off as that person by voice.

WEAPON MOUNT

You gain a subcutaneous weapon embedded in your body, usually in a prosthetic forearm or hand. The weapon extends is visible when in use. This can either be a firearm or a blade (pick one).

Property (Blade). You can implant any one-handed melee weapon (within reason). The weapon is concealed in the limb, but the limb's purpose is evident if the limb is exposed. Each limb can only contain one weapon.

Property (Firearm). You can implant any one-handed or non-heavy two-handed small arm under your skin. You cannot be disarmed. Reloading a clip takes an action, and you cannot make the reloading sequence any faster. Extending or retracting the weapon takes no action. Each limb can only contain one weapon. The weapon is concealed in the limb, but the limb's purpose is evident if the limb is exposed.

WEBBED

Your hands and feet are not permanently webbed—they only unfurl when you need it.

Property. You gain a swim speed of 30 feet.

VEHICLES

Most adults in a modern and "normal" world can operate ground vehicles with relative ease. Aircraft are a different case entirely, requiring specific training to prevent a catastrophe. The rarity of vehicles and their advancement is dependent on the specifics of the setting.

VEHICLE RULES

For the most part, vehicles should not be featured in combat, as the logistics of handling two separate scales are too complex for general purposes. When they are featured, they involve a slight departure from regular movement rules.

ARMOR CLASS

The vehicle's AC is listed in the vehicle table. Like armor, some vehicles allow you to add either your Dexterity or Intelligence bonus to your vehicle's AC.

ATTACKING FROM VEHICLES

The vehicle's controller has disadvantage on attack rolls (unless the vehicle is the weapon) while the vehicle is in motion (has a carryover speed) and must make a DC 15 Dexterity check to maintain control if using the Attack action. Passengers have disadvantage as well unless using a turret-mounted weapon. Vehicle movement is considered the same as personal movement for purposes of penalties and impediments to attacking, especially with firearms.

CONTROL

Only one person can control a vehicle, and the vehicle operates only on that character's (your) turn. If driving, and you are required to make a Dexterity check relating to something occurring outside of your turn, the effects of that roll take place at the start of your next turn (even if you are crashing). Large creatures cannot control vehicles without substantial modification no matter how big the vehicles are; whether a Large creature even fits in the vehicle is up to the GM's discretion. Only if a vehicle has secondary controls (ground vehicle does not—aircraft often do) can a second character assist the driver via Help or Working Together.

CRASH

A crash is a catastrophic failure in vehicle control. If you fail a Dexterity check with a vehicle, the result is a crash. In these terms, a crash is a loss of control, not an incident where damage is inflicted, though this ultimately can happen.

If you crash, at the start of your turn, you decelerate at your speed rating if you haven't immediately struck an obstruction. If you hit difficult terrain, or you hit an obstacle (like a wall or another vehicle), your movement stops. The vehicle and all occupants inside take damage according to the vehicle's current speed.

CRASH DAMAGE

Speed	Damage
Less than 30	No damage
31-50	1d8
51-70	2d8
71-90	3d8
91-110	4d8
111-130	5d8
131-150	6d8
151-170	7d8
171-190	8d8
191-210	9d8
211 and up	10d8

If there are no obstructions to crash into, you continue decelerating at your carryover speed rating each turn until your movement is 0, you recover with a Maneuver action, or until you hit an obstruction or difficult terrain.

If you fail a Dexterity check with a vehicle while crashing by 10 or more, the vehicle rolls as it crashes. The vehicle takes 2d6 damage at the start of every turn it spends rolling.

Jump Failure. If you fail by 5 or less, you make the jump, but enter a crash. If you fail by 5 or more, your vehicle rolls. If you fail by 10 or more, you drive into the ground or fall short, instantly stopping and suffering damage.

Seatbelts. Occupants in vehicles are assumed strapped in when a vehicle crashes (unless they are moving around inside the vehicle). If a vehicle suffers damage from rolling or crashing, occupants strapped in suffer half the damage inflicted on the vehicle. Those not secured take full damage.

Aircraft. An aircraft that fails its control roll loses altitude equal to x2 its speed. Unlike ground vehicles, aircraft do not decelerate in a slide. Blimps do not lose altitude when sliding or crashing. They remain suspended in the air via a series of "lifting bags" contained inside a larger carrier. This can be another balloon or a rigid superstructure. Each airship of this type lists the number of internal lifting bags. An attack that inflicts 20 damage or more on an aircraft may puncture a balloon instead of causing damage to the craft (attacker's choice). If so, the hit inflicts no damage on the vessel. Half of an airship's lifting bags must be punctured for an airship to be affected. Once half the lifting bags are punctured, the airship drops 20 feet at the start of each turn, dropping an additional 20 feet for every additional bag punctured. Every bag punctured also imposes a cumulative -1 penalty to the vessel's maneuverability. Only by destroying the vessel can it crash violently.

Escape. If all appears hopeless during a crash, occupants can try to escape (stunned or not) by making a DC 15 Dexterity (Acrobatics) check for the driver or a DC 10 check for passengers. Occupants have one chance per turn to try to escape. A driver who attempts to escape no longer has any control over the vehicle.

DESTROYING VEHICLES

Reducing a vehicle to zero hit points renders it nonfunctional. A vehicle reduced to a negative value equal to

its total hit points bursts into flame, immediately inflicting 3d6 fire damage to every creature that moves through or enters its space or within 10 feet of it for five minutes.

ENTERING AND EXITING

Getting in and out of a vehicle costs an amount of movement equal to half your speed (like mounting or dismounting).

MANEUVER ACTION

A vehicle is a mindless machine and thus requires continuous input. Moving a vehicle occurs on your turn using your movement. However, if you want to do anything significant with your vehicle, you are required to use an action to maneuver, a Maneuver action.

With a Maneuver action, you can accomplish the following.

- Increase your speed by a maximum of your vehicle's speed rating or by a maximum of x2 your speed, the latter requiring a DC 10 Dexterity check with your vehicle—failing, the craft's vehicle does not change.
- Decrease your speed by a maximum of x2 your vehicle's speed rating or by a maximum of x4 your vehicle's speed rating, the latter requiring a DC 10 Dexterity check with your vehicle—failing, the vehicle enters a crash.
- Attempt to gain control of your vehicle if it is out of control (in a crash).
- Ramming is part of a Maneuver action since you are making an attack roll, but it is in addition to any other acceleration, deceleration maneuvers attempted during the same action.

PROFICIENCY

Vehicles are classed as a tool proficiency. For these purposes, vehicles are divided into five categories.

- light ground (Medium-size vehicles, such as bikes and ATVs),
- heavy ground (Large ground vehicles, such as trucks),
- super-heavy ground (Huge and larger, such as tanks and most ETVs),
- aircraft (all manner of flying vehicles),
- watercraft (river- and ocean-going craft).

If you are proficient with a class of vehicle, you add your proficiency bonus to all Dexterity checks related to the operation of such vehicles.

RAM

To accomplish a ram, you move a vehicle you are controlling into an adjacent space to your target. Take note of your current speed this turn (especially how much you have left). Ramming is part of a Maneuver action, and you can perform other vehicle maneuvers normally as part of that same action.

You can ram any creature or object you could target with a melee attack. You cannot target individual occupants of a vehicle (subject to GM discretion). You make a melee attack using your vehicle as the weapon. You may use Dexterity or Intelligence as the attack ability and gain your proficiency bonus with the attack if you are proficient with the vehicle. If you pass through an enemy space and do not perform a ram or if you miss, the target automatically avoids you, and you continue moving your speed.

Damage with a hit depends on how fast the vehicle is traveling (its current total speed at the time of impact) along with how large your vehicle is.

- Normal-sized vehicles inflict 1d6 damage on a hit for every 40 speed the vehicles have.
- Large vehicles inflict 1d10 damage on a hit for every 30 speed the vehicles have.
- Huge vehicles or larger inflict 1d12 damage on a hit for every 20 speed the vehicles have.

If the target was a rigid object (such as a vehicle, or a Large or larger creature), the ramming vehicle suffers half damage from the ram. If it was a soft object (such as a Medium or smaller creature), the ramming vehicle suffers quarter damage.

If the target is a vehicle moving, the ramming damage may alter accordingly. Subtract the target's speed from the attacker's if the collision occurred from behind or the side or add it if it was from the front.

RESISTANCES

Vehicles are immune to all conditions. They are also immune to necrotic, psychic, and poison damage.

SPEED

The speed rating for a vehicle is not its top speed but the rate at which you can change its movement (up or down) without making a Dexterity check with your vehicle.

Here are the rules regarding vehicle movement and acceleration.

- Your vehicle has a "carryover speed"—the speed at the end of your last turn. Your vehicle has a carryover speed of 0 if the vehicle has stopped or hasn't moved before the start of your turn.
- You cannot move your vehicle with a Dash action (only with the movement portion of your turn)—you alter its current speed or perform an extreme maneuver with a Maneuver action.
- If you have any carryover speed (even if only 1), that is your speed at the beginning of your turn, and you must move that distance unless you alter it with a Maneuver action.
- A vehicle can accelerate up to x2 its speed with a DC 10 Dexterity check (with a Maneuver action).
- A vehicle can decelerate at up to x2 its speed without a Dexterity check (with a Maneuver action).
- A vehicle can attempt hard deceleration, decelerating at up to x4 its speed with a DC 10 Dexterity check (with a Maneuver action).
- In safe conditions, a vehicle can safely move up to six times its speed rating without a Dexterity check. This may change depending on conditions
- A vehicle's top speed is x20 its speed rating.
- Road and flight conditions can affect a Dexterity check, as seen below.

- Once a vehicle reaches the desired speed, it no longer requires a Dexterity check unless conditions change or a maneuver is severe (a sharp turn, an obstacle, or terrain changes).
- A vehicle automatically fails Dexterity saving throw unless it has a carryover speed.
- Huge or smaller vehicles cannot usually enter squares labeled as difficult terrain. Depending on the situation, they may get stuck or hit an obstruction. Depending on the topography (marsh or debris, for example), Gargantuan or larger vehicles can ignore difficult terrain. The severity of the terrain may impede even these vehicles. Small trees may stop a truck but not a tank.
- A vehicle cannot squeeze, crouch, or adjust its space.

STUNTS

Stunt or Condition	DC
Speed	
Up to x8 vehicle's speed	5
Up to x10 vehicle's speed	8
Up to x12 vehicle's speed	12
Up to x14 vehicle's speed	15
Up to x16 vehicle's speed	18
Up to x20 vehicle's speed	21
Flight conditions	
Strong wind	+5
Raging storm	+8
Tornado / Hurricane	+12
Road conditions	
Gravel	+5
Rain / Snow	+8
Accelerate x2 speed	10
Decelerate x4 speed	10

TARGETING AND COVER

Creatures inside/on a vehicle receive protection depending on the situation and the attack.

Cover. Most vehicles grant three-quarters cover to their occupants. Armored vehicles like tanks often provide full cover. If an attack targeting a vehicle occupant benefitting from cover would have hit the target without the cover, the attack hits the vehicle instead.

Reach. Vehicles do not have reach but creatures inside may.

Selecting Defense. Creatures inside/on a vehicle targeted by an attack from a creature outside the vehicle may choose to use the vehicle's AC (modified by the driver's ability modifier) in place of their own. Certain vehicles prevent occupants from being targeted by certain attacks (usually disease, gas, or poison). Creatures attacking a vehicle may choose to target the vehicle itself instead of the occupants.

USING SKILLS

Any skill that could be negatively impacted by the motion of a vehicle—such as Wisdom (Medicine) or Intelligence (Engineer)—has disadvantage.

VEHICLES STATISTICS

Capacity (Cap). The standard person capacity or crew. One person is needed to drive the vehicle; other crewmembers serve as gunners, co-pilots, or passengers. Each unused passenger slot allows the vehicle to carry an additional 200 lb. of cargo.

Cargo Capacity. The amount of cargo the vehicle is designed to carry in pounds in a cargo module or trunk.

Maneuver. If listed as "Disadvantage," the driver has disadvantage on ability checks to operate the vehicle (so best not to push it).

Speed (Rating). The number of feet the vehicle can safely accelerate per round.

AC. The vehicle's AC, to which the driver applies her Dexterity or Intelligence modifier.

Hit Points. The vehicle's hit points.

Size. The size of the vehicle.

Weapon Mounts. Certain vehicles come equipped with mounting hardware to attach weapons. When available, the mount can house any class of weapon listed (the vehicle's size is not considered when determining the class of weaponry, as is the case with exo-armor).

POWER

Depending on the Tech Level, a vehicle can be run on steam, diesel, petrol, battery, nuclear, or a living organism. The details of the setting can also affect this. For most settings, vehicles are assumed to be run off internal combustion, giving them a range of about 200 miles per tech level. This range is consistent with electric vehicles as well—they are just better for the environment. If the latter, a battery can either be included and rechargeable, an M cell that requires replacement (H for military vehicles), or both (the default, meaning the battery only needs replacing if drained or broken.

SETTING TECH LEVEL

As with cybernetics and mecha, vehicles are setting-dependent, meaning their inclusion is based on whether the GM wishes to include them. Any retro-futuristic setting that would not usually feature flying cars might if the setting calls for it. Certain vehicles (like electric) have their abilities altered based on the tech level set.

GROUND VEHICLES

4-WHEEL ALL-TERRAIN VEHICLE

All-terrain vehicles are miniaturized motorized buggies. They don't offer the protection their larger cousins have. ATVs can operate like mounts instead of vehicles for the purposes of combat. This vehicle automatically passes Dexterity checks at x8 speed.

ARMORED TRUCK

Armored trucks offer fantastic resistance to external damage without the high costs or the impracticality of an APC or tank. Tires are run-flat, and the wheels are as well pro-

GROUND VEHICLES

Name	Cap.	Cargo	Maneuver	Speed	Armor Class (AC)	HP	Size	Cost
4-wheel ATV	2	100	—	30 ft.	13+ Dex/Int mod.	20	M	500
APC	8	1,000	Disadvantage	30 ft.	15+ Dex/Int mod. (max 2)	100	H	28,000
Armored Truck	7	3,000	Disadvantage	30 ft.	14+ Dex/Int mod (max 2)	70	L	13,000
Automobile, Wheeled								
Car, Hyper	2	50	—	100 ft.	14+ Dex/Int mod.	40	L	300,000
Car, Luxury Sedan	4	500	—	50 ft.	13+ Dex/Int mod.	40	L	25,000
Car, Sedan	5	500	—	40 ft.	13+ Dex/Int mod.	40	L	10,000
Car, Sporty	4	200	—	50 ft.	13+ Dex/Int mod.	35	L	25,000
Car, Sports Sedan	4	500	—	60 ft.	13+ Dex/Int mod.	35	L	40,000
Car, Sports	2	200	—	70 ft.	13+ Dex/Int mod.	35	L	60,000
Car, Super	2	100	—	90 ft.	14+ Dex/Int mod.	40	L	100,000
Semi-Trailer Truck	4	1,000	—	30 ft.	15	100	H	50,000
Sport Utility Vehicle	6	500	Disadvantage	30 ft.	15+ Dex/Int mod. (max 2)	50	L	20,000
Sport Utility Vehicle, Luxury	6	500	Disadvantage	40 ft.	15+ Dex/Int mod. (max 2)	50	L	35,000
Truck	4	3,500	—	30 ft.	15+ Dex/Int mod. (max 2)	50	L	8,000
Van	8	200	Disadvantage	30 ft.	15+ Dex/Int mod. (max 2)	55	L	10,000
Bike, Wheeled								
Chopper	2	10	—	40 ft.	13+ Dex/Int mod.	25	M	15,000
Cruiser	1	20	—	50 ft.	13+ Dex/Int mod.	23	M	10,000
Dirt / Motorcross	1	0	—	40 ft.	13+ Dex/Int mod.	20	M	2,000
Enduro	2	50	—	50 ft.	13+ Dex/Int mod.	27	M	5,000
Scooter	1	5	—	20 ft.	13+ Dex/Int mod.	10	M	1,000
Superbike	1	10	—	100 ft.	13+ Dex/Int mod.	25	M	50,000
Touring / Dual Sports	2	30	—	60 ft.	13+ Dex/Int mod.	20	M	2,500
Trike	2	50	—	40 ft.	13+ Dex/Int mod.	30	M	9,000
Buggy, Wheeled	2	50	—	40 ft.	13+ Dex/Int mod.	30	L	1,500
Earth Crawler	50	30,000	—	20 ft.	19	400	Titanic	10^5
Haul Truck	10	20,000	—	20 ft.	19	300	Colossal	500,000
Hot Tank	4	500	—	30 ft.	17+ Dex/Int mod. (max 2)	75	H	50,000
Hover Vehicles								
Hovercar	4	50	—	70 ft.	14+ Dex/Int mod.	50	L	70,000
Hoverbike	2	10	—	100 ft.	14+ Dex/Int mod.	30	M	60,000
Hovertruck	6	200	—	50 ft.	16+ Dex/Int mod. (max 2)	60	L	40,000
Land Yacht / Bus	20	2000	—	30 ft.	15+ Dex/Int mod. (max 2)	100	G	400,000
Mobile Base	10	500	—	20 ft.	19	250	G	500,000
Multi-Ped Vehicle, Light	2	100	Disadvantage	30 ft.	15+ Dex/Int mod. (max 2)	70	L	75,000
Multi-Ped Vehicle, Heavy	4	500	Disadvantage	20 ft.	17	100	H	125,000
Personal Transporter	1	20	Disadvantage	20 ft.	13+ Dex/Int mod.	5	M	500
Planetmover	1,000	10^7	—	10 ft.	15	1,000	City	N/A
Sprung Train	50	10,000	—	20 ft.	16	150	G	200,000
Tank	4	500	Disadvantage	20 ft.	18	125	H	25,000

tected as the rest of the truck. The enclosed cabin may have open gun hole sliders that increase offensive and defensive power while still offering cover to those inside.

Armament. The armored truck is equipped with a single turret heavy weapon mount.

Immunities. The armored truck is immune to cold, fire, and slashing damage.

Resistances. The armored truck has resistance to acid, and thunder, as well as bludgeoning, and piercing from nonmagical weapons.

ARMORED PERSONNEL CARRIER

Slow and awkward, armored personnel carriers can track their history back for over a century. The enclosed cabin and cargo area provide enough protection through heavy gauge steel. The vehicle drives on massive tires with a durable suspension able to withstand a drop from two stories.

Armament. The APC comes equipped with two turret heavy weapon mounts.

Dismount. Non-driving personnel can enter and exit this vehicle with only 5 feet of movement.

Immunities. The APC is immune to cold, fire, and slashing damage.

Resistances. The APC has resistance to acid and thunder, as well as bludgeoning and piercing from nonmagical weapons.

AUTOMOBILE, WHEELED

(generic sedan, sports car, sport utility vehicle, supercars, and trucks)

The average car is the staple of any setting it is found in, relying on the standard power of the age. Its features are entirely dependent on how long automobiles have been available. They can have all-wheel-drive or all-wheel steering, can be equipped with a cellular link, cruise control, a heads-up-display, and cup holders. ABS, TCS, AVS, A/C, GPS, and DCS are all features dependent on available technology. Higher-end machines possess climate control, an entertainment system, and leather seats.

Filtration. Anyone inside gains resistance to poison.

Resistances. Automobiles have resistance to cold, as well as slashing from nonmagical weapons.

BIKE, WHEELED

These are durable basic machines with strong chassis and thick, large, run-flat tires with heavy treads. They don't offer any protection to the rider.

Special. Bikes can operate like mounts instead of vehicles for the purposes of combat. This vehicle automatically passes Dexterity checks at x8 and x10 speed.

Resistances. Bikes have resistance to cold.

Resistance (Enduro). Enduro bikes have resistance to fire.

BUGGY, WHEELED

This refers to semi-enclosed vehicles with a wide footprint upon the ground (with the tires spaced far to the corners). They are much larger than a standard car. The buggy encloses the crew in a steel and plastic frame that offers protection from a crash but does not seal an environment. The body is formed in such a way that shifting a tumbled vehicle back to its wheels is a relatively simple procedure. Thick steel roll bars prevent damage to the frame or the people inside. They are not designed for urban use.

Resistances. The buggy has resistance to cold.

Special. This vehicle automatically passes Dexterity checks at x8 and x10 speed.

EARTH CRAWLER

The crawlers are mobile city blocks that act as strongpoints for armies, transports for massive cargo, or homes for small civilizations. This goliath lumbers over the landscape, delivering power equally eight sets of tank treads. This monster usually heralds its approach with the cracking of trees and snapping of bushes as it pushes and heaves through forest and grassland.

Dismount. Non-driving personnel can enter and exit this vehicle with only 5 feet of movement.

Electromagnetic Shielding. As a reaction to the vehicle's shutdown, it comes back online. Once you use this feature, you cannot use it again until you finish a long rest.

Energy. The earth crawler uses up considerable resources, but it also has a massive fuel tank—so much so that it requires refueling once a week. This can be replaced with a nuclear reactor, which never needs recharging.

Resistances. The earth crawler has resistance to acid, cold, fire, lightning, and thunder damage.

Sealed. The earth crawler is waterproof. The crew is immune to all gas attacks and inhaled poisons until the vehicle is destroyed.

Terrain. The earth crawler suffers no penalties for passing through difficult terrain. Terrain the earth crawler passes over is no longer difficult. It may even be totally submerged in water, bringing in air from an outside snorkel that rises up 10 feet from the hull.

HAUL TRUCK

Haul trucks are, by default, reserved for particular applications, mostly within isolated roads and large-scale mining operations where they act as colossal dump trucks capable of hauling up to 350 tons. In this application, they are retrofitted to serve a variety of other purposes, including serving as a mobile military headquarters or a very powerful construction device. A few have even been retrofitted to transport large numbers of people across hostile landscapes.

Dismount. Non-driving personnel can enter and exit this vehicle with only 5 feet of movement.

Dump Truck. If used as a pure cargo device without ration for crew, the haul truck can transport 350 tons of cargo.

Sealed. The haul truck is waterproof. The crew is immune to all gas attacks and inhaled poisons until the vehicle is destroyed.

Terrain. The haul truck suffers no penalties for passing through difficult terrain. Terrain the haul truck passes over is no longer difficult.

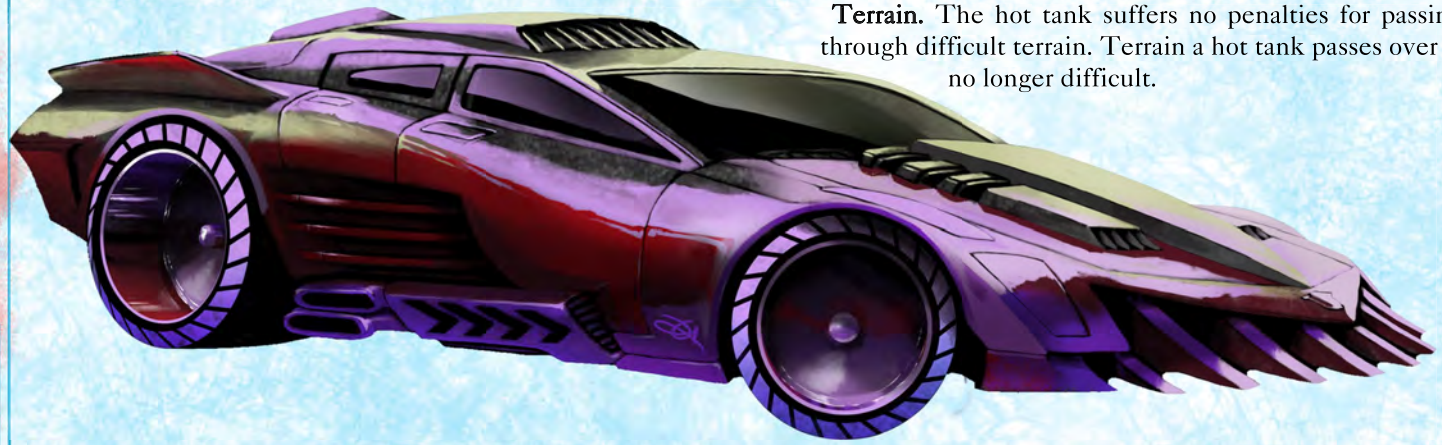
HOT TANK

The hot tank barely passes classification as a tank—it more resembles a recreation vehicle rolling on continuous tracks. It is less armored than a normal tank but considerably faster. Often, these vehicles are the result of bashing two dissimilar vehicles together, usually a bus or a truck with tractor or bulldozer.

Resistances. The hot tank has resistance to acid, cold, fire, lightning, and thunder damage.

Pressurized. The crew is immune to all gas attacks and inhaled poisons until the vehicle is destroyed.

Terrain. The hot tank suffers no penalties for passing through difficult terrain. Terrain a hot tank passes over is no longer difficult.



HOVER VEHICLES

In some settings, hover vehicles have entirely supplanted traditional wheeled transport. These are rarely actual hovercraft, which use fanjets and air bubbles to remain aloft; many employ magnetics repelling off metallic roads or antigravity. These are not actual flying cars, as those are classified as aircraft. They can lift up to six feet off the ground, and in situations where roads are suspended can drive underneath a road as well as atop it. If a road turns vertical, a hover vehicle can follow that curvature.

Filtration. Anyone inside gains resistance poison.

Resistances. Hover vehicles have resistance to cold, as well as slashing from nonmagical weapons.

Hover Avoidance. Hover vehicles can ignore difficult terrain but not obstructing terrain like walls and trees. It cannot go over terrain higher than six feet.

LAND YACHT

Larger than a van, smaller than a house, these epic mobile domiciles were initially built out of busses and later built from the ground up to serve smaller groups of people. These vehicles are not small recreational vehicles or campers, but massive class A motorhomes with two levels and the capability of expanding twice or thrice its width when stationary.

Resistances. The land yacht has resistance to cold and fire damage.

Sub-Vehicle. The land yacht comes equipped with a sedan that remains hidden within the yacht until opened and released.

MOBILE BASE

A step down from the Earth Crawler, mobile bases are not truthfully designed to be mobile. They are clumsy, slow, and loud. They are meant to be moved to a location, parked, and hopefully never moved again. It takes hours for it to pack up and move and hours again to expand at its location.

Dismount. Non-driving personnel can enter and exit this vehicle with only 5 feet of movement.

Electromagnetic Shielding. As a reaction to the vehicle's shutdown, it comes back online. Once you use this feature, you cannot use it again until you finish a long rest.

Energy. The mobile base uses up considerable resources, but it also has a massive fuel tank—so much so that it requires refueling once a week. This can be replaced with a nuclear reactor, which never needs recharging.

Resistances. The mobile base has resistance to acid, cold, fire, lightning, and thunder damage.

Sealed. The mobile base is waterproof. The crew is immune to all gas attacks and inhaled poisons until the vehicle is destroyed.

Expansion. It takes eight hours to deploy or collapse the mobile base completely. When collapsed, it only holds 10 people and 500 lb. of cargo. When it expands, it can accommodate 50 people and hold 50,000 lb. of cargo. It cannot move while deployed. While deployed, the mobile base offers various rooms, potentially laboratories, jail cells, and anything else required.

MULTI-PED VEHICLE, HEAVY

With the advancement of robotics and artificial muscles, an attempt was made to incorporate this technology into modern weaponry. The first-generation legged tank didn't see much use out of the testbed. The second variety was too large and cumbersome. Every prototype that emerged for ten years never went into production because the advantages of the multi-ped system were offset by the inherent vulnerability of leg joints to enemy fire.

Multi-ped tanks are substantially lighter than their heavy treaded cousins. They are much faster, often equipped with a backup wheel system for more maneuverability. They can traverse over any terrain, though they find the most use in urban deployments. Specialized equipment includes composite armor, environment control, fire extinguishers, IR smoke dispensers, a military radio, laser and visual rangefinders, military radar, satellite uplink, thermography and image enhancement.

Arms. The arms have a Strength of 26. Melee hits cause 2d6 damage. The arms are cumbersome and have disadvantage to melee attack rolls. They have a 10-foot reach.

Immunities. The heavy multi-ped is immune to cold, fire, as well as slashing, bludgeoning, and piercing damage from nonmagical weapons.

Manipulators. The multi-ped has two micro-manipulator arms. They have Strength 15 and reach.

Motive System. All multi-peds have dual movement systems they can switch between with a bonus action. The wheels operate as normal movement. Legs can ignore all movement penalties for difficult terrain and can pass through squares occupied by medium or smaller obstacles or enemies. The speed rating is the value for regular leg-based movement, as well as the speed rating for vehicles (acceleration).

Pressurized. The crew is immune to all gas attacks and inhaled poisons until the vehicle is destroyed.

Resistances. The multi-ped has resistance to acid and thunder.

Sensors. The heavy multi-ped has darkvision to 500 feet and see invisible targets within 100 feet.

Turret. Two two-handed small arm turrets and one heavy weapon turret OR two heavy weapon turrets OR one super heavy weapon turret.

MULTI-PED VEHICLE, LIGHT

Since the development of the main multi-ped tanks being used in various battle theatres across the world, several groups began the natural trend of making the designs smaller and more maneuverable. This was in response to demands for a miniature assault vehicle as a solution to the tight environments of modern-day congested cities. Unlike the main production multi-peds often seen on news programs, the LMPV was built for, as is used primarily by civilian security and law enforcement groups. Although powered armor and slave systems, as well as androids, have evolved to render most multi-peds absolute, a few LMPVs

can still be found in circulation around the globe, frequently flanked by their successors.

Arms. Main arms have a Strength of 20. Melee hits cause 1d8 damage. The arms count as unarmed combat, but the limbs are cumbersome and suffer disadvantage to all attack rolls.

Grapples. One grappling hook with 500 feet of nanowire. This can easily support the weight of one LMPV and up to two passengers.

Immunities. The light multi-ped is immune to cold, fire, as well as slashing and bludgeoning damage.

Motive System. All multi-peds have dual movement systems they can switch with a bonus action. The wheels operate as normal movement. Legs can ignore all movement penalties for difficult terrain and can pass through squares occupied by medium or smaller obstacles or enemies. The speed rating is the value for regular leg-based movement, as well as the speed rating for vehicles (acceleration).

Pressurized. The crew is immune to all gas attacks and inhaled poisons until the vehicle is destroyed

Resistances. The multi-ped has resistance to acid and thunder, as well as piercing from nonmagical weapons.

Sensors. The light multi-ped has darkvision to 250 feet and see invisible targets within 50 feet.

Turrets. Two two-handed small arm turrets OR one heavy weapon turret.

PERSONAL TRANSPORT

A kind of advanced motorized scooter, these vehicles started as a curiosity used only by early adopters and iconoclasts. Eventually, larger companies jumped into the market with competing designs, presenting a cheaper, more efficient transportation alternative for dense population centers. Variations include stand-up and sit-down models, covered and open, all-terrain, and city-use. They are all battery powered with a range of 150 kilometers before requiring a recharge.

Special. The personal transport operates like mounts for the purposes of combat.

PLANETMOVER

There is nothing larger moving across a planet. It is the capital ship of an entire civilization. The planetmover features a full-length flight deck as well as facilities for potentially thousands of people. At 550 meters and gross tonnage of 400,000, these are the largest moving man-made objects one will find on the planet. Powered by several nuclear reactors and rolling treads larger than buildings, the planetmover marks the pinnacle of civilization. It is also slow, expensive to maintain, and requires a turning circle of over 3 kilometers.

Dismount. Non-driving personnel can enter and exit this vehicle with only 5 feet of movement.

Electromagnetic Shielding. A planetmover is immune to shutdown from electromagnetic damage.

Energy. The planetmover does not require refueling.

Immunities. The planetmover is immune to all damage.

Sealed. The planetmover is waterproof. The crew is immune to all gas attacks and inhaled poisons until the vehicle is destroyed.

Terrain. The planetmover suffers no penalties for passing through difficult terrain. Terrain the planetmover passes over is no longer difficult.

Cargo. A planetmover can hold dozens of ground vehicles, aircraft, and thousands of troops.

SPRUNG TRAIN

What started as a heavy transport was later expanded by adding numerous additional trailers. Eventually, the standard semi-truck towing vehicle was replaced by a much large locomotive that no longer required a rail network to traverse. This entry details the powerful forward vehicle, mostly occupied by an engine with little ration leftover for amenities. Thankfully, a sprung train can tow as many as a dozen trailers, swapping luxury modules with cargo modules depending on demand. The colossal engine can be powered by anything from steam to nuclear. Removing the requirement for rails resulted in the necessity of massive wheels, forcing most sprung trains from main roads.

Energy. The sprung train uses up considerable resources, but it also has a massive fuel tank—so much so that it requires refueling once a week. This can be replaced with a nuclear reactor, which never needs recharging.

Resistances. The sprung train has resistance to acid, cold, fire, lightning, and thunder damage.

Trailer. The cargo and capacity listings detail only the locomotive. A sprung train can tow as many as a dozen trailers, each costing $5,000. A crew module can transport 200 people comfortably. A luxury module can transport 50 people. A cargo module can transport 15,000 pounds, including other vehicles.

TANKS

The quintessential armored vehicle: almost completely enclosed, with a turret or turrets for controlling weapons from within, presenting minimal risk to the crew with maximal damage potential. While early models were little better than mobile coffins due to the designers' ideas being a little too advanced for the available technology, modern development has at least managed to maintain a steady equilibrium with competing anti-tank weaponry.

Armament. The tank has three turret mounts for heavy weapons.

Immunities. The tank is immune to cold, fire, as well as slashing, bludgeoning, and piercing damage.

Pressurized. The crew is immune to all gas attacks and inhaled poisons until the vehicle is destroyed.

Resistances. The tank has resistance to acid and thunder.

Terrain. Tanks suffer no penalties for passing through difficult terrain. Terrain a tank passes over is no longer difficult. Tanks may even be submerged in water, bringing in air from an outside snorkel that rises up 10 feet from the hull.

AIRCRAFT

ADVANCED AERIAL VEHICLE

This military aircraft uses fanjets to keep itself airborne and is unable to stay aloft otherwise, as it is not equipped with an aeroform. The fanjets have built-in redundancy, which can compensate if the craft loses one of its engines. It operates as both a transport and as an attack vehicle capable of parking over a location and securing ground like a tank. It doesn't deliver the massive punch of a focus attack helicopter, but it can nearly equal one in an even engagement. Its size and payload have dubbed it a "flying fortress." The rear cargo area can hold up to six fully armed soldiers

ECM. If the AAV is hit with a ranged attack, as a reaction, the attacker must reroll the attack.

Nightvision. The AAV's crew can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. This vision can't discern color in darkness, only shades of gray.

Pressurized. The AAV and its crew are immune to gas attacks and inhaled poisons.

Resistances. The AAV has resistance to acid, cold, and fire, as well as slashing, bludgeoning, and piercing from nonmagical weapons.

Sensors. The AAV has darkvision to 500 feet.

Turrets. Two two-handed small arm turrets and one heavy weapon turret OR two heavy weapon turrets.

ATTACK HELICOPTER

Modern attack helicopters dominate the modern urban battlefield. They have unmatched nightvision and threat analysis, equipped with a laser range finder, thermal imaging night sights, and digital computers. Both the fuel and ammunition are compartmented to enhance survivability.

Active Camouflage Denial System. Spend 40 feet of movement and target an area 40 feet in diameter up to 200 feet away. Until the start of your next turn, all enemy creatures in the area of effect cannot benefit from cover. This includes using cover to make stealth checks.

ECM. If the attack helicopter is hit with a ranged attack, as a reaction, the attacker must reroll the attack.

Nightvision. The helicopter's crew can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. This vision can't discern color in darkness, only shades of gray.

Pressurized. The helicopter and its crew are immune to gas attacks and inhaled poisons.

Resistances. The attack helicopter has resistance to acid, cold, and fire, as well as slashing and bludgeoning from nonmagical weapons.

Sensors. The attack helicopter has darkvision to 500 feet and see invisible targets within 50 feet.

Turret. Two heavy weapon turrets or three two-handed small arm turrets. One weapon turret can be controlled by the pilot without having to make a control roll.

AIRCRAFT

Name	Cap.	Cargo	Maneuver	Speed	Armor Class (AC)	HP	Size	Cost	TL
Advanced Aerial Vehicle	6	1,500	—	60 ft.	13 + Dex/Int mod.	100	H	100,000	4
Attack Helicopter	2	500	—	60 ft.	15 + Dex/Int mod. (max 2)	90	H	80,000	2
Blimp	5	300	Disadvantage	10 ft.	16	50	G	25,000	2
Buzzboy	1	5	—	60 ft.	13 + Dex/Int mod.	30	M	25,000	2
Flying Supercar	2	50	—	60 ft.	14 + Dex/Int mod.	40	H	3,5000	
Flying Car	4	200	—	40 ft.	13 + Dex/Int mod.	30	H	25,000	4
Helicopter	4	500	Disadvantage	50 ft.	14 + Dex/Int mod. (max 2)	40	H	25,000	2
Helicopter	4	500	—	60 ft.	13 + Dex/Int mod.	40	H	70,000	3
Leviathan	80	20,000	Disadvantage	40 ft.	18	200	G	200,000	4
Rocket Yacht	8	800	—	100 ft.	15 + Dex/Int mod. (max 2)	50	H	100,000	5
Swoosh Bike	2	100	—	80 ft.	13 + Dex/Int mod.	20	M	20,000	5
Tilt-Fan	6	2,000	—	50 ft.	15 + Dex/Int mod. (max 2)	100	H	100,000	3
Tilt-Rotor	10	3,000	Disadvantage	60 ft.	16	100	G	100,000	2
Tilt-Jet	10	5,500	Disadvantage	70 ft.	16	100	H	125,000	3

BLIMP

Blimps are hot-air ships with a non-rigid structure. Without pressure, they deflate. After cold air is pumped in and then heated, the baffles fill up, and the final shape takes form. Only the passenger car or gondola has a rigid construction. The difference between blimps and simple hot-air balloons is the addition of tail fins and propulsion.

Pressurized. The blimp and its crew are immune to gas attacks and inhaled poisons.

Lifting Bags. This aircraft is equipped with four lifting bags.

Resistances. The blimp has resistance to acid, cold, and fire, and thunder, as well as bludgeoning from nonmagical weapons.

BUZZBOY

The buzzboy is a nickname assigned to a variety of one-man aerial transports. They are used in law enforcement, traffic control, and military divisions assigned to urban warfare. They are occasionally fitted with weapons but are mostly used for reconnaissance. They can also be controlled by artificial or synthetic intelligence or by remote via cyberlink. They have no room for passengers. The craft wraps around its user.

Nightvision. The buzzboy's pilot can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. This vision can't discern color in darkness, only shades of gray.

Pressurized. The buzzboy and its pilot are immune to gas attacks and inhaled poisons.

Resistances. The buzzboy has resistance to acid, cold, and fire, as well as slashing and bludgeoning from nonmagical weapons.

Sensors. The buzzboy has darkvision to 250 feet.

Turret. One two-handed small arm turret.

FLYING CAR

Everyone wants a flying car. They were promised a flying car. It's the mark of a futuristic world, the sure sign of progress. Despite wireless internet and miniature portable computers, the public will not be satisfied until they have their flying car. Thankfully, when it finally arrived, it came with an auto-

drive to prevent those same people from killing themselves the first day they took their flying car for a spin. Commercial vehicles are usually restricted to defined flight paths, like an aerial highway system; overriding the flight computer to deviate from the 'road' requires an action (and may invalidate your insurance). Emergency and military vehicles do not have this restriction.

Nightvision. The car's driver can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. This vision can't discern color in darkness, only shades of gray.

Pressurized. The car and its crew are immune to gas attacks and inhaled poisons.

Resistances. The flying car has resistance to acid, cold, and fire.

Limitation. The flying car cannot fly above 1000 feet.

HELICOPTER

Standard helicopters are a common sight. They are agile despite their size, come equipped with a jet-stabilization system, and can ferry several armed personnel into a conflict. This entry is not for a heavy transport or for a nimble 2-person craft, but for the mid-size multi-purpose aircraft. They are still significantly more maneuverable than their predecessors, able to navigate the forest of city towers with no chance of clipping a rotor.

Pressurized. The helicopter and its crew are immune to gas attacks and inhaled poisons.

Resistances. The helicopter has resistance to acid, cold, and fire.

LEVIATHAN

A colossal flying fortress, the leviathan stays aloft via a dozen ducted fans or jets. This mobile strongpoint supports numerous weapon turrets and dozens of personnel. There are few leviathans in the world, and they rarely appear over densely populated areas. Thanks to its size, the leviathan is slow, but it is not an easy target, able to lose half of its engines and remain aloft.

Armament. A leviathan has six turret mounts for heavy weapons.

Immunities. The leviathan is immune to cold, fire, as well as slashing and bludgeoning damage.

Nightvision. The leviathan's crew can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. This vision can't discern color in darkness, only shades of gray.

Pressurized. The leviathan and its crew are immune to gas attacks and inhaled poisons.

Resistances. The leviathan has resistance to acid and thunder, as well as piercing from nonmagical weapons.

Sensors. The leviathan has darkvision to 1,000 feet.

ROCKET YACHT

It's not so much a rocket vehicle as it is a spacecraft capable of escape velocity. It doesn't run on liquid propulsion and can make such trips repeatedly. It does not resemble a ground vehicle and functions clumsily in urban environments. In space, it glides, but its range is severely limited. Often, the rocket yacht achieves low-Earth orbit to make quick hops across the planet.

Immunities. The rocket yacht is immune to cold and fire.

Pressurized. The yacht and its crew is immune to all gas attacks and inhaled poisons.

Movement Mode. The rocket yacht is not required to make vehicle control checks for speed as long as it is traveling in a straight line.

Resistances. The rocket yacht has resistance to acid and thunder, as well as slashing, bludgeoning, and piercing from nonmagical weapons.

SWOOSH BIKE

A swoosh is a vehicle designed by a madman—a collection of jets and miniature control surfaces barely able to keep the whole thing stable in the air. As such, only insane daredevils would hope to master it, and few have. Those exceptions claim a thrill like no other. Everyone else is scared for his or her life.

Resistances. The swoosh has resistance to cold and fire, and is immune to inhaled poisons and gas attacks.

Special. A swoosh operates like a mount instead of a vehicle for the purposes of combat.

Limitation. The swoosh cannot fly above 1000 feet.

TILT-FAN / ROTOR TRANSPORT

This is a blanket term for several variations of tilt-wing aircraft. They are mostly reserved for company presidents and military applications. The engines rotate for quick take-offs and offer up to a 200% increased horizontal acceleration over regular helicopters. The tilt-fan utilizes ducted-fan engines, and the overall design is smaller, with fewer control surfaces and larger engines compared to vehicle size. The larger tilt-rotor and tilt-jets are similar in size and operate nearly identically.

Movement Mode. A tilt transport in hover-mode cannot move faster than x8 its speed. If it attempts to move faster, it enters overland mode, and the tilt transport counts x14 it's speed as x8.

Nightvision. The tilt fan's crew can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. This vision can't discern color in darkness, only shades of gray.

Pressurized. The tilt-fan and its crew are immune to gas attacks and inhaled poisons.

Resistances. Tilt transports have resistance to acid, cold, fire, and thunder, as well as slashing and bludgeoning from nonmagical weapons.

VEHICLE MODIFICATIONS

Only one modification one any type can be applied, although you can apply different grades of the same type. For example, you can apply interlaced armor plating grade I and II and have the values compound, but you cannot apply two grade I interlaced armor plating. If a modification is already on a vehicle, you can skip that level and gain the second. There is no limit to the number of modifications you can place in a vehicle.

VEHICLE MODIFICATION

Modification	Cost	TL	Cell
Auto-Reloader	500	2	M
Complete Composite Retrofit	8,500	—	—
Electronics Flash Reprogramming	900	2	—
EPCM Level 1	500	1	—
EPCM Level 2	12,500	2	—
EPCM Level 3	25,000	3	—
Forced Induction I	5,000	2	—
Forced Induction II	10,000	2	—
Forced Induction III	15,000	2	—
Interlaced Armor Plating I	5,000	—	—
Interlaced Armor Plating II	10,000	—	—
Interlaced Armor Plating III	20,000	—	—
Nawz![1]	420	1	—
Parachute[2]	500	—	—
Premiere Performance Suspension[1]	2,000	—	—
Reinforced Chassis I	900	—	—
Reinforced Chassis II	2,500	—	—
Reinforced Chassis III	6,500	—	—
Reinforced Chassis IV	32,500	1	—
Visual Active Camouflage	32,500	5	H
Weapon mount (2-handed small-arm)	500	1	—
Weapon Turret (heavy weapon)	2,500	1	—
Weapon Turret (super heavy weapon)	6,500	1	—
VIN Registration Charge[1]	500	—	—

[1]Ground vehicle only
[2]Aircraft only

AUTO RELOADER

You have a mechanism to reload your weapons. You can reload three magazines/cells without requiring an action before needing external loading.

COMPLETE COMPOSITE RETROFIT

Ultra-high molecular-density polyethylene plates are bolted to the outer panels of the vehicle, removing any illusion of the transport's purpose. When you purchase this upgrade, select a damage type from the following list—acid, cold, fire, lightning, or thunder. You have resistance to that damage type.

ELECTRONIC / PHYSICAL COUNTERMEASURES

This is not one modification but several accomplishing similar ends. Reactive plating, adaptive camouflage, and regenerative countermeasures assist in making even an

immobile vehicle harder to target with both close and ranged attacks.

Level I. +1 bonus to the vehicle's AC.

Level II. +2 bonus to the vehicle's AC.

Level III. +3 bonus to the vehicle's AC.

ELECTRONICS FLASH REPROGRAMMING

EFP involves removing the vehicle's engine control system that limits the vehicle's power output by dictating throttle response injection timing. The unit is then replaced or reprogrammed for higher and more efficient output, granting a +5-foot bonus to speed rating.

FORCED INDUCTION

This involves installing a larger supercharger or turbocharger. Later levels include larger wastages and anti-surge/blow-off valve. Eventually, secondary forced induction systems may be included as well as larger intercoolers.

Grade I Property. Increase speed rating by +5

Grade II Property. Increase speed rating by +5

Grade III Property. Increase speed rating by +5

NAWZ!

Your customized vehicle has a slight modification you haven't told anyone else about. As a bonus action, the speed of your vehicle increases by +10 feet for 1 minute. Once you use this ability, you cannot use it again until you finish a long rest.

PARACHUTE

Parachutes attach to the main cabin or cockpit of an aircraft and deploy in case of freefall. A mechanical barometric switch triggers parachutes to prevent a terminal crash. The vehicle must be at least 200 feet above the ground for the parachute to operate safely.

REINFORCED CHASSIS

By strengthening the chassis with strut and sway bars, adding run-flat tires, and replacing key components with harder and lighter materials like carbon fiber, the vehicle can endure more punishment.

Level I. Vehicle gains +20 hit points.

Level II. Vehicle gains +50 hit points. Vehicle must have at least 60 hit points for this modification.

Level III. Vehicle gains +80 hit points. Vehicle must have at least 90 hit points for this modification.

Level IV. Vehicle gains +110 hit points. Vehicle must have at least 120 hit points for this modification.

VISUAL ACTIVE CAMOUFLAGE

This is an active cloaking system that can conceal a vehicle when not engaged in combat.

As an action, you become invisible for up to five minutes. If you are hit by a melee or ranged attack, you enter a square filled with water, you are hit with debris, or you fire any weapons, there is a 50% chance you become visible, and the effect ends. Once you use this ability, you cannot use it again until you finish a long rest.

WEAPON MOUNT / TURRET

A vehicle must have a listed hit point total equal to or greater than 30 to mount a two-handed weapon turret, equal to or greater than 60 to mount a heavy weapon (unless stated otherwise), and equal to or greater than 100 to mount a super heavy weapon (unless otherwise indicated). Most vehicles can have only one weapon mount. Weapons use their original size when determining what can be fitted to a mount, even if they nominally count as a smaller weapon for a larger user.

INTERLACED ARMOR PLATING

Though it does increase weight, this modification attempts to maintain the overall appearance of the vehicle without any visible evidence of the increased protection. Normal windows are replaced with bulletproof glass. Aramid plates are inserted behind the body panels. Later upgrades involve upgrading the reinforced glass with even tougher ballistics glass, though windows no longer roll down, and a cursory examination reveals the heavy defense. Grade 1 provides optimal defense against most one-handed small arms. Grade 2 increases small arm defense to include heavy caliber pistols. Grade 3 includes protection against most two-handed small arms.

Grade I Property. Gain resistance to slashing from nonmagical weapons.

Grade II Property. Gain resistance to bludgeoning from nonmagical weapons. The vehicle's speed is reduced by 5 feet.

Grade III Property. Gain resistance to piercing from nonmagical weapons. The vehicle's speed is reduced by 5 feet.

PREMIERE PERFORMANCE SUSPENSIONS

This expensive modification involves installing an intelligent active suspension system, which includes computer-enhanced systems like TCS (Traction Control System), ASR (Anti-Slip Regulation), and ESC (Electronically Stability Control).

Property. Gain a +2 bonus to ability checks with this vehicle.

VIN REGISTRATION CHANGE

This alters the vehicle's identification number, making the Automatrix (if your game has one) think your vehicle is different than it is. By modifying your VIN, you remove the AM's capacity to track you, although all VINs are registered. Unless it is told the new VIN is registered to you, it won't know you are the owner of the vehicle, and people attempting to track your location via your VIN must be aware of the new number. In some jurisdictions, failure to maintain proper vehicle registration is illegal (GM's discretion).

EIGHT: MECHA

Mecha are giant robots, usually piloted, normally humanoid but not necessarily, sometimes capable of transforming into other types of vehicles, and generally operating on Rule of Cool rather than anything approaching realism. They can range in size from barely larger than their operators to towering over skyscrapers. Sometimes they combine into even bigger robots and take on massive alien starfleets. Other times they are semi-sentient automatons that assist street-level investigations. Frequently they have their own personalities, or at least are ascribed such whether they are sapient or not. The following rules are designed to accommodate a wide variety of mecha, according to the needs of a given setting.

Editorial. I have often admitted inspiration from RPGs played from the past. I've been into role-playing games since the mid-1980s, but despite opening with traditional 1e "red box" and a brief stint with advanced versions, I became entranced by the systems developed in the early 1990s by companies digressing from these tropes. The lifepath system was one such system that inspired me, and this mecha system follows the same pattern. Despite attempts to diverge from its roots, I still found the end result coincidentally following similar ideas. Just because it's old doesn't mean you throw it away.

TECH LEVEL

A GM establishes the tech level of her setting, as described in chapter 1. However, mecha do not occupy a place in the traditional structure. To put it bluntly, if a civilization possessed the technology to build a giant robot that was actually useful in its application, it wouldn't need to, as other technology would certainly advance to the point as to make cheaper alternatives more effective. A 'realistic' mecha would be totally impractical. Therefore, no attempt is made to make them realistic.

Mecha still require a tech level set for purposes of interacting with other rules related to technology, but that tech level is totally up to the GM. It may be the same as the baseline for the setting, or several levels above or below. For most settings, a guideline of one tech level above the standard is appropriate.

LEVEL ADJUSTMENT

Mecha can vastly adjust the power level of any character. Consequently, all mecha come with a level adjustment, as described in Chapter 1; the difference here is that instead of adding to the character's actual level for purposes of calculating encounter difficulty, a mecha's level actually *replaces* the character's level. The mecha's level is used when establish-

ing encounter difficulty while actual XP rewards are determined by the *lower* of the mecha's level or the character's level (a character's abilities and feats are largely meaningless in mecha combat, and so are not factored into the difficulty of the encounter). This encourages characters to modify and improve their mecha as they advance in power themselves, so that encounters continue to be meaningful and rewarding at higher levels.

> *Editorial. In previous iterations of* Ultramodern5*, as well as in DEM's other publication,* Amethyst*, mecha were a luxury afforded to only high-level characters. However, with this chapter, we are presenting them as options for everyone. Alas, given that giant robots fight other giants and the predilection of 5E monsters larger than humans to be high level, this means that a low-level character in control of a mecha should and could be able to take on opponents with a challenge rating far in excess of their normal level.*

OBTAINING MECHA

Mecha are phenomenally expensive; a mecha's cost in game funds is approximately equal to its **level x 100,000**, meaning a 20th level mecha will cost $2,000,000, although in real terms they would probably run in the billions. Given that they are supposed to be available even to 1st-level characters, this would be prohibitive if characters were expected to spend their own funds on them. Traditionally, this is not the case. Characters in a military group may be assigned mecha; adventurers may happen across them in long-lost storage facilities; scroungers may cobble them together from pieces strewn across battlefields; heirs of noble families might inherit a mecha passed down through generations like an escutcheon; high school students may stumble across alien machines in the bottom of mysterious meteorite craters where the gym equipment shed used to be.

Regardless of how they obtain it, it is generally recommended that the GM allow players to design their own mecha. It is as much a point of personalization as their characters, especially considering mecha abilities dictate the majority of the player's effectiveness in combat. This can be written into the story that when characters stumble on their mechs, one calls to each of them. Perhaps when the story begins, characters have already customized their machines to their liking. If this still doesn't work for the GM's established setting, then the GM should offer several options to characters. If there are four characters, offer six designs and have each player select the one they want. Then let the paint fly as each player slaps their own coat to personalize their machine.

MECHA DESIGN / IMPROVEMENT

Most of the time characters will not be building or modifying their own mecha; either they have a team of NPCs dedicated to the task or one character will be a genius engineer taking care of everybody's machines. Should it become necessary, however, the difficulty of any Intelligence (Engineering) check to work on a mecha is equal to **10 + the mecha's level.**

However, there is one game-balancing limitation; a character cannot modify or create a mecha higher level than herself. This means, at least early on, starting characters will not be able to alter their own mecha until they literally outgrow them (this does not apply to the mecha's initial creation— it is assumed to have been built by someone other than the character, even if the *player* designed it). Where possible, a party should have access to an NPC techie capable of performing the required modifications; alternately, the GM might require one character to be sufficiently higher level than the rest of the party (not ideal, since it screws with the party's XP awards), or waive this restriction (for modifications only) for the party's resident tech genius.

The total time required to design and build a mecha is **(the mecha's level / the number of builders) x 10** in days (rounding down fractions). The level limit is determined by the highest-level character working in the group, with the usual rules for collaborative checks. The GM needs to establish the "value" in salvaged or available parts to build or improve a mecha where characters don't possess actual money. Each successful day spends a percentage of the required cost and moves the design or improvement closer to completion. To count as a full day, the characters must be able to spend eight hours a day on the design.

For example, if 4 characters are building a 10th level mecha, it will take 20 days (10/4 = 2.5, round down to 2).

Improving mecha takes less time than building one. Swapping out one system for another system of similar size and complexity only takes a few hours and can be accomplished during a long rest. Replacing a major component might take several days, while building a new servo from scratch might take a week or more. This is entirely up to the GM to determine.

PILOTING MECHA

In most respects, piloting a mecha is less like piloting a vehicle and more like controlling another character. Mecha have their own physical ability scores, hit points, AC, and proficiency bonuses, based on their level and systems rather than the pilot's scores and abilities. However, the mecha does not *completely* supersede the character.

A mecha possesses its own Dexterity and Strength ability values, and the bonuses for these abilities are added to all the following effects.

- *Damage Rolls (Strength- and Dexterity-based)*
- *Armor Class (if applicable)*
- Anytime a mecha is required to make a d20 roll attack

rolls, ability checks, or skill checks, it uses its Control Ability.

Constitution. Checks connected to Constitution are generally always saving throws; these are rolled normally using a mecha's ability score and are not affected by Control Ability rules. However, since a mecha is generally immune to poison and disease, Constitution saving throws are rare.

CONTROL ABILITY

When making any kind of d20 roll connected to either Dexterity or Strength, instead of using a mecha's raw ability score, you use your Control Ability, which is derived from your mecha's control system.

Different control systems (see *Cockpits*) determine which ability score a pilot uses in controlling the mecha. This is called a character's **Piloting Ability**. Generally, the most common abilities are Dexterity or Strength, though Intelligence and Wisdom can also be used .

A Control Ability is the average of the mecha's ability score and the piloting ability score.

Strength Control Ability=
(Mecha Strength + Piloting Ability) ÷ 2 (round down)

Dexterity Control Ability=
(Mecha Dexterity + Piloting Ability) ÷ 2 (round down)

For example, if the mecha has a 22 Strength but the pilot controls it with a 19 Intelligence, the control ability is 20 (+5).

HIT POINTS

Mecha hit points and character hit points are different. Unless specified otherwise, effects that damage the mecha do not damage the pilot, and any effects that recover character hit points cannot recover a mecha's hit points. Mecha must be repaired between battles, during short and long rests. Thankfully, all mecha support a rudimentary automatic repair system allowing for recovery during short and long rests with the latter enabling further repairing via the Intelligence (Engineering) skill.

HIT DICE

Character Hit Dice are separate from mecha Hit Dice. Mecha cannot recover hit points using a character's Hit Dice and vice versa. However, a mecha *may* be able to benefit from class abilities that involve spending Hit Dice for effects other than recovering hit points, as indicated below.

PROFICIENCY & SKILLS

Mecha have their own proficiency bonus, determined by the mecha's level (see level). However, proficient ability checks use the higher bonus between the mecha's proficiency bonus and the pilot's proficiency bonus when that check is associated with any physical ability checks that apply to the mecha (Strength, Dexterity, or Constitution).

By default, a mecha is considered proficient with any check needed to use its installed systems and weapons. If the pilot uses skills that cannot be augmented with a mecha system (such as Perception if the mecha lacks appropriate sensors), they use their own proficiency bonus.

CHARACTER ABILITIES

The applicability of character abilities to mecha should be determined on a case by case basis, taking the scale of the encounter and the expected maneuverability of the mecha into account.

For instance, if mecha in your setting are basically just walking weapons platforms, a martial artist should not be able to use her Fighting Form or Combo Chain abilities, whereas if they are meant to be unnaturally nimble, she should; likewise, a gunslinger piloting a Huge mecha might find it difficult to target Medium-sized creatures with her Kata abilities, but would have no trouble at all using them against other mecha.

As a general rule, characters can employ any abilities that could normally be used with a weapon through the mecha; however, saving throw DCs and damage from such abilities are based on the character level, not the mecha level (unless the mecha possesses a modification). Any exceptions that are not specifically called out in this section are left to the GM's discretion.

Ladders. Many ladders allow you to switch your attack and damage ability scores. These do not apply to your mecha's ability score, but may affect your Piloting ability.

MAGIC

As a mecha's cockpit is considered total cover for the pilot, they have no clear path to any target for the purposes of using magic or supernatural abilities, and cannot 'see' to target these powers (as monitors and telepresence do not count for purposes of such effects). Consequently, unless a mecha features a device like an Esper lens to channel paranormal abilities, or the ability itself does not require a clear path to the target, these powers cannot express themselves outside the mecha. Spells and abilities that are specific exceptions to the rules on cover and visibility may still be used; as above, the saving throw DCs and damage of such abilities use the character's statistics, not the mecha's. Additionally, any magic items a character may carry that improve combat do not apply to the mecha. However, at the GM's discretion, some attunable magic items may be applicable to the mecha as components.

MECHA COMBAT

Combat follows the standard rules for character-scale combat, except as follows.

ENTERING / EXITING YOUR MECHA

The cockpit space is usually located in the torso or head of a mecha, which requires the pilot to climb to or out of when entering and exiting. This is covered by normal climbing rules. The distance traversed can be halved if the mecha is crouched.

Upon entering a mecha, activating it usually involves a short period of startup calibration, which takes at least one action (and may require more depending on the aesthetics of the setting).

TERRAIN

What qualifies as 'difficult' terrain is dependent on scale. When defining difficult terrain, the GM should give it an appropriate size category, as *Tiny Difficult Terrain, Small Difficult Terrain, Medium Difficult Terrain, Large Difficult Terrain,* etc.

Wheeled vehicles and mecha using wheeled movement ignore difficult terrain that is at least two sizes smaller than themselves; walking mecha, creatures, and hover vehicles ignore difficult terrain of all sizes smaller than themselves.

> ***Editorial. This rule is meant to add some complexity, like everything else regarding mecha. It is situational, and a GM may ignore this one based on the battle. The whole point is that a tree is impassible for a Medium-sized creature, but an annoyance that can be stepped over if the mecha is Huge. Moreover, if a mecha is City-sized, trees can be ignored. As we'll see later, UM5 had to introduce more sizes to accommodate the various different popular mecha found in fiction.***

REACTORS

A mecha's reactor is generally a volatile device. When the reactor suffers a hit, it increases its chance of detonation. This refers to the *Reactor Condition* (or **REACON**) table. An undamaged mecha begins combat at the level specified by its reactor type. Each time the reactor suffers a hit, the level increases by 1, imposing the effects listed on the table. Reach high enough, and the reactor may explode, instantly reducing the mecha to 0 hit points and potentially causing a catastrophic detonation. Additionally, some mecha features allow increasing Reacon to accomplish certain feats.

Effect. As a reactor becomes damaged, it deals damage to the torso based on its own Hit Dice; roll the appropriate dice and suffer the damage. This damage is cumulative and cannot be avoided by any means.

Detonation. Normally, if a mecha's torso is reduced to 0 hit points, it just shuts down. However, if a reactor reaches level 9, the timer starts to a violent detonation. Only a DC 15 Intelligence (Engineering) check can stop a reactor meltdown. If the mecha explodes, all targets within its reach must make a DC 15 Dexterity saving throw, suffering damage equal to the mecha's total Hit Dice roll on a failure, or half damage on a success. Targets at double the mecha's reach must make a similar saving throw or suffer half damage (or quarter on a save).

For example, a 10th level Huge mecha has 10d12 hit dice and a reach of 10 feet. If its reactor detonates, it inflicts 10d12 damage to each target within 10 feet and half that damage to each target between 10 feet and 30 feet out.

REACON

Level	Reactor	Effect
-2	Bioenergy	None
-1		None
0	Nuclear, Energy Cell	None
1		None
2	Combustion, Steam	None
3		Torso suffers 1 HD hit
4		Torso suffers 2 HD hit
5		Torso suffers 3 HD hit
6		Disadvantage on ability checks; torso suffers 4 HD in damage
7		Hit point maximum halved; torso suffers 5 HD hit
8		Speed halved; torso suffers 7 HD hit
9		HP reduced to 1; 2d4 rounds to detonation.

HIT POINTS

Mecha, like characters and monsters, possess a single hit point value. To calculate a mecha's hit points, add up all the hit points from all servos to reach a final hit point value for the mecha.

A mecha's hit points can very greatly depending on how much is invested in servos.

An important note, a mecha's hit points are greatly affected by a mecha's Constitution score (just like a character).

TIERS

A mecha's hit point value is divided into four equal "tiers" (take a mecha's total Hit Points and divide it by 4. When a mecha's current hit points crosses a tier, it suffers a servo hit depending on how many hits each location has suffered (see later).

LOCATION

In regular combat, *where* a hit lands is abstract. With mecha combat, however, it is often more important to target specific areas than it to simply defeat the enemy through pure attrition.

When attacking a mecha, you can either make a called shot (with an appropriate penalty based on the location) or roll 1d10 on the Mecha Random Hit Location table after making a successful attack (if the table indicates an area

that has already been disabled, you instead target the torso).

Right Servo/Left Servo. If the table indicates a servo hit, the target gets to choose between the arm, leg, and wing on that side of the mecha (a called shot, of course, allows the attacker to choose). A single attack cannot be split between multiple servos unless the attack fired multiple shots (auto/auto-heavy); in which case, the damage can be divided between the limbs on that side.

Pod/Tail. If the target has a tail, the attack strikes a tail; if a pod, it hits a pod. If the target has neither, it strikes the torso. If the target has both, the target can decide which is hit.

Servo Guard. An arm, wing, or tail can be used to soak up incoming damage to the head or torso. This occurs as a reaction—the pilot simply raises a servo, and that location suffers a hit instead of the torso. Only arms, wings, and tails can accomplish this, not legs or weapon pods.

System Damage Table. Unless the specific system has its own hit points, which are reduced by this hit, a system hit still reduces hit points from the mecha's total.

Optional (Always Torso). With this option, all hits target the torso unless the attacker attempts a called shot. If the attacker scores a critical hit, she can select which location is hit.

MECHA CALLED SHOT LOCATIONS

Location	Penalty to Attack
Torso	-1
Arm/Leg	-3
Wing	-3
Head	-4
Weapon	-4
Thrusters	-4
Sensors	-5
System	-5

MECHA RANDOM HIT LOCATION

1d10	Location
1	Head
2-4	Torso
5-6	Right-Hand Servo
7-8	Left-Hand Servo
9	Pod/Tail
10	Roll on System Damage

SYSTEM DAMAGE

1d10	Special Hit Location
1	**Fire Control—**select a weapon, it cannot fire for 1d4 turns
2	**Sensors—**target blinded and deafened for 1d4 turns
3	**Flight System—**Fly speed reduced to 0 for 1d4 turns
4	**Hydraulics—**disadvantage on ability checks for 1d4 turns
5	**Control Jam—**disadvantage on attack rolls for 1d4 turns
6	**Motive Malfunction—**Ground speed halved for 1d4 turns
7	**Servo Hit—**Roll again on the location table; that servo suffers a servo hit effect (roll again if not a servo)
8	**Systems Shutdown—**suffer ½ damage but be stunned for 1 turn
9-10	**Reactor Hit—**Increase Reacon level by 1

SERVO HIT EFFECT

When a servo suffers a hit, hit points are reduced from the mecha's total. You then record that servo as having suffered a hit.

When a mecha's current hit points crosses a tier, it suffers additional effects based on the mecha servo that has suffered the most hits at that time. If multiple locations are tied for hits, the defender selects the servo. Additional hits on the same servo increase the damage to that location.

As there are only four tiers of hits points, a servo cannot suffer more than four servo hits via hit point loss. There are additional ways for a mecha to suffer a servo hit.

Natural 20. If the attacker rolls a natural 20 and hits a servo, that servo suffers a servo hit effect.

System Damage. Certain results on the System Damage table will result in a servo hit effect.

EFFECTS

Ability. When applying this effect, the defender selects either Strength or Dexterity and suffers a –2 reduction.

Speed. The mecha suffers a –5-foot penalty to speed. If affecting legs, it's ground speed; if affecting wings, it is fly speed.

System. Roll once on the System Damage table.

Shock. The next character to act in that mecha suffers disadvantage on his or her next d20 roll (regardless what that roll is), as long as it is made within the next minute.

SERVO HIT EFFECTS

Location	1st Hit	2nd Hit	3rd Hit	4th Hits
Torso	System	System	System	System
Arm	Shock	Ability	Ability	Disabled
Leg	Speed	Ability	Ability	Disabled
Wing	Speed	Speed	Speed	Disabled
Head	Shock	Shock	Shock	Disabled

DISABLED

A servo may be disabled either by receiving a 4th servo hit via the Servo Hit Effect table or by a mecha being reduced to 0 hit points.

When a mecha is reduced to 0 hit points, it suffers a servo hit. Each additional hit after the mecha's hit points are reduced to 0 also results in a servo hit—eventually, the mecha will be destroyed.

System. When a system is reduced to 0 hit points, it cannot function until at least 1 hit point is restored.

Limb Servo. When a limb servo (leg, arm, wing, etc.) is reduced to 0 hit points, not only is the servo rendered useless, but all systems (including weapons) attached to that servo go offline as well. If suffering an additional hit after being disabled, the servo blows off (but is not destroyed). Reattaching the servo requires an Intelligence (Engineering) check and a long rest. Losing wings will compromise flight if in an atmosphere. Even if one wing is lost, any flight or maneuvering benefits from both wings are lost.

Head. A head is often the location of a mecha's sensor suite, and this suite will go offline if the head is disabled. Another hit, and the head blows off (but is not destroyed).

Reattaching the servo requires an Intelligence (Engineering) check and a long rest.

Torso. A torso is the primary location of a mecha, and if reduced to 0 hit points, the entire mecha shuts down, and its Reacon level increases by +1. Each time the torso suffers a subsequent hit, its Reacon increases by +1.

Option—Pilot Damage. Normally the cockpit is the most secure part of the mecha, and a pilot is in little direct danger during combat. However, to make mecha combat more harrowing, on any critical hit against the torso results in the pilot also suffering 1d8 bludgeoning damage (whether from direct damage to the cockpit, or biofeedback from the control systems, or random sparks flying out of the monitor screens for no reason).

The moment the mecha recovers at least 1 hit point, the torso comes back online.

REPAIRS

Mecha (even organic ones) cannot be healed; they must be repaired in a painstakingly complicated process.

No Automatic Repairing. Mecha lack automatic repair systems by default. They must be repaired manually. A character trained in Intelligence (Engineering) may make a DC 15 check at the end of a short rest and roll up to half the mecha's total Hit Dice (if available). On a failure, the hit dice are still spent, but only 2 hit points per die are recovered. At the end of a long rest, a character may repeat this but spend up to all the remaining Hit Dice. Like characters, at the end of a long rest, a mecha regains spent Hit Dice, up to a number of dice equal to half of the mecha's total number (minimum of one die). This means that another long rest could be required to continue repairing. Engineers are not miracle workers.

Recovery Location. The character making the Intelligence (Engineering) check (or the character controlling that mech if the check is done via an NPC) can allocate recovered hit points however they wish among damaged locations and systems.

Damaged Systems. All systems in limb, tail, pod, and head locations (except weapons and those that have their own separate hit points) are restored to full function as long as the location has at least 1 hit point. Weapon systems and those with separate hit points require at least 50% of their location's hit points before coming back online. For torso systems, for every 25% of the location's hit points recovered, one damaged system can be brought online. Once the torso is fully repaired, all remaining damaged functions are brought back.

Reacon Recovery. After finishing a short rest, your Reacon level reduces by 1. After a long rest, a mecha's Reacon level returns to baseline (based on the reactor).

MISSILE ATTACKS

Mecha are normally constrained by the same limitations on attacks that characters are; unless a system is linked, only one weapon can be used at a time. However, with missile launchers, any number of missiles can be launched as part of a single action (making an attack roll for each missile). For example, if you have one missile launcher with six missiles, as a single attack action, you can launch between 1 and 6 missiles. How many targets you can strike with a single attack is dependent on your targeting system.

As a bonus action, you can lock onto targets, thus always knowing their position while in sensor range (unless they have a jammer or a cloaking device). A sensor package indicates the number of different opponents you can target with a missile attack.

For example, if you can track 4 targets, then you can launch any combination of available missiles at up to 4 different targets as a single attack action.

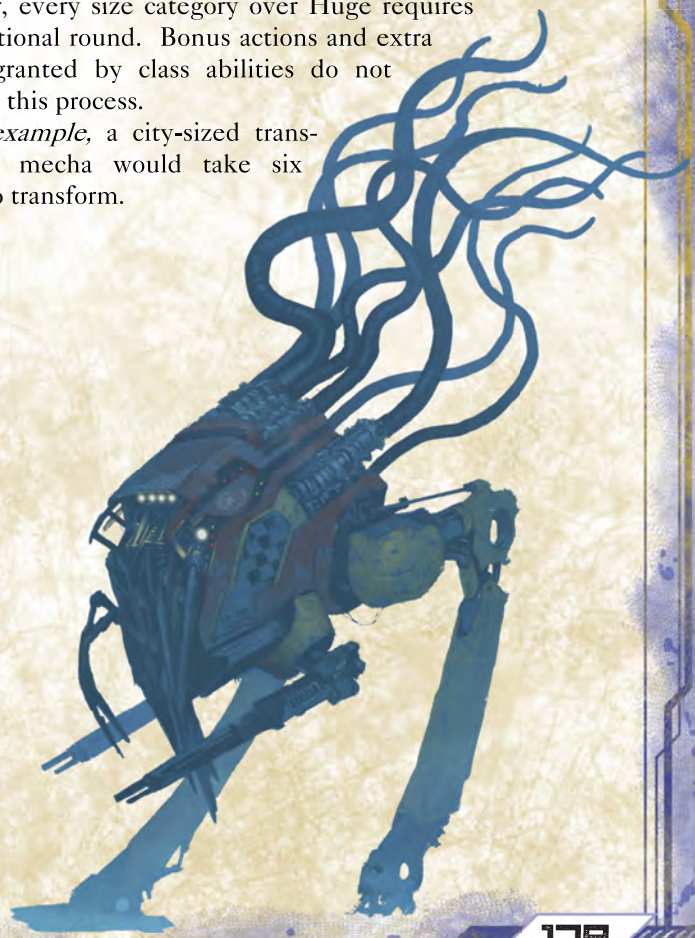
Speed. Missiles generally hit their target in the same turn they are launched. However, in large-scale combat, this may not always be the case. Missiles launch at a fly of 300 feet. Because they lock and track, a target moving aside won't be enough to prevent an impact, but if far enough, and if equipped with some form of countermeasure, it may be possible to avert a missile's impact.

When handling missile speed, the attacker makes an attack first; on a miss (and the missile is not smart), the target need not do anything. On a hit, the target (if a mecha) is aware thanks to its sensors package and may attempt some form of countermeasure to avoid the attack. Obviously, this is impossible if the target is 300 ft or less away.

TRANSFORMATION

Some mecha can transform. It only takes an action to activate, though the time it takes to complete is based on the size of the mecha. For mecha Tiny to Huge, the transformation occupies that action and is finished by the end. However, every size category over Huge requires one additional round. Bonus actions and extra actions granted by class abilities do not speed up this process.

For example, a city-sized transformable mecha would take six rounds to transform.



MECHA CREATION

While mecha possess many of the same traits as characters, the process of creating them is more complex.

STEP 1: SIZE

The size of your mecha is its most defining feature. You can make your mecha any size you want, but there are benefits and drawbacks to each. Mecha are usually designed to battle creatures of equal size, so a Huge mecha won't be built to take on Medium opponents in confined spaces. Likewise, a Large mecha generally won't be properly equipped to take on Gargantuan opponents.

Size Category. Mecha sizes do not stop at Gargantuan. In mecha combat, the scale increases to Colossal, Immense, Titanic, City, Planetary, and Cosmic. It may be necessary to reclassify the size of some monsters from other sources; in that event, calculate the monster's new space and reach based on the table below.

Maximum Ability Scores. Unlike characters, which have a standard limit of 20 in all ability scores, mecha have separate limits for each ability. Maximum Dexterity decreases as size increases, while maximum Constitution and Strength increase. Keep these limits in mind when buying ability scores in step 2.

Space. A mecha generally fits a square, though this need not be always the case. Traditionally, a size listed determines a tabletop footprint with no applicable height. Mecha size is defined differently. The longest side of a mecha determines its space for the purposes of its possible reach and design limitations. For example, a mecha 20 ft. tall, 10 ft. wide, and 10 ft. across is considered Gargantuan.

Reach. Reach is a direct factor of size. A mecha must possess limbs to have reach, either through legs or arms. A spacecraft with no limbs does not have reach.

Hit Dice. Hit points are determined by level (via the purchasing of servos), not by Hit Dice. The Hit Dice listed on the table below applies only to Hit Dice for the purposes of hit point recovery.

Torso Level. This is the minimum level for a torso server. *For example,* a Huge mecha must have at least a level 6 torso.

Space Multiplier. Massive mecha apply the listed multiplier to the available spaces on each of their servos. This dramatically expands their capacity to add additional weapons, crew modules, and so forth.

Transform Time. This is the number of rounds required to transform the mecha. Up to Huge, this only requires a single action.

STEP 2: ABILITY SCORES

Mecha have only three ability scores: Strength, Dexterity, and Constitution. Instead of the normal character limit of 20 in any ability score, mecha abilities have maximum values determined by the mecha's size. Physical ability scores are not randomly generated with mecha; instead, you have 29 points to spend on your mecha's ability scores. The cost of each score is listed on the Ability Score Point Cost Table. No mecha can have a score higher than 23 at this stage, and scores must be equal or below the maximum for its chosen size (although this is only likely to be a limiting factor for mecha smaller than Large size).

ABILITY SCORE POINT COST

Score	Cost	Score	Cost
4	0	14	10
5	1	15	11
6	2	16	12
7	3	17	13
8	4	18	14
9	5	19	15
10	6	20	16
11	7	21	17
12	8	22	18
13	9	23	19

STEP 3: LEVEL

The GM determines the range of levels available to a player's mecha. While it is recommended that mecha in a party be of the same level for ease of bookkeeping, this is not strictly necessary.

Creation Points. Creation points are the abstract cost system for designing a mecha. These are similar to experience points in regards to character advancement except that mecha do not gain them through adventuring; they must be increased through design and upgrades. As points are added via subsequent modifications, a mecha approaches the next level. Once a mecha crosses a threshold to a higher level, it may potentially improve that mecha's profi-

MECHA SIZE LIMITS

Size	Max Dex	Max Con	Max Str	Space	Reach	Hit Dice	Torso Level	Space Multiplier	Transform Time	Base Speed
Tiny	30	14	16	2.5 ft.	5	d4	1	0	1	20 ft.
Small	30	16	20	5 ft.	5	d6	1	0	1	25 ft.
Medium	30	18	24	5 ft.	5	d8	2	0	1	30 ft.
Large	30	20	30	10 ft.	5	d10	3	0	1	35 ft.
Huge	26	22	30	15 ft.	10	d12	6	0	1	40 ft.
Gargantuan	22	24	30	20-40 ft.	15	d20	8	x1.5	2	45 ft.
Colossal	18	26	30	45-80 ft.	20	d20+10	12	x2	3	50 ft.
Immense	14	28	30	85-160 ft.	30	d20+15	16	x3	4	55 ft.
Titanic	10	30	30	165-320 ft.	50	d20+20	19	x4	5	60 ft.
City	6	30	30	325-640 ft.	80	d20+25	22	x5	6	70 ft.
Planetary	4	30	30	645-1,280 ft.	120	d20+30	25	x6	7	80 ft.
Cosmic	4	30	30	1,285 ft. or larger	200	d20+35	28	x8	8	90 ft.

ciency bonus and gain bonuses to ability scores.

Proficiency Bonus. Mecha gain the same proficiency bonuses as standard characters at the same levels. A player uses the higher of their own proficiency bonus or the mecha's when performing a check with a mecha system (this does mean that a character who has never set foot inside a mecha before is still just as capable as someone who has piloted them from birth, which is unrealistic but is also the way that most mecha fiction tends to work).

The mecha's proficiency bonus is solely determined by its level, but what checks it can be applied to are determined by its systems. A mecha is always considered proficient with checks related to its own movement and weapons systems.

Ability Score Bonus. Like player characters, mecha gain improvements to their ability scores. These are either side-effects of advanced construction or the benefits of improved modifications. When reaching a level with an Ability Score Bonus, you can increase one ability score by 2, or you can increase two ability scores of your choice by 1. You cannot improve an ability score above the limits for the mecha's size. If designing a mecha from scratch at a higher level, add all the applicable bonuses after you have determined your initial ability scores.

Mecha Level vs. Servo Level. A mecha's level is unrelated to the levels of the servos. A mecha can possess higher servo levels than its mecha level, but it is the mecha's level determined on the Creation Point Level Progression table that sets Proficiency and Ability Score Bonus.

CREATION POINT LEVEL PROGRESSION

Creation Points	Level	Proficiency Bonus	Ability Score Bonus
200	1	+2	
450	2	+2	
700	3	+2	+2
1,100	4	+2	
1,800	5	+3	
2,300	6	+3	+2
2,900	7	+3	
3,900	8	+3	
5,000	9	+4	+2
5,900	10	+4	
7,200	11	+4	
8,400	12	+4	+2
10,000	13	+5	
11,500	14	+5	
13,000	15	+5	+2
15,000	16	+5	
18,000	17	+6	
20,000	18	+6	+2
22,000	19	+6	
25,000	20	+6	
33,000	21	+7	+2
41,000	22	+7	
50,000	23	+7	
62,000	24	+7	+2
75,000	25	+8	
90,000	26	+8	
105,000	27	+8	+2
120,000	28	+8	
135,000	29	+9	
155,000	30	+9	+2

STEP 4: DESIGN

Now comes the complicated part: buying all the mecha's systems and components with creation points.

COSTS & MULTIPLIERS

Mecha parts cost a certain number of creation points (CP) each. Oftentimes this is a flat value, but there are components listed in this chapter with a multiplier rather than a cost. These appear in two different variations—component multiplier and mecha multiplier. As per standard rules, if a multiplier results in a fractional CP cost, round down, even if the fraction is above .5.

Component. Components (including armor) can increase or decrease the base cost of the item being designed. A multiplier does not extend to other items (so a x0.2 weapon modifier applies to the weapon and not the mecha). After applying all other base costs, factor in the multipliers individually (do not add them).

For example, a 50-point weapon with a x0.7 and a x1.5 multiplier will cost 52.5 CP (50 x 0.7 x 1.5 = 52.5). Multipliers do not add to the weight or size of the overall design.

Mecha. A mecha adds its multiplier at the end and does so differently. Add all the multipliers together, and the result is ADDED to the final design.

For example, a 300-point mecha with a 0.2, 0.3, and a 0.15 multiplier will cost 495 CP (0.2 + 0.3 + 0.15 = 0.65; 300 x 0.65 = 195; 195 + 300 = 495 CP).

4A: MECHA FRAME

A mecha, no matter the limbs or design, is built from a basic core servo, or torso; other servos are attached to the torso. The servos are all listed by cost in Creation Points (CP), Hit Points (HP), and Spaces.

Hit Points. The HP listed is base unmodified for a given level. To calculate final hit points for a servo, multiply the level of the servo by the mecha's Constitution modifier and add this value to the HP for that level.

For example, a mecha's Constitution is 14 (+2 modifier), and the Torso is level 10, add 20 HP to the Torso's hit points. Each arm is level 9, so only 18 HP are added to each of those limbs.

A servo can gain additional hit points by sacrificing spaces; for every 2 spaces sacrificed, gain 1 hit point for that server. These only add hit points and do not adjust any other values. Only 25% (round down) of the total spaces available can be sacrificed this way.

Spaces. For most servos, base spaces are equal to the servo's hit points, although these are considered independent values. This base number is modified by the mecha's Space Multiplier for its size. A servo may also sacrifice hit points for extra spaces; sacrifice 1 hit point to gain 2 spaces. Only base hit points, not hit points gained from a mecha's Constitution modifier, can be sacrificed this way.

Torso. A torso is the main body of a frame, but it need not be an actual torso—no other servos are required to attach to it. The torso is the only mandatory component of a frame, as it also counts as the primary hull when building a

vehicle (like a fighter or a ground vehicle). A mecha can have only one torso. The torso servo's level need not be equal to the level of the mecha (it is limited by size), but you cannot attach any servo to a torso higher than the torso's level +1.

Head. 'Head' is a catchall term for the servo housing the mecha's sensor suite (it need not actually be anything recognizable as a head). With sensors installed in a head servo, the pilot can use the mecha's proficiency bonus when making Perception checks (otherwise, the pilot must use her own proficiency bonus regardless of how good the sensors are). Sensors placed in the head benefit from longer range as well. A mecha can have only one head servo.

Arms. Multiple arms can allow multiple weapons, multi-attacks, as well as become braces for larger weapons. Arms do not automatically come with hands; these are bought later as "handy" weapons.

Legs. Legs need to support a mecha. To support a mecha, add up the levels of all the legs; the total value must be at least twice that of the torso server level. You gain additional benefits with additional legs.

Two Legs. Normal

Three Legs. Advantage on saving throws against being knocked prone.

Four Legs. Same with three legs; +5 feet speed.

Six Legs. Same with four legs, plus you gain a climb speed equal to your normal speed.

Eight Legs and more. Same as six legs, plus you can stand up from prone using only 5 feet.

Strength (STR). Both arm and leg servos feature a Strength value, meaning the maximum Strength that can be channeled through that limb for the purposes of Strength-based attack rolls (it does not affect Dexterity-based attacks). If you have mismatched limbs, you must determine which one is making the attack. This is independent of the ability limitations due to size.

Wings/Tails. These may imitate living organs or be fixed as part of an aircraft. When employing wings, add up the levels of all the wings; if the total value is more than twice that of the torso server, then a mecha cannot fall if its fly speed is reduced to 0 or if it is knocked prone while flying. A tail is considered rigid unless it is given a melee weapon, in which case it is considered flexible. A tail within 2 levels of a torso also provides stability, granting advantage to Dexterity (Acrobatics) checks.

Pods. A pod is nothing more than a cargo box. While providing additional hit points, its primary purpose is to store items, including weapons.

SPACES

Servos offer spaces; components occupy them. The spaces listed with servos indicate how many spaces that servo has, while the spaces listed with components indicate how many spaces that item occupies. There may be a situation where the component you have designed cannot fit within a servo. In the case of arms, a hand may hold an item, precluding the need to install the item in the servo (although this does have its own limitations).

Space Efficiency. If you need to install a larger item in a smaller space, you can employ space efficiency. This costs 1 CP per space removed on the item. However, you cannot reduce an item below half its original size.

TORSO SERVO

Level	Cost	HP/Spaces
1	50	10
2	112	15
3	175	20
4	275	25
5	450	30
6	575	35
7	725	40
8	975	45
9	1250	50
10	1,475	55
11	1,800	60
12	2,100	65
13	2,500	70
14	2,875	75
15	3,250	80
16	3,750	85
17	4,500	90
18	5,000	95
19	5,500	100
20	6,250	105
21	8,250	110
22	10,250	115
23	12,500	120
24	15,500	125
25	18,750	130
26	22,500	135
27	26,250	140
28	30,000	145
29	33,750	150
30	38,750	155

HEAD SERVO

Level	Cost	HP/Spaces
1	10	1
2	23	2
3	35	3
4	55	4
5	90	5
6	115	6
7	145	7
8	195	8
9	250	9
10	295	10
11	360	11
12	420	12
13	500	13
14	575	14
15	650	15
16	750	16
17	900	17
18	1,000	18
19	1,100	19
20	1,250	20
21	1,650	21
22	2,050	22
23	2,500	23
24	3,100	24
25	3,750	25
26	4,500	26
27	5,250	27
28	6,000	28
29	6,750	29
30	7,750	30

ARM SERVO

Level	Cost	HP/Spaces	STR
1	20	2	18
2	45	3	18
3	70	4	19
4	110	5	20
5	180	6	20
6	230	7	21
7	290	8	22
8	390	9	22
9	500	10	23
10	590	11	24
11	720	12	24
12	840	13	25
13	1000	14	26
14	1,100	15	26
15	1,300	16	27
16	1,500	17	28
17	1,800	18	28
18	2,000	19	29
19	2,200	20	30
20	2,500	21	30
21	3,300	22	30
22	4,100	23	30
23	5,000	24	30
24	6,200	25	30
25	7,500	26	30
26	9,000	27	30
27	10,500	28	30
28	12,000	29	30
29	13,500	30	30
30	15,500	31	30

WING/TAIL SERVO

Level	Cost	HP/Spaces
1	10	2
2	23	3
3	35	4
4	55	5
5	90	6
6	115	7
7	145	8
8	195	9
9	250	10
10	295	11
11	360	12
12	420	13
13	500	14
14	575	15
15	650	16
16	750	17
17	900	18
18	1,000	19
19	1,100	20
20	1,250	21
21	1,650	22
22	2,050	23
23	2,500	24
24	3,100	25
25	3,750	26
26	4,500	27
27	5,250	28
28	6,000	29
29	6,750	30
30	7,750	31

LEG SERVO

Level	Cost	HP/Spaces	STR
1	20	2	18
2	45	3	18
3	70	4	19
4	110	5	20
5	180	6	20
6	230	7	21
7	290	8	22
8	390	9	22
9	500	10	23
10	590	11	24
11	720	12	24
12	840	13	25
13	1000	14	26
14	1,100	15	26
15	1,300	16	27
16	1,500	17	28
17	1,800	18	28
18	2,000	19	29
19	2,200	20	30
20	2,500	21	30
21	3,300	22	30
22	4,100	23	30
23	5,000	24	30
24	6,200	25	30
25	7,500	26	30
26	9,000	27	30
27	10,500	28	30
28	12,000	29	30
29	13,500	30	30
30	15,500	31	30

POD SERVO

Level	Cost	HP	Spaces
1	10	2	2
2	23	3	4
3	35	4	6
4	55	5	8
5	90	6	10
6	115	7	12
7	145	8	14
8	195	9	16
9	250	10	18
10	295	11	20
11	360	12	22
12	420	13	24
13	500	14	26
14	575	15	28
15	650	16	30
16	750	17	32
17	900	18	34
18	1,000	19	36
19	1,100	20	38
20	1,250	21	40
21	1,650	22	42
22	2,050	23	44
23	2,500	24	46
24	3,100	25	48
25	3,750	26	50
26	4,500	27	52
27	5,250	28	54
28	6,000	29	56
29	6,750	30	58
30	7,750	31	60

WHEELS AND TREADS

Wheels and/or treads can be attached to any servo. Whichever system you install must be at least the same level as the torso servo. However, the spaces they take up may be split between legs, torso, or arms, though by doing so, the mech is required to have each installed servo touching the ground for the system to work. If your mecha has legs, but you fit wheels in the body, then the legs must be retracted in some way. Alternately, you can purchase one system and split them between available legs. Additionally, if your mecha transforms to enable the use of wheels, then you can place them wherever you want, assuming those servos merge in with the body to form the new shape.

Wheels. Wheels grant a +10-foot bonus to speed, but while in effect, the mecha ignores any benefit from having legs.

Treads. Treads grant a +5-foot bonus to speed, but while in effect, the mecha ignores any benefit from having legs. Treads also allow a mecha to ignore difficult terrain as long as the average obstacle within the difficult terrain is at least one size smaller than the mecha or smaller (see *Movement*).

If a mecha suffers a penalty to speed from taking damage to its legs, this does not affect wheels or treads—those systems must be individually taken out. Wheels and treads do not have hit points; they are a system that can be disabled.

WHEELS / TREADS

Level	Cost	Spaces
1	10	2
2	23	2
3	35	2
4	55	3
5	90	3
6	115	3
7	145	4
8	195	4
9	250	4
10	295	5
11	360	5
12	420	5
13	500	6
14	575	6
15	650	6
16	750	7
17	900	7
18	1,000	7
19	1,100	8
20	1,250	8
21	1,650	8
22	2,050	9
23	2,500	9
24	3,100	9
25	3,750	10
26	4,500	10
27	5,250	10
28	6,000	11
29	6,750	11
30	7,750	11

ARMOR

When armor is purchased, it is spread evenly across the mecha. You are not required to purchase armor for each location. Armor is layered onto a servo, so does not take up space. Unlike servos, you can acquire any level armor you wish, though each level lists AC values for light, medium, and heavy armor.

Like traditional armor, by employing light armor, a mecha may add its Dexterity modifier to its AC, while medium armor limits that bonus to +2. Heavy armor doesn't allow any positive Dexterity modifier to be added.

EMP Shielding (TL2). This is different than lightning immunity; this shields electronics and power systems from effects that would shut down or otherwise disrupt your mecha. You are immune to pincher or EMP attacks.

Resistance (TL2). You gain the listed resistance, whether it be acid, cold, fire, force, lightning, or nuclear. With bludgeoning, piercing, and slashing, these can be circumvented with armor penetration or magical weapons. You cannot combine resistance with the same immunity or vulnerability.

Immunity (TL3). Immunity renders you immune to a specific type of damage. However, certain weapons inflicting a damage type can also cut through certain defenses (via AP), in which case, immunity is reduced to resistance. You cannot combine immunity with the same resistance or vulnerability. Being immune to lightning damage also renders you immune to the pincher property and other EMP weapons.

Vulnerability. Vulnerability renders you vulnerable to a specific type of damage. You cannot combine vulnerability with the same resistance or immunity. This makes armor cheaper.

Damage Reduction. Damage reduction involves advanced metallurgy—each incoming attack, regardless of the source, is reduced by 5.

Energy Absorption. This system must be combined with at least one type of resistance or immunity. When struck with damage matching an immunity/resistance you possess, the damage you do not take can be collected in an energy cache (see Energy Cache) and released in some capacity later. You must possess an energy cache to utilize an absorber.

One important take away regarding a mecha's level and the levels of its servos is that there is no set relationship. Although a 10th level mecha can afford level 10 servos, giving it more hit points than most 10th level characters, it would also be underequipped in other fields. Don't feel compelled to pack on additional hit points at the cost of weapons or maneuverability.

LIGHT ARMOR

Level	Cost	AC
1	20	11
2	45	12
6	230	13
10	590	14
14	1,100	15
18	2,000	16

MEDIUM ARMOR

Level	Cost	AC
1	45	12
2	70	13
3	110	14
4	180	15
7	390	16
11	840	17
15	1,800	18
19	2,500	19

HEAVY ARMOR

Level	Cost	AC
1	20	14
2	45	15
3	70	16
4	110	17
5	180	18
9	590	19
13	1,100	20
17	2,000	21
20	4,100	22

ARMOR MODIFICATIONS

Type	Cost
Resistance (Acid)	x1.2
Resistance (Cold)	x1.2
Resistance (Fire)	x1.2
Resistance (Radiant)	x1.2
Resistance (Lightning)	x1.2
Resistance (Bludgeoning)	x1.2
Resistance (Piercing)	x1.2
Resistance (Slashing)	x1.2
Immunity (Acid)	x1.7
Immunity (Cold)	x2.0
Immunity (Fire)	x2.5
Immunity (Radiant)	x3.0
Immunity (Lightning)	x3.0
Immunity (Bludgeoning)	x3.2
Immunity (Piercing)	x3.2
Immunity (Slashing)	x3.2
Vulnerability (Acid)	x0.8
Vulnerability (Cold)	x0.8
Vulnerability (Fire)	x0.7
Vulnerability (Radiant)	x0.7
Vulnerability (Lightning)	x0.7
Vulnerability (Bludgeoning)	x0.7
Vulnerability (Piercing)	x0.6
Vulnerability (Slashing)	x0.7
Damage Reduction 5	x2.0
Energy Absorption	x1.5
EMP Shielding	x1.5

48: WEAPONS & SHIELDS

RANGED WEAPONS

Ranged weapons can be broken up into two categories—projectile and energy. The former are split into magnetic, traditional, and electronically stacked. With the latter, these are divided into laser, nuclear, pincher, and plasma.

Cost. To calculate the cost of a mecha ranged weapon, determine the cost based on its damage, then factor each multiplier (without adding them). For example, a 1d6 laser costing 20 is built with +2 Accuracy, but only a 3-round magazine. The cost breakdown is as follows. 20 x 2.0 x 0.7 = 28 final cost.

Mount. This indicates the number of mounting points the weapon requires to be stabilized. Each hand holding a weapon counts as a weapon mount, as does a shoulder or torso mount. Tripods offer additional stability, but a tripod must be planted, requiring an action, and once planted, it cannot be moved unless you use an action to uproot. Your size also provides additional stability by reducing the required number of mounts (it cannot be reduce below 1). A fixed weapon is implanted within a servo (like an arm or torso); this requires the weapon to take up spaces in the servo, but it provides additional stability.

For example, if you build a weapon requiring 3 mounts, if your mecha is Large, it reduces the weapon to require 2 mounts. One hand acts as a mount, and you can affix part of the weapon to a shoulder mount, allowing you to use the weapon without being destabilized.

Weapon Group. If a weapon is mounted entirely within a servo or is held by one hand, it is considered a one-handed small arm. If the weapon requires two hands or one hand and an external mount, it is considered a two-handed small arm. If the weapon requires more than three mounts and is not mounted entirely within a servo, it is a heavy weapon. Any weapon requiring a tripod is counted as a super-heavy weapon.

Multiplier Damage. Weapons intended for massive damage have multipliers, such as 1d4(x5), to reflect their deadliness while avoiding having to tally up a fistful of dice. When a weapon has a damage multiplier, all damage dice are rolled and adjusted by the attacker's ability score modifier, and the result is multiplied by the indicated amount.

For example, a weapon listed as 1d4(x5) is rolled, resulting in a 3. The character's ability modifier is +4, increasing the damage to 7, which is then multiplied by 5 to inflict 35 points of damage.

BASE WEAPONS

Damage	Range	Mounts	Cost	HP/Space
1d6	100/400	1	20	1
1d8	200/800	2	70	3
1d10	250/1,000	3	230	5
1d10+3	300/1,200	4	590	9
1d8(x2)	400/1,600	5	1,300	14
1d10(x2)	500/2,000	6	6,200	20
2d6(x2)	600/2,400	7	12,000	27
2d8(x2)	800/3,200	8	20,000	35
3d6(x2)	1,000/4,000	9	32,000	44
2d10(x2)	2,000/8,000	10	50,000	54
3d8(x2)	3,000/12,000	11	70,000	65
3d10(x2)	4,000/16,000	12	100,000	76

MOUNTS

Type	Mount
One-Handed	1
Two-Handed	2
Weapon Mount	1
Tripod	2
Fixed-Arm/Leg	2
Fixed Torso	3
Large	-1
Huge	-2
Gargantuan	-3
Colossal	-4
Immense	-5
Titanic	-6
City	-7
Planetary	-8
Cosmic	-9

ENERGY WEAPON MODIFIERS

Type	Cost
Accuracy -2	x0.7
Accuracy -1	x0.8
Accuracy +1	x1.5
Accuracy +2	x2.0
Accuracy +3	x3.0
Anti-Missile	x1.1
Auto	x1.4
Auto-Heavy	x1.6
Cell-1	x0.7
Cell-3	x0.8
Cell-7	x0.9
Cell-10	x1.0
Cell-Infinite	x1.5
Cell-Fixed	x0.6
Energy Cache-Divert	x1.3
Focused	x2.0
Mega-Beam	x5.0
Range -50%	x0.8
Range -25%	x0.9
Range +50%	x1.2
Range +100%	x1.3
Range +300%	x1.4
Range +500%	x1.5
Type-Nuclear	x1.3
Type-Plasma	x1.5
Warm-Up (1 round)	x0.9
Warm-Up (2 rounds)	x0.7
Warm-Up (3 rounds)	x0.6

PROJECTILE WEAPON MODIFIERS

Type	Cost
Accuracy -2	x0.7
Accuracy -1	x0.8
Accuracy +1	x1.5
Accuracy +2	x2.0
Accuracy +3	x3.0
Anti-Missile	x1.1
Auto	x1.5
Auto-Heavy	x1.7
Magazine-1	x0.6
Magazine-3	x0.7
Magazine-7	x0.9
Magazine-10	x1.0
Magazine-Feed	x1.2
ESP	x2.0
Magnetic	x2.0
Missile	x0.15
Range 0	X0.5
Range -50%	x0.8
Range -25%	x0.9
Range +50%	x1.2
Range +100%	x1.3
Range +300%	x1.4
Range +500%	x1.5
Shotgun	x1.5

AMMUNITION/MISSILE MODIFIERS

Type	Cost
Armor Piercing	x4.0
EMP	x4.0
Explosive (10 ft.)	x3
Explosive (20 ft.)	x5
Explosive (40 ft.)	x7
Explosive (70 ft.)	x8
Explosive (110 ft.)	x9
Flare	x0.5
Foam	x0.5
Incendiary	x4.0
Kinetic	x3.0
Long Range	x1.3
Smart (1 round)	x2.5
Smart (2 rounds)	x3.0
Smoke	x0.5
Tracer	x3.0

RANGED WEAPON MODIFIERS

Anti-Missile. A weapon can be switched to target incoming missiles. If a weapon features this modification, then as a reaction to one or more missile hits as part of a single action, you can make an AC18 attack against the incoming action. If your weapon is single-shot, you can only target one incoming missile as a reaction; if your weapon also possesses the auto or auto-heavy property, you can target up to five or ten missiles respectively. For every hit, one missile detonates halfway between you and the attacker.

Accuracy. All weapons can be modified with up to a +3 modifier, which is added to attack rolls, but not damage rolls. This modifier does not extend to any other weapons linked with this one.

Auto/Heavy-Auto. This applies either the auto or heavy -auto property to a weapon. If you want your weapon to be able to switch between the two, you would need to acquire both. An auto weapon can switch between single-shot and auto, but an auto-heavy is fixed. Weapons with warm-up cannot have rapid-fire options. As magazines are indicated with the number of attacks they can make, a magazine for a weapon with the auto/auto-heavy property multiplies its burst rate (5 or 10) by its magazine size (so a 5 shot magazine for an auto weapon actually holds 25 shots). Since auto weapons can be fired as a single shot, this does increase the number of individual shots in a magazine.

Magazine. This value indicates the magazine size of the weapon, in number of attacks. If the weapon is designed for automatic fire (auto or auto-heavy), then the actual magazine size increases to accommodate the number of attacks the weapon can make before requiring a reload rather than individual shots. Selecting a smaller magazine size makes the weapon cheaper. Increasing the magazine size increases the cost of the weapon (see *Ammunition*).

Magazine-1. A magazine with one shot still takes up one space. With projectile weapons, magazine-1 is a manual feed weapon (like a shotgun) where each shot must be loaded manually.

Magazine-Feed. Only available to projectile weapons, a feed places the ammunition in a reserved space inside the mecha or inside a mecha pod. It takes up 3 spaces in the mecha and holds 30 rounds.

Magazine-Infinite. Reserved for energy weapons, this modification connects the weapon's energy demands to the mecha's main reactor, making magazines redundant. This takes up 3 spaces.

Magazine-Fixed. Reserved for energy weapons with a magazine capacity of 1, 3, 7, or the standard 10, this weapon is built with a permanent power supply which cannot be replaced via a magazine. This modification can stand on its own with the standard 10-magazine capacity or be combined with the reduced cost of 1, 3, and 7. This means when the weapon is emptied, it cannot be used until the mecha finishes a long rest, in which case the charges have refilled.

Energy Cache-Divert. This modification allows you to divert energy from your energy cache to your energy weapon, potentially increasing damage. This requires an energy cache. You can only use this with energy weapons with an infinite magazine capacity.

Energy Type (Laser, Nuclear, Plasma). These energy-only modifications change the weapon type of the weapon. By default, the weapon is a laser (see gear). You can also modify the weapon to possess the nuclear or plasma property. An energy weapon can only possess one property.

Focused. This energy-only modification increases the power output of the weapon. It gains the armor-piercing property—it ignores damage resistance to the damage it inflicts and reduces immunity to its damage to resistance. This weapon also counts as magical and adamantine.

Mega-Beam. This devastating energy modification launches a wide beam towards a target. A mega-beam cannot be added to a weapon with the auto or auto-heavy properties. When firing, pick a target; draw a straight line to that target. Regardless if you hit or not, every target within 10 feet of the energy weapon suffers the same attack. If the intended target is hit, that hit is turned into a critical hit.

Missile. This modification converts the projectile weapon into a missile battery. The entire cost is reduced but is now contained within a single rocket that is fired. A missile occupies space within a launcher. This launcher can either be mounted or be contained within a servo. The ammunition is entirely based on the number of missiles purchased. A missile can be modified to affect its range, its accuracy, but cannot be given an energy or projectile type. It is both a weapon and its ammunition, meaning it can be modified via ammunition multipliers. Because a missile doesn't require as complicated a firing system, a missile takes up 0.2 space compared to a normal weapon. Missiles cannot be reloaded easily, requiring a long rest to reload. Depending on the support infrastructure of the setting, these missiles may be refreshed upon returning to base.

Projectile Type (Magnetic, Shotgun, ESP). These projectile-only modifications change the weapon type of the weapon. By default, the weapon fires traditional bullets. You can also modify the weapon to possess shotgun, magnetic, or ESP property. A projectile weapon can only possess one property. Purchasing the ESP property gains the auto and auto-heavy properties automatically without requiring additional CP to acquire those mods.

Range. Although setting a weapon's damage determines its range, that range can be heavily modified, as far out to extend to several miles. While energy weapons have an upper limit, projectiles can be self-propelled, expanding

their range even further. Range 0 can only be applied to the missile modification on a projectile weapon, and effectively turns a missile into a mine.

Warm-Up. This energy-only modification reduces the cost of energy weapons by forcing them to charge before firing. By adding a warm-up time, this weapon cannot possess the auto or heavy-auto property. A weapon cannot be held in perpetual charge, so unless the character is ambushing a target, a weapon must start charging after initiative is established. Charging a weapon is also noisy, imposing disadvantage on a target attempting Dexterity (Stealth) checks. A character must use a bonus action to start charging on her turn, and that turn is considered the first turn of charging. Only after the warm-up time has occurred will the weapon be available to fire at the beginning of the character's next turn.

AMMUNITION

Both projectile and energy weapons, by default, employ magazines. All magazines require an action to reload. A magazine takes up one space and must be mounted somewhere so it can be retrieved and loaded. The standard magazine size is 10 rounds (unless modified). When you build any weapon requiring magazines, you gain two full magazines automatically. Depending on the support infrastructure of the setting, these magazines may be refreshed upon returning to base.

Ammunition Cost. To calculate ammunition cost, follow this formula. A single shot = Weapon Cost x 0.01. This value is then modified by multipliers listed on the ammunition modifier table. This cost is for a single shot, not for attacks, meaning if the weapon is equipped with the auto or auto-heavy properties, shot costs will skyrocket if a lot of multipliers are added.

Energy vs. Projectile. It's a little bizarre to purchase shots for an energy magazine as it is little more than a battery, but it does equate the number of rounds contained within said battery. Projectile rounds can be modified where energy rounds cannot be.

Ammunition Space. As bullets sit in a magazine, bullets do not take up spaces, only the boxes they are contained within. However, a magazine of 1 is a single shot loaded round, meaning there is no actual magazine. In this case, a bullet takes up space equal to its cost. Add up all the bullets before rounding up.

AMMUNITION TYPES

Armor Piercing. Armor-piercing allows the attack to penetrate through piercing resistance a target may possess. In 5E terms, it treats your weapon as magical and adamantine.

EMP. This modification is not compatible with auto or auto-heavy weapons. This round has the pincher property (disables target's non-shielded electronics on a successful attack).

Explosive. This modification is not compatible with auto-heavy weapons as the rate of fire would detonate other rounds before impact. Explosive rounds/missiles explode either upon impact or inches away from the target. Explosives are listed with a radius. See *Attacking with Explosives.*

Flare. This air-burst round detonates at its highest point, providing illumination in a 10-foot radius area for 1 minute.

Foam. This round inflicts no damage. Instead, it deploys a flame-retardant foam that, a second before impact,

detonates into an expanding spray that affects the 5 feet impact space and the surrounding 5-feet area. Any flames present are extinguished. As an additional side effect, the space the foam occupied is also counted as Medium difficult terrain for five minutes.

Incendiary. An incendiary round not only ignites anything flammable it touches, but it also inflicts an additional 1 point of fire damage per shot. All damage is counted as fire as well as piercing.

Kinetic. This modification is not compatible with auto or auto-heavy weapons. This round, upon impacting, pushes any target smaller than you 5 feet.

Long Range. This modification provides additional stabilization. You do not suffer disadvantage when firing beyond normal range.

Smart. This modification is not compatible with auto or auto-heavy weapons. This bullet or missile is equipped with a basic artificial intelligence that seeks out the target via a self-propelled system and vectored thrust. Use a bonus action to paint the target; this does not require an attack roll. If the actual attack misses, as a free action at the beginning of your next turn, the projectile will attempt a second attack as if you were making a new attack on your turn. The smart feature can be added with a one-round (one secondary attack) or two-round (one secondary and one tertiary attack) modification.

Smoke. This round inflicts no damage. Instead, it detonates at any point within range, creating an obscuring smoke that operates the same as a smoke grenade.

Tracer. Only available with auto (when using the property) and auto-heavy modifications, tracers introduce a small incendiary every 5th round, which illuminates a bullet's trajectory. After making an attack roll against a target, your next roll gains a +1 bonus to attack. This bonus is not cumulative and is reset when targeting a new opponent. Additionally, a tracer also ignites flammable materials when struck.

MELEE WEAPONS

Melee weapons can be broken up into two categories—normal melee and energy melee, the latter being a magnetically sealed bottle of plasma. As a result, energy melee weapons a hugely advanced and more expensive.

Mount. Unlike firearms, melee weapons must be either held by either one hand or two or be built into one arm or leg servo. As a result, instead of requiring mounts, a melee weapon lists a minimum size your mecha must be to wield a weapon that inflicts this much damage. If the size indicated is your size, it is a one-handed weapon. If the weapon is at one size smaller or lesser, it is considered a light weapon. If the size is larger than you (up to two), it is two-handed. You cannot wield a weapon three sizes or more above yours. If a weapon is implanted rather than handheld, then it cannot be held with two hands, thus limiting its damage potential. This especially applies to making hands and feet (yes, you can create weapons on your legs; call them feet, and increase kicking damage).

Energy Melee Weapons. All energy melee weapons have the plasma property. inflicting additional effects based on their property.

Damage Types. When building your weapon, determine its damage type. If an energy melee weapon, it counts as both plasma (fire/radiant) and as the type you select, which is the shape the melee weapon takes when deployed. You can select Bludgeoning, Piercing, or Slashing. Some weapon modifications, like the beaming shield, force a specific damage type.

MELEE WEAPONS

Damage	Mounts	Cost	HP/Space	Mount
1d6	1	20	1	Tiny
1d8	1	20	1	Small
1d10	2	70	3	Medium
1d10+3	3	230	5	Large
1d8(x2)	4	590	9	Huge
1d10(x2)	5	1,300	14	Gargantuan
2d6(x2)	6	6,200	20	Colossal
2d8(x2)	7	12,000	27	Immense
3d6(x2)	8	20,000	35	Titanic
2d10(x2)	9	32,000	44	City
3d8(x2)	10	50,000	54	Planetary
3d10(x2)	11	70,000	65	Cosmic
4d8(x2)	12	100,000	76	--

MELEE WEAPON MODIFIERS

Type	Cost
Energy (Plasma)	x2.0
Capacitor (1)	x0.3
Capacitor (2)	x0.4
Capacitor (3)	x0.5
Capacitor (4)	x0.6
Accuracy -2	x0.7
Accuracy -1	x0.8
Accuracy +1	x1.5
Accuracy +2	x2.0
Accuracy +3	x3.0
Automated	x3.0
Thrown	x1.2
Finesse	x1.2
Beaming Shield	x1.5
Variable Energy	x1.2
Returning	x1.5
Handy	x1.5
Clumsy	x0.7
Entangle	x1.25
Mono-Molecular	x2.0
Focused	x2.0
Shock	x3.0
Reach	x1.5
Energy Cache-Divert	x1.3
Piton	x1.2

MELEE WEAPON MODIFICATIONS

Accuracy. All weapons can be modified with up to a +3 modifier, which is added to attack rolls, but not damage rolls.

Automated. This energy melee weapon automatically targets an opponent that enters your reach and makes a single attack as a reaction. You can also use a bonus action for the weapon to make an attack (in addition to using an attack action, if desired). It no longer requires a hand to use.

Beaming Shield. This modification for energy melee weapons turns the weapon into an energy shield. It still acts as a blunt-force weapon, inflicting bludgeoning damage, but now it also grants a +1 bonus to AC.

Capacitor. Reserved for energy melee weapons, capacitor weapons have a fixed lifespan of 1-4 rounds. When activated, the weapon lasts until the beginning of your next turn, requiring another bonus action to activate/maintain. This is an inbuilt power supply that cannot be replaced via a magazine. When the weapon is emptied, it cannot be used until the mecha finishes a long rest, in which case the charges have refilled.

Clumsy. Non-energy melee weapons implanted in legs can be given the clumsy property, sacrificing speed for additional damage. The clumsy property reduces your speed by 5 feet.

Energy. This turns your melee weapon into an energy melee weapon. The weapon must be turned on and off as a bonus action and is assumed off when not in combat. The weapon gains the plasma property. Because of the reduced weight, it also gains the finesse property.

Energy Cache-Divert. This modification allows you to divert energy from your energy cache to your energy weapon, potentially increasing damage. This requires an energy cache.

Entangle. This weapon must possess the slashing property and reach. Instead of inflicting damage, you can elect to restrain a target your size or smaller. A target can use its action to make a Strength check to free itself; the DC to free itself is 8 + your proficiency bonus + your attacking ability modifier. This weapon cannot be used on another target while one is restrained.

Finesse. A non-energy melee weapon gains the finesse property.

Focused. This energy-only modification allows a melee weapon to cut through virtually any defense. It gains the armor-piercing property—it ignores damage resistance to the damage it inflicts and reduced immunity to its damage to resistance. This weapon also counts as magical and adamantine.

Handy. Only available to non-energy weapons, this modification turns your melee weapon into a hand. It is then implanted, taking up space in your arm servo. It need not be a traditional hand and can be shaped to include pincers or claws—however, it doesn't alter its ability to manipulate objects and hold onto weapons. A hand is as strong as the mecha it is attached to, meaning it can hold onto any weapon the mecha can carry. You can build basic hands if you don't intend for them to be used in melee combat. A handy weapon can only be one-handed, so is limited on the damage it can inflict. You can still determine if the final design will inflict bludgeoning, piercing, or slashing damage.

Mono-Molecular. This non-energy modification allows a melee weapon to cut through virtually any defense. It gains the armor-piercing property—it ignores damage resistance to the damage it inflicts and reduces immunity to its damage to resistance. This weapon also counts as magical and adamantine.

Piton. This modification to non-energy weapons conceals a spear which ejects and retracts quickly upon impact. This can only be attached to melee weapons built into servos (including hands and feet). If the melee weapon scores a critical, the target suffers an additional 10 points of damage. If built into an arm servo, the piton can be used to have advantage on climb checks. If built into a leg servo, the piton can activate to reduce any forced movement by 20 feet; it can also prevent the mecha from be knocked prone. Both servo benefits inflict damage to the surrounding environment.

Returning. Combine this with the thrown property; after being thrown, it returns to you at the end of your turn. If you are able to make multiple attacks during your turn, they can be made with this weapon as part of the same throw.

Shock. This modification to non-energy melee weapons sends a charge through against its target. Its damage also counts as lightning damage and upon impact, shuts down all technology on the target until the beginning of your next turn (the same as the pincher property).

Thrown. The weapon gains the thrown property. The range is based on your size—*Tiny/Small/Medium.* 20/60; *Large/Huge/Gargantuan.* 100/200; *Colossal.* 200/400; *Immense.* 300/600; *Titanic.* 500/1000; *City.* 800/1,600; *Planetary.* 1,500/3,000; *Cosmic.* 2,500/5,000.

Variable. If you purchase the variable modification for your energy melee weapon, then the weapon can change between any of the three damage types (bludgeoning, slashing, or piercing) as a bonus action. The weapon physically alters to appear like a different weapon. In the case of a beaming shield, when shifting into the bludgeoning mode, you turn it into the shield.

Reach. This gives your weapon reach. The actual distance is based on your size. For Gargantuan and smaller mecha, your reach is extended by 5 feet. For Colossal and Immense, your reach is extended by 10 feet. For Titanic and City, your reach is extended by 20 feet. For Planetary and Cosmic, your reach is extended by 40 feet. This only extends your weapon's reach and does not extend any other abilities that employ reach.

WEAPON MOUNT

A weapon mount provides a convenient brace for a firearm.

All mounts take up 2 spaces and cost 4.

A mount is a semi-permanent link. A hand counts as a mount but can release the weapon. A weapon can employ multiple mounts, even across multiple servos, though the final design must make mechanical sense (GM discretion).

A mount can also be used as an alternate location for a weapon based on the mecha's configuration. For example, a mecha that transforms may shift the location of a mounted weapon, or a hand-held weapon to a mounted weapon.

WEAPON COUPLING

Why have one gun when you can have five guns? Weapon coupling allows you to merge two or more weapons into one. To couple weapons, add together all the spaces taken up by all weapons and multiply by 0.7; the result is the space taken up by the mated weapon. However, if a weapon is damaged, so are all others coupled. If one is destroyed, the entire assembly is destroyed. Weapon coupling is not the same as weapon linking, and you will need to link coupled weapons if you want to use them with a single action.

ENERGY CACHE

An energy cache allows you to control and store incoming energy. This energy is absorbed either through armor, a shield, or another source of power and stored in batteries, which can then be expelled through thrusters, energy ranged weapons or energy melee weapons. Diverting energy from the cache to a device requires no action.

Gaining Energy. After finishing a long rest, a mecha's energy cache begins at 0. If you suffer damage, possess a resistance or immunity, and possess an energy absorber, the damage not taken can be used to fill up your cache (up to its Max Power). A reactive shield can absorb outside energy as well.

You can also fill it up by siphoning external energy. The energy required is immense, like accessing the raw power of a nuclear reactor and grabbing exposed power cables. The GM may award power some other way as well, like being struck by lightning. The GM decides how much of the cache is filled by and if the mecha suffers any ancillary damage.

Divert. This value is the maximum number of points that can be diverted to an external system (like weapons or thrusters) per use.

Diverting to Healing. An energy cache can be used to repair a mecha's systems. As an action, any number of points can be spent from the cache to recover hit points to any servo on a 1-to-1 basis.

Diverting to a Weapon. When energy is redirected to a weapon system, it deals additional damage (after all modifiers and multipliers have been implemented) on a 1-to-1 basis. You can only divert to an energy weapon with the energy cache-divert modification.

Diverting to Movement. If your flight system possesses an energy cache-divert modification, you can divert energy to your thrusters to add to your movement speed, at a rate

of 2 points per 5 ft.

Divert to Shields. When energy is diverted to a reactive shield as a bonus action, the shield recovers hit points on a 1-to-1 basis. You can only redirect to a reactive shield with the energy cache-divert modification.

ENERGY CACHE

Cost	Divert	Max Power	Space
180	5	20	2
290	10	25	4
500	15	35	6
720	20	40	8
1,000	25	45	10
1,300	30	50	12
1,800	35	55	14
2,200	40	60	16
3,300	45	65	18
5,000	50	70	20

SHIELDS

There are four types of shields—standard shields, active shields, reactive shields, and beaming shields (see Melee Weapons, above).

Active. An active shield is automated, attached to its own linkage, and attempts to intercept attacks without impeding your movement. These shields are generally smaller than standard shields but offer better protection thanks to their automated defensive system. These only require two spaces as they connect only to a permanent mount, not unlike a weapon. However, you cannot use an active shield as a bludgeoning weapon, and you cannot shield bash with it.

Standard. A standard shield is the same as the classical, medieval variety. A shield must be mounted on an arm servo. An arm servo with a shield can possess a hand and hold onto single-mount weapons, but you cannot hold on one weapon with two hands if one servo contains a shield. Standard shields come in +1 through +4 AC bonus, though +3 and +4 both come with a -5 feet penalty to speed and a +2 Max Dexterity bonus (similar to armor).

Reactive. A reactive system is a full-on force field that protects your entire mecha. Automatic power distribution ensures that the majority of energy is diverted to the side that needs it. The field radiates only a foot from your body, preventing you from including allies, and drops only for an instant when you make a melee or ranged attack. Reactive systems do not possess an armor class; instead, they have a particular form of damage resistance to all types of incoming damage.

When struck by an attack, compare the damage to its shield buffer (the first value). If less, then neither the shield nor you suffer damage. If higher than the buffer, then the shield repels half the incoming damage, with the other half removed from the shield's hit points. When a shield's hit points are reduced to 0, the shield fails and remains down until your mech has finished a short or long rest.

All of the shield multipliers pertain to the reactive shield. By default, a reactive shield's buffer and hit points are 5/20. Against armor-piercing and magical attacks, the shield buffer is halved, and the shield absorbs all the incoming damage without resistance. A reactive shield can be manually dropped or raised with a bonus action. After finishing a short or long rest, the reactive shield recovers all lost hit points. A reactive shield's spaces can be distributed over several locations.

SHIELDS

Type	Cost	Shield Bonus	Space
Standard	10	+1	1
Standard	20	+2	2
Standard	500	+3	3
Standard	840	+4	4
Active	110	+2	2
Active	230	+3	2
Active	590	+4	2
Reactive	590	--	5+

SHIELD MODIFICATIONS

Modification	Cost
Energy Absorber	x1.5
Energy Cache-Divert	x1.3
Energy Only	x0.75
Lifespan (3-Round)	x0.5
Lifespan (4-Round)	x0.6
Lifespan (5-Round)	x0.7
Pinpoint Barrier (1)	x0.7
Pinpoint Barrier (2)	x0.8
Physical Only	x0.75
Ranged Only	x0.75
Reactive Upgrade (8/30)	x2.0
Reactive Upgrade (14/40)	x3.0
Reactive Upgrade (18/50)	x5.0
Reset (3-Round)	x2.0
Reset (4-Round)	x1.5
Surge	x2.5

REACTIVE SHIELD MODIFIERS

Energy Absorption. This modification requires an energy cache. When the reactive shield suffers hit point loss, this same value is added to your energy cache. Cannot be combined with the energy cache-divert modification.

Energy Cache-Divert. This modification allows you to divert energy from your energy cache to your reactive shield. As a bonus action, divert energy to repair the hit points of your reactive shield, potentially increasing its lifespan. This requires an energy cache. Cannot be combined with the energy absorption modifier.

Energy Only. This reactive shield only responds to incoming energy attacks, including radiant, lighting, fire, cold, and acid—it ignores bludgeoning, slashing, and piercing attacks as well as attacks using both physical and energy types for a single strike (like a melee weapon channeling lightning). You may only possess one "only" modification. *Note.* Depending on the setting, this type of may shield may defend against paranormal energy sources like necrotic as well.

Lifespan. When a reactive shield is activated with a bonus action, it remains up until the beginning of your next turn. With a limited lifespan, if you don't use a bonus action at the beginning of your turn to shut it down, it will use up another round of use and remain online until the next round. After the indicated rounds are up, the system shuts down and cannot be raised until the mecha finishes a

short or long rest. If you shut down the shield prematurely and reactivate it in the same battle, any lost hit points are not recovered.

Physical Only. Similar to energy, this reactive shield only responds to incoming physical attacks, including bludgeoning, slashing, and piercing attacks; it ignores radiant, lighting, fire, cold, thunder, and acid as well as attacks using both physical and energy types for a single strike (like a melee weapon channeling lightning). You may only possess one "only" modification.

Pinpoint Barrier. A pinpoint system is a smaller forcefield incapable of encasing your entire mecha; instead, it hovers inches from the surface and floats to a location an instant before an impending impact. Although equally effective against incoming attacks, a pinpoint barrier can only respond to one attack (or two) outside of your turn. It also cannot defend your mecha against area attacks requiring Dexterity saving throws to avoid.

Ranged Only. This reactive shield only responds to rapid incoming attacks. Slow attacks, like melee weapons, are ignored and pass through the shield. This shield does not respond against mines.

Reactive Upgrade. By default, a reactive shield possesses a buffer of 5 and 20 hit points, but this can be upgraded. Each tier increases the required spaces by 5. So, 8/30 requires 10, 14/40 requires 15, and 18/50 requires 20.

Reset. By default, an energy weapon remains off-line when disabled until the mecha has finished a short or long rest. A reset modification allows it to return to full functionality after a certain number of rounds have passed. After the indicated rounds, the shield can be raised with a bonus action at the beginning of your next turn.

Surge. When this unstable shield's final hit point is lost and the shield collapses, it violently ejects all built-up energy in a massive explosive outburst. The range and the damage inflicted is the same as its hit points—all targets in range must make a DC 15 Dexterity saving throw, taking full damage on a failed save, or half as much damage on a successful one. Although devastating, it also cannot be stopped if the shield is allowed to be reduced to zero hit points. This cannot be combined with reset or lifespan modifications.

4C: Additive Systems

Crew and Passengers

Crew Size Limitations. Although all mecha must be able to accommodate a pilot, there are limits to how many additional passengers and crew spaces it can have, based on the size of the mecha. Tiny and Medium mecha are limited to "Exo" unless the pilot is smaller than the mecha.

Basic Cockpit. By default, each mecha is built with one cockpit, taking up no space and costing nothing (unless the control system is "Exo"). The control system affects the entire cost of the mecha (see *System Multipliers*).

Living Module. A living module is a complete living area for 1-2 crew members. It includes beds, desks, screens, and potentially cooking appliances. This addition is the basic system for creating a vessel, whether ground-, water-, or space-based. You don't have to worry about hallways and engine rooms; build the living spaces for your crew, the essential engineering rooms come later. This room can also be assigned a recreational definition (mess hall, meeting area, lounge, exercise room, holodeck) to add "luxury." Living areas can be combined to form larger areas. If large enough, your vessel will automatically form spaces for engineering rooms for free.

Passenger Seat. A passenger seat can be a separate space or attached to a cockpit. There are no controls; this is just an additional seat for a passenger.

Secondary Cockpit. Normally a mecha can only function with one operator, but with additional crew members, certain advantages emerge. When accomplishing any ability check or attack roll, the character with the greatest chance at success can make the check. Additionally, certain pilots may be proficient in skills others lack. One may operate sensors or employ certain weapons. This does not offer the mecha additional actions or additional turns. Both benefit from the cockpit type. A secondary cockpit is not a turret. These need not be separate rooms.

Turret. This is not a cockpit that controls a mecha but rather a single control system that controls one weapon pod. You must construct the pod and install weapons within the assembly for the turret to control. A turret, by default, operates with the same control scheme as the cockpit but can operate via a cheaper system (though this does not affect cost).

Crew Spaces

Crew Spaces	Cost	Spaces
Basic Cockpit	0	1
Secondary Cockpit	10	4
Passenger Seat	2	1
Living Module	5	5
Turret	7	3

Crew Size Limitations

Size	Cockpit	Passengers	Living	Turret
Tiny	1 (Exo)	0	0	0
Small	1 (Exo)	0	0	0
Medium	1 (Exo)	0	0	0
Large	1	1	0	0
Huge	2	6	2	1
Gargantuan	5	20	4	4
Colossal	6	50	10	8
Immense	7	90	20	12
Titanic	8	140	50	16
City	9	200	100	20
Planetary	10	500	200	26
Cosmic	11	2,000	1,000	40

SENSORS

The default sensor package allows the mecha to see up to 250 feet and communicate with other targets employing radio up to 200 miles away. However, if the sensor package suffers damage in any way, it is offline until repaired. Unless the pilot has a visible cockpit, the mecha is blinded and deafened.

Alternately, you can purchase a more powerful, robust sensor package, and even acquire a backup system. Higher -level sensors also offer additional benefits.

Location. If placed in a head servo, all sensors have their range doubled. A pilot can also use the mecha's proficiency bonus when making Wisdom (Perception) checks.

Additions. Advanced and higher sensor packages gain specific free additions. Select between 1 and 4 from the Optional Sensor Additions. You can purchase extra additions if you want.

Backup. A backup system activates the moment primary sensors are shut down.

Sensor Abilities. A mecha can see any mecha in sensor range, even those behind cover. Without specific countermeasures, it is impossible to hide a massive robot radiating reactor heat.

Targeting. This value indicates how many targets you can track. As a bonus action, you can lock on to the indicated targets, thus always knowing their position while in sensor range (unless they have a jammer or a cloaking device). This value also indicates the number of different opponents you can target with a missile attack. This value stacks with optional sensor additions.

OPTIONAL SENSOR ADDITIONS

Advanced Sensors. As an action, gain advantage on your next Wisdom (Perception) check that relies on sight. You can also track +1 targets.

Audio Enhancer. As an action, gain advantage on your next Wisdom (Perception) check that relies on hearing.

Focus Reticle. This allows any firearm (non-missile) to have the sniper property.

Friend/Foe Analyzer. As a bonus action, target one opponent within sensor range you can see. You can retrieve any combat stats and current hit points as well as track the target's location, even if it moves out of line of sight. You can also track +1 targets.

Gravity Lens. As an action, you can look around corners, change a visual angle upon a target, or shift your view to any spot within range. This can include winding around hallways and snaking through mazes, all within sensor range.

Magnetic Resonance. A form of sonar, a magnetic resonance system allows you to look through doors, walls, or within other mecha. The resonance creates a computer-generated image, not real life.

Nightvision. You gain Darkvision within your sensor range.

Resolution Enhancement. As an action, you gain advantage on your next Intelligence (Investigation) check that relies on sight. You can also track +1 targets.

Target Analyzer. This modification allows a character with class features enabling additional damage with an attack (like the sniper's Marksman Talent or the rogue's Sneak Attack) to use the mecha's level rather than the character's.

OPTIONAL SENSOR ADDITIONS

Addition	Cost	Spaces
Advanced Sensors	5	1
Focus Reticle	5	0
Friend/Foe Analyzer	5	1
Resolution Enhancement	5	1
Gravity Lens	10	2
Audio Enhancer	5	1
Nightvision	5	1
Motion Tracker	10	2
Magnetic Resonance	10	2
Target Analyzer	10	2

COUNTERMEASURES

Countermeasures allow you to be invisible to radar, invisible to attempts to track, or literally invisible in all respects. It's about avoiding enemy attacks rather than withstanding them. This employs traditional camouflage, electronic countermeasures, and light-bending force fields.

Chaff/Flares. Your mecha is equipped with a rudimentary missile avoidance system. As a bonus action, you release a collection of magnesium flares and tiny aluminum and zinc-coated fibers to confuse incoming missiles. To simplify the rules, you always eject the correct countermeasure to the impending missile, and the countermeasure benefits you, no matter where you move after deployment, until the end of your next turn. Any missile that scores a hit but still not impacted (see Missile rules) must repeat its initial attack. If deployed before an attack, said attack has disadvantage. A mecha can use chaff/flares 4 times before requiring a reload, which can only be completed after finishing a long rest.

Cloaking. Cloaking requires complete mecha reconstruction; as such does not take up space, instead it is a system multiplier, meaning its cost is based on the total cost of the mecha after all primary systems have been built (see *System Multipliers*).

SENSORS

Class	Cost	Space/ Hit Points	Sensor Range	Communication Range	Additions	Targeting
Basic	0	1/1	250 ft.	200 miles	0	1
Essential	5	1/1	500 ft.	400 miles	0	2
Advanced	10	2/6	1,000 ft.	600 miles	1	4
Superior	50	3/12	2,000 ft.	1,000 miles	2	6
Specialist	100	4/16	4,000 ft.	3,000 miles	3	8
Master	200	5/20	8,000 ft.	Interplanetary	4	10
Backup	5	2/10	150 ft.	200 miles	0	2

Missile Jamming. A non-damaging laser-based defense system, a missile jammer prevents targets from attempting a missile lock-on. As a bonus action, target one enemy that you can see. All missiles attacks from that enemy have disadvantage (this affects all missiles attacks the target makes, not just ones targeting you). You can only jam one target at a time. You can purchase upgraded versions that can track two attackers at once.

Sensor Jamming. An advanced variant to the missile jammer, a sensor jammer is an active system that renders you radar invisible. Missile attacks have disadvantage, and you cannot be located via sensors. If a mecha cannot see you visually, you can attempt Dexterity (Stealth) checks. You can activate jamming with an action, it lasts five minutes, and cannot be used again until your mecha finishes a long rest

Sensor Denial. This enhanced jammer allows you to extend your field of effect to all targets within reach.

ECM

Addition	Cost	Spaces
Chaff/Flares	2	1
Missile Jamming (1)	10	1
Missile Jamming (2)	50	1
Sensor Jamming	390	1
Sensor Denial	840	2

BIT CONTROL

A "bit" is a remote control sub-mecha slaved to your controls. They can work automatically or via your direct command. These are not complete systems and are usually only equipped with a weapon and a propulsion system.

You are required to build your bit the same way you would build your mecha, taking away points from your budget. Thankfully, being independent, your bit need not be incorporated into system multipliers (unless you want your bit/s to have them). Generally, a bit will only possess a torso, a method of movement, and a single weapon, but you could construct an entire full-sized mecha as well. These rules detail the control system.

Stats. Despite a bit being potentially lower level than your mecha, a bit will move and attack based on the abilities of the "master" controller, using its Proficiency bonus. Ability modifiers, however, are still determined by the remote's stats.

Control. This value indicates the number of bits you can control at a time. You can possess multiple bits, but this value limits the number of bits you can use with a single action.

Range. A bit's operational range. You can double this range with a modification.

Operation. A pilot can activate any number bits up to her control value with an action. Each of them can then use a move and an action on their own.

Space. Regardless of the complexity, a bit control system only requires 1 space.

Replacement. If a bit is reduced to 0 hit points, it is disabled. If suffering more damage after being reduced, it is destroyed. It must be then rebuilt, costing money to do so. Replacement is not automatic, something to consider before placing mines in bits.

Bonus. This modification reduces the activation cost for a bit control to a bonus action rather than an action.

Level Adjustment. This modification matches the bit level to your own. The bit previously used your proficiency bonus—now it gains ability score bonuses as well based on your mecha's level.

BIT CONTROL

Control	Range	Cost
1	50 ft.	50
2	100 ft.	100
3	200 ft.	200
4	400 ft.	300

BIT MULTIPLIER

System	Cost
Bonus	x3.0
Range x2	x2.0
Range x4	x3.0
Level Adjustment	x2.0

OPTIONS

These are various other minor options you can add to your mecha, some necessary, others gratuitous.

OPTIONS

Option	Cost	Space
Antitheft	0.2	0
Collapsible Bike	6	1
Ejection Seat	1	0
Escape Pod	4	2
Damage Control	1	1
Hibernation Module	5	1
Liftwire	0.2	0
Maneuver Pod	6	2
Micromanipulator	1	1
Parachute	1/size	1/size
Quick-Change Mount	1	0
Re-Entry Shield	1/size	1/size
Spotlights	0.2	0
Stereo	0.2	0
Storage Module	1	1
Weapon Linkage	2+	0

Antitheft. Your mecha is appropriately locked up, requiring a DC 20 Dexterity (Sleight of Hand) check to open.

Collapsible Bike. In a small 3-foot box unfolds an electric bike, enabling one rider to gain 50 speed for up to six hours. The bike has 20 hit points and an AC of 13+Dex/Int modifier. It takes only an action for the bike to properly unfold.

Ejection Seat. As a reaction to your mecha being reduced to 0 hit points, your seat ejects with you on it and parachutes to safety outside of any potential reactor explosion. You can also manually eject as a bonus action or reaction. You must purchase one for each cockpit.

Emergency Kit. This module is designed to offer emergency supplies in case your mecha becomes stranded in foreign territory. It contains a 5-person raft, a 5-person tent, fire retardant, a dozen flares, a shortwave radio, a first-aid

kit, rations for 12 days of food, a water-purification filter, and a gas mask.

Escape Pod. Instead of a basic ejection seat, your entire cockpit ejects from a mecha reduced to 0 hit points as a reaction. It parachutes to safety outside of any potential explosion and contains enough life support to keep any occupants alive for 72 hours. The pod cannot maneuver, but it can float and send out a distress call. You must purchase one for each cockpit, though it can be a double-sized pod for multiple pilots.

Hibernation Module. Your mecha is equipped with a suspended animation module that freezes you in a moment of time, allowing you to make long journeys without noting the passage of time.

Liftwire. Allowing easy access, the liftwire descends automatically when an assigned pilot approaches. This allows the pilot to enter her mecha by moving into its space, without having to make climbing checks.

Maneuver Pod. Operating identically to the escape pod, the maneuver pod is built with thrusters, enabling it to have a fly speed of 30. In space, this can last tens of thousands of kilometers, but in an atmosphere, the pod only contains enough fuel for five minutes of flight before finally being forced to settle. You must purchase one for each cockpit, though it can be a double-sized pod for multiple pilots.

Micromanipulators. Only available to Medium or larger mecha, these miniature appendages deploy from either an arm servo or a torso and can manipulate smaller objects like doors and keypads. They are equipped with standard tools to enact repairs as well. These allow skill checks against items smaller than two sizes smaller than the mecha.

Parachute. If your mecha is falling, you can as a reaction or bonus action deploy your parachute, preventing any damage from the fall, assuming you are falling in a pressurized environment. The chute then detaches to allow movement. The chute can be retracted during a short rest.

Quick Change Mount. This allows a servo to be detached and reattached as an action. The servo is secured until the point you decide to disconnect it. The servo may fall to the ground, it may be used as weapon, or be designed to move under its own power. A quick-change mount must be selected for each servo you wish to detach.

Re-Entry Shield. Despite what you may assume, a mecha cannot re-enter the atmosphere of a planet without some form of thermal protection. This system deploys a shield, enabling safe atmospheric entry.

Spotlights. As a bonus action, your mecha can illuminate a cone 20x longer than your reach.

Stereo. This could be an internal system, an external system, or both.

Storage Module. This module (for Medium mecha and larger) can carry up to 5x your reach in lb. of gear, which can include smaller mecha.

Weapon Linkage. A weapon link connects multiple weapons under a single trigger. Each weapon requires the weapon link to be counted. The cost listed indicates identical weapon types mounted in the same servo. If across different servos on the same mecha, the cost doubles to 4 for each weapon. If across different mecha you control (like bits), it costs 6 for each weapon. A linked weapon attack involves making an Attack action than cannot be combined with any character-based martial power (like a gunslinger *cinematic style*); it is its own action. You can only link ranged weapons, not melee weapons, and only up to four weapons can be linked. A linked-weapon attack makes an attack roll with each linked weapon.

PROPULSION

There are three types of flight propulsion available to mecha—**fanjets**, **thrusters**, and **gravitics**. Each one allows flight at a different cost. This is usually your last additive system, as you must know your mecha's final size before calculating propulsion costs.

Space. Space equals cost/20 (minimum 1), but these systems can be broken up in any ratio in any servo. For example, if thrusters cost 200, taking 10 spaces, you can place 2 in each leg, 1 in each arm, with the remaining 4 in the torso.

Speed. The value listed is not normal speed, but acceleration (see Vehicles rules).

Fanjets. The most primitive propulsion type, but also the cheapest, fanjets only operate in the lower atmosphere (no higher than 25,000 feet) and cannot have a speed higher than 50 feet. Fanjets can function underwater.

Thrusters. These employ a reactive thrust system enabling powerful speeds in any environment. Thrusters can operate in space and underwater.

Gravitics. Gravity drives do more than just allow a mecha to fly without a visible exhaust; it also allows the mecha to operate in complete ignorance of physical laws, allowing the mecha to accelerate or decelerate nearly instantaneously, removing the feeling of inertia to those inside. This type of drive is vital for vessels attempting sublight speeds. Gravity drives are the most expensive but can levitate, move silently, and even take a craft into orbit without the need to calculate escape velocity.

TO CALCULATE PROPULSION COST
PER 5 ft. = Size Multiplier x Propulsion Modifier

SIZE MULTIPLIER

Size	Size Multiplier
Tiny	x1
Small	x2
Medium	x4
Large	x7
Huge	x11
Gargantuan	x16
Colossal	x22
Immense	x29
Titanic	x37
City	x46
Planetary	x56
Cosmic	x67

PROPULSION TYPE

Propulsion	Cost / 5 ft.
Fanjets	2
Thrusters	5
Gravitics	10

COMMAND ARMOR

Command armor, also known as buster armor or full armor, offers additional protection by simply packing on weight onto an existing frame. Instead of altering AC, command armor packs on ablative hit points, which reduce incoming damage. Command armor as well can offer additional spaces for weapons. You can add command armor up to two levels higher than the servo the armor is attached to. This kind of armor does have its drawbacks. If equipped with command armor equal to your level or higher, you cannot transform (if able). Additionally, larger armor reduces your speed—both ground and flight (unless you add additional propulsion in the command armor).

Command Armor hit points are not adjusted by your mecha's Constitution modifier.

Threshold. Command armor features threshold—the maximum value of damage the command armor takes per hit; additional damage carries through to the mecha. The torso and limbs list different hit points and threshold based on their level.

For example, a mecha servo with 10 HP of command armor with a threshold of 2 suffering a 10-damage hit translates to 2 damage being taken by the armor with the remaining 8 going through to the mecha.

Spaces. Command armor takes up no space as it overlaps existing armor. However, command armor offers its own spaces to place weapon systems or even propulsion.

Speed/Dex Penalty. Armor weighs you down, incurring a penalty to speed and your Dexterity bonus to AC (it does not affect your Dexterity modifier when making attacks). Only the highest level of command armor imposes its penalty; you do not add the penalties of all command armor. If all the same level, you only add the penalty once for that level.

Maneuver Thrusters. These strategically positioned vectored thrust modules counteract the speed and maneuverability deficiencies that command armor incurs. These thrusters cannot increase speed or Dexterity, only offset the penalty. Thrusters occupy half the available spaces (rounded down) of the command armor. They must be purchased for each servo with command armor to have an effect.

For example, you purchase level 10 command armor for your level 10 torso and level 7 for each of your level 9 arms and legs. If you purchase thrusters for the torso, you ignore the –15 speed and –4 Dex penalty but not the –10 and –2 penalties imposed by arms and legs. You must purchase thrusters for each servo to remove all penalties.

SPEED / DEX PENALTY

Armor Level	Speed Penalty	Dexterity Penalty	Maneuver Thrusters Cost
-5 level or less	None	None	20
-4 level	-5	-1	45
-3 level	-5	-2	70
-2 level	-10	-2	110
-1 level	-10	-3	180
Equal level	-15	-3	230
+1 level	-20	-4	290
+2 level	-25	-5	390

COMMAND ARMOR

Level	Cost	Threshold/ HP (Limb)	Threshold/ HP (Torso)	Spaces (Limb)	Spaces (Torso)
1	**20**	2/10	5/25	0	3
2	**45**	3/15	6/30	1	5
3	**70**	4/20	7/35	2	7
4	**110**	5/25	8/40	3	9
5	**180**	6/30	9/45	4	11
6	**230**	7/35	10/50	5	13
7	**290**	8/40	11/55	6	15
8	**390**	9/45	12/60	7	17
9	**500**	10/50	13/65	8	19
10	**590**	11/55	14/70	9	21
11	**720**	12/60	15/75	10	23
12	**840**	13/65	16/80	11	25
13	**1000**	14/70	17/85	12	27
14	**1,100**	15/75	18/90	13	29
15	**1,300**	16/80	19/95	14	31
16	**1,500**	17/85	20/100	15	33
17	**1,800**	18/90	21/105	16	35
18	**2,000**	19/95	22/110	17	37
19	**2,200**	20/100	23/115	18	39
20	**2,500**	21/105	24/120	19	41
21	**3,300**	22/110	25/125	20	43
22	**4,100**	23/115	26/130	21	45
23	**5,000**	24/120	27/135	22	47
24	**6,200**	25/125	28/140	23	49
25	**7,500**	26/130	29/145	24	51
26	**9,000**	27/135	30/150	25	53
27	**10,500**	28/140	31/155	26	55
28	**12,000**	29/145	32/160	27	57
29	**13,500**	30/150	33/165	28	59
30	**15,500**	31/155	34/170	29	61

4D: System Multipliers

After constructing the majority of the mecha and determining its size, you can select your system multipliers. Add up the multipliers of all the systems to determine the final value, which is then multiplied in the base cost to determine the added cost to the mecha.

For example, if a 200 CP mecha has the following multipliers—x0.2, x0.3, and x0.1, the total multiplier is 0.6, which adds 120 CP, resulting in a mecha costing 320 CP.

Power Plants

More than any other system, a powerplant is determined by the setting and not by player decision. There are five different powerplants available—steam, combustion, energy cell, nuclear, and bioenergy. Few of these options factor heavily into the cost of the mecha (a few even reduce it). However, an unstable or supercharged powerplant will.

Steam/Combustion. While in real life these power systems do not generate anything close to the amount of power a mecha would require, we have already established that this is not real life. In the interests of verisimilitude, however, both systems have a limited capacity and require refueling. Steam/combustion drives can only finish two short rests before being required to finish a long rest to refuel (assuming said fuel is available). This means that these reactors cannot finish three short rests in a row; if this mecha cannot finish a long rest to refuel, they shut down. Steam/combustion also always start at Reacon level 2.

Energy Cell/Nuclear. These reactors are the standard outfits for mecha. They start at Reacon level 0. Energy cell drives can only finish four short rests before being required to finish a long rest to recharge. This means that this reactor cannot finish five short rests in a row; if this mecha cannot finish a long rest to recharge, it shuts down.

Bioenergy. Biological energy can also be considered a stand-in for any energy source considered beyond the realm of modern science, either magical energy or a theorized unique energy source. It likely forms the core of an entire living organism. Potentially, the reactor is the pilot itself, with the energy core enhancing a latent psychic power. Bioenergy plants are incredibly stable, beginning operation at Reacon level -2.

Energy Levels. This is the setting where reactor outputs energy. By default, *standard* does not affect operation. *Unstable* sets the default Reacon level by +1. If this places a reactor in a damaged state, it does not suffer damage; it only does when entering a new state. *Stable* energy reduces default Reacon level by 1.

Supercharged. This mecha possesses the capacity to overcharge its reactor. As a bonus action, you can increase Reacon level by 1; you have advantage with all d20 rolls and gain a +2 bonus to AC until you deactivate the supercharge. This Reacon level cannot be reduced until the mecha finishes a short or long rest. If by the end of each of your turns, you have not stopped the supercharge with a bonus action, the Reacon level increases by 1 again and will continue until you shut down the supercharge (with a bonus action) or reach level 9.

Powerplants

Powerplant	Multiplier
Steam	-x0.15
Combustion	-x0.15
Energy Cell	x0.0
Nuclear	x0.0
Bioenergy	x0.15
Standard Energy	x0.0
Unstable Energy	-x0.1
Stable Energy	x0.05
Supercharged	x0.2

Cockpit

A cockpit control system can significantly affect how a mech is controlled. Some cockpits are substantially more advanced than others.

Size Vs. Operation. When a mecha is larger than you (at least one size) you can select any cockpit type. If your size, it must be an Exo. If smaller, it must be Remote. All cockpits take up 1 space in the torso except Exo, Rider, and Remote.

Pilot Ability Score. The ability score a pilot uses to calculate their Control Ability is determined by the type of cockpit.

A.I. There is no cockpit. The mecha is run by an artificially intelligent computer. This can either be its own character or an ally of a player character. Roll 2d6+6 for the AI's mental ability scores, then add +2 to Intelligence and Wisdom. The mecha uses its unmodified physical ability scores (no control ability). Alternatively, if you want the AI to be capable of exiting the mecha, create an automaton pilot according to the normal character creation rules.

Esper Lens. A lens is similar to thought control and offers all the benefits of that system (your Reacon level reduces by 1; you gain an additional round with Smart missiles; you can control +1 bit). You can also express magical abilities outside of your mecha, amplified as to make them more powerful. If you are magically adept, all your spells operate at your or your mecha's level (whichever is higher). Your reach is the same as your mecha's reach, and all ranges increase to your sensor's range. An Esper lens permits a pilot to use any mental ability for her pilot ability score.

Exo. You do not operate a mecha through a cockpit as the mecha is too small to accommodate a pilot of your size. The mecha must be either the same size as you or one size larger. You occupy a number of spaces inside your mecha equal to your Constitution ability score (this can be broken up between the limbs). A mecha with this control system receives a +2 bonus to Strength and Dexterity saving throws and ability checks. Exo controls permit a pilot to use Dexterity or Strength for her pilot ability score.

Manual. This rudimentary system involves controlling the mecha from a cockpit, not unlike a present-day aircraft (though you likely have screens rather than glass). As a result, you cannot see easily in every direction, no matter where the sensor package is. You suffer a -2 penalty to your Wisdom (Perception) checks based on sight. Manual con-

trols permit a pilot to use either Dexterity or Strength for her pilot ability score.

Reflex. A common advancement for mecha involves no standard controls. Instead, the target is suspended in a cockpit which replicates personal physical movement. A mecha with this control system receives a +2 bonus to Dexterity and Strength saving throws and ability checks. However, the pilot can suffer from exhaustion through regular exertion. Reflex controls permit a pilot to use Strength or Dexterity for her pilot ability score.

Remote. The mecha is actually piloted through a virtualization rig in another location, such as a secure base or carrier ship. This control pod must be within communication range; if it loses connectivity, the mecha can take no actions. This 'cockpit' is considered part of the mecha's sensor package and does not occupy additional space; if the mecha's sensors are damaged, it loses connectivity. Reaction time is also reduced; a mecha with this control system suffers disadvantage on Dexterity saving throws. Remote control allows a pilot to use Dexterity or Intelligence for her pilot ability score. This cockpit style is more common as a secondary cockpit, allowing a remote operator to supplement a pilot on the scene or take over if the pilot is incapacitated.

Rider. You are not actually inside your mecha. Rather you ride it, either from behind or atop. In this situation, the mecha can be your size or larger and you do not occupy any spaces inside the mecha. However, being outside does mean you can be targeted by attacks. Rider controls permit a pilot to use Dexterity or Intelligence for her pilot ability score.

Sub-Mecha. Your cockpit is, in fact, a smaller mecha (which you must build). The control mecha, which must be at least two sizes smaller, locks into the larger design. The cockpit of the smaller mech dictates the operation of the larger one (it is generally Exo).

Thought. This advanced system strips the cockpit of any visible advancements. The target either rests in a suspension fluid or sits strapped in a featureless cockpit. This system is popular with psychics and those with disciplined minds. A mecha with this system reduces its Reacon level by 1. You gain an additional round with Smart missiles, and you can control +1 bit. Thought control permits a pilot to use Intelligence or Wisdom for her pilot ability score.

Virtual. Whether it be a spherical display, holographic, or a virtual headset, the virtual cockpit is the standard arrangement for a mecha. Virtual controls permit a pilot to use Dexterity or Intelligence for her pilot ability score.

COCKPIT

Powerplant	Multiplier
A.I.	x0.2
Esper Lens	x0.3
Exo	x0.0
Manual	-x0.05
Reflex	x0.05
Remote	x0.1
Rider	x0.0
Sub-Mecha	x0.0
Thought	x0.2
Virtual	x0.0

ENVIRONMENT PROTECTION

Traditionally, a mecha with an enclosed cockpit seals the pilot from outside calamities. If a mecha possess cold or fire resistance, then that same mecha is immune to those environmental effects (of heat and cold). A mecha resistant to force also possesses radiation shielding.

You can still acquire environmental shielding, which renders you immune to those effects but not directed damaging attacks employing that damage type (cold Protection renders you immune to a cold environment but not cold damage from a cold-based attack). All mecha with internal cockpits receive space protection for free. High pressure renders your mecha sealed against increased external pressure such as thick atmosphere and up to 2 miles underwater.

ENVIRONMENT PROTECTION

Protection	Multiplier
Cold	x0.01
Fire	x0.01
High Pressure	x0.02
Radiation	x0.02

EXTERNAL MANIFESTATIONS

These systems, though internal, affect the external environment. These can include cloaking, repair systems, and teleportation. Most systems have a multiplier along with a minimum level the torso must be at to be equipped.

Cloak-Distortion. This cloaking system does not render you completely invisible. As an action, you blur your mecha against outside attack. Any creature has disadvantage on attack rolls against you. This does not work against smart missile systems. Enemies capable of truesight also filter out this illusion. When you activate Cloak-Distortion, it remains up for up to 1 minute, and cannot be used again until you finish a long rest.

Commandeer Slave. You can target a mecha that has been reduced to 0 hit points but not detonated within double your reach. Increase your Reacon level by 1. That mecha stands with a quarter of its maximum hit points and now functions under your control. You can use a bonus action to control the mecha and can control as many mecha this way as you can handle, though your Reacon level cannot decrease until you release the mecha under your control. Targeted mecha remains slaved to your system for up to 24 hours. After you take control of a mecha, you can maintain control up to your sensor range.

Holographics. As an action, you can make natural terrain up to x3 your reach look and sound like some other form of natural terrain. Creatures entering the field will instantly discover the holographic illusion. A suspicious outsider may attempt a DC 15 Intelligence (Investigation) check to reveal the illusion. The holographic can be made to conceal objects, people, or mecha within, though they cannot move for fear of stepping free from the illusion cov-

ering them. When erected, the terrain cannot be moved but can last up to 8 hours. Once off, it cannot be used again until the mecha finishes a long rest. The holograph is static outside of minor animations and cannot replicate groups of people for very long before the illusion is shattered.

Image Projection. As an action, you create the image of an object, a creature, or some other visible phenomenon that is no larger than you. The image appears at a spot that you can see within sensor range and lasts for up to 10 minutes. It seems completely real, including sounds, but it cannot alter its environment. You can use your action to animate the object to walk, talk, and move from location in range to another location in range. Physical interaction with the image reveals it to be an Illusion. A creature that uses its action to examine the image can determine that it is an Illusion with a successful DC 15 Intelligence (Investigation) check. Once you use image projection, you cannot again until you finish a long rest.

Jump Legs. This system requires more than just springs in your mecha's legs—the entire system is altered to improve your mecha's jump capabilities, up to and including booster rockers. Your mecha's jump distance is tripled.

Personal Cloak. Spend an action, and your mecha (and everything inside) becomes invisible for up to 1 hour. The effect ends the moment you make any form of action with an external effect (including attacking). Once you use a personal cloak, you cannot again until you finish a long rest. You can reset your use of this ability by spending an action and increasing your Reacon level by 2.

Sacrificial Repair. You launch a cable that can extend up to double your reach as a bonus action to an allied mecha. As an action, you can siphon up to a quarter of your maximum hit points and allow the target to recover up to that same amount. You can also increase your Reacon level by 2 to decrease the target's by 1. Detaching this cable also costs a bonus action. After you employ this repair system, you cannot again until you finish a short or long rest.

Shadow Imager. As an action, three illusory duplicates of your mecha appear adjacent to you. For up to a minute, the copies move with you and mimic your actions, shifting position, so it's impossible to track which image is real. You can use your action to dismiss the illusory duplicates. Each time a creature targets you with an attack while the imager is up, roll a d20 to determine whether the attack instead targets one of your duplicates. If you have three clones, you must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher. A duplicate's AC equals 10 + your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The effect ends when all three duplicates are destroyed. A creature is unaffected by the shadow imager if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight. Once you use a shadow imager, you cannot again until you finish a long rest.

Space Fold. You plot a position within communication range. After one minute of calculation, you teleport yourself and anything within reach to that position. Once you use this ability, you cannot use it again until you finish a long rest. You can increase your Reacon level by 2 to double you reach and double your teleportation range.

Targeting Slave. Your mecha can relay all sensor data to another mecha within sensor range to paint a target. As an action, target one enemy you can see. Your ally can make its next attack against the target with advantage.

Teleport-Combat. An action, you instantly transport yourself and anything within your reach (if you wish) to any spot in sensor range. You can teleport an object you're grappling. Once you use this ability, you cannot use it again until you finish a short or long rest. You can reset your use of this ability by spending a bonus action and increasing your Reacon level by 1.

Lightspeed. After taking one minute to energize your space-based propulsion system, a powerful pulse distorts spacetime, allowing you to travel faster than the speed of light. There are two levels of lightspeed, which cost exactly the same as they are based more on the tech level of the setting and not mecha complexity, %99 LY and %1000. The former obeys the laws of traditional physics but suffers from issues regarding time dilation (every minute to the pilot is one year to the outside world); the latter converts your mecha into tachyons, allowing it to appear to phase out of spacetime. In this state, you mecha cannot collide with anything until it drops below FTL, and the dilation of time is strangely reversed (every minute to the outside world is one year inside your mecha). Best to get a hibernation module.

EXTERNAL MANIFESTATIONS

System	Multiplier	Min. Level
Cloak-Personal	x0.05	4
Cloak-Distortion	x0.02	3
Commandeer Slave	x0.07	6
Image Projection	x0.05	10
Jump Legs	x0.02	3
Lightspeed %99	x0.1	5
Lightspeed %1000	x0.1	6
Sacrificial Repair	x0.05	4
Shadow Imager	x0.07	10
Space Fold	x0.1	10
Targeting Slave	x0.05	12
Teleport-Combat	x0.08	6

TECHNO-ORGANICS

Your mecha is alive. It may not be sentient, and it may not be evolved, but it certainly has a pulse and a living core (bioenergy is mandatory). It was constructed from organic parts or was grown in a lab. It is either still clearly a machine or is undeniably a monster. Your mecha must be from a setting that permits this technological breakthrough. All techno-organics feature the same benefits.

- You can spend Hit Dice as a normal creature to recover hit points during a short and long rest.
- You recover Hit Dice per normal creatures during a long rest.
- You also gain regeneration based on your advancement. Your mecha regains the listed hit points at the start of its turn if it has at least 1 hit point.

TECHNO-ORGANICS	
Regeneration	Multiplier
0	x0.1
1	x0.2
5	x0.3
10	x0.4

TRANSFORMATION OPTIONS	
Option	Multiplier
Android	x0.2
Combiner	x0.1
Instant Transformation	x0.02
Transform Wings	x0.01

TRANSFORMATION

One of the most exciting options for a mecha is its capability to alter its look to appear as something else. To construct a transformable mecha, build the primary "native" form, and select the alternates. Each added form increases the multiplier. When in a new form, servos no longer available merge their hit points with the torso.

An entry lists its cost multiplier, the available servos, and the benefits. All transformations maintain their size, and they may conceal their identity as a mecha.

Auto. You transform into a ground vehicle. You gain a +10-foot bonus to ground speed and spots for three additional passengers (if you chose). Auto's shouldn't be bigger than Large (Huge or bigger may prove difficult on city streets).

Beast. Your form alters to form a creature with multiple legs and/or wings. You can have humanoid arms become legs. In beast mode, you mecha gains a +3 bonus to Strength and a +5-foot bonus to speed.

Boat. Your form alters to be buoyant on water. Your propulsion system converts to work on water. You gain a +1 bonus to AC in this from.

Cycle. The cycle is generally reserved for Medium-sized mecha and is popular with an Exo cockpit. The cycle gains a +15-foot bonus to ground speed.

Fighter. Although required to be moving at least 50 feet/turn, a fighter's fly speed is doubled.

Humanoid. The default form, the one assumed when making a mecha. No exceptional benefits.

Hybrid. A hybrid, or gerwalk, is an amalgam of fighter and humanoid forms. It doesn't suffer from the flight limitations of the fighter but doesn't benefit from as much a speed bonus (x1.5 instead of 2).

Tank. This form overlaps servos to consolidate protection. It must employ ground wheels or tracks. It offers a +2 to AC but a -2 to Dexterity.

V/STOL. A variation of the fighter, it has no speed requirement, but it must employ fanjets. It gains a +2 bonus to Dexterity.

TRANSFORMATION OPTIONS

Android. Are you really a mecha? This modification allows the mecha to turn into a human-looking android. Obviously, this is only recommended for Medium-sized mecha with an A.I. built-in. Other forms can be anything else, including being an external mecha to another user via an Exo cockpit.

Combiner. The mecha only forms one part of a larger construct. Determine which parts the mecha forms. Other mecha must possess the same ability. The new size is the combination of all the mecha involved.

Instant Transformation. Instead of requiring an action, this mecha transforms with a bonus action. If the mecha takes multiple rounds to transform, the number required is halved.

Transform Wings. If this mecha does not have wings in humanoid form, this modification allows arm or leg servos to turn into wings.

TRANSFORMATION			
Form	Multiplier	Servos	Benefit
Humanoid	x0.0	All	None
Fighter	x0.15	Torso, Pod, Head, Wings	Fly speed x2; Min 50 ft. speed/turn
Hybrid	x0.2	All	Fly speed x1.5
V/STOL	x0.15	Torso, Head, Pod, Wings	Requires fanjets; +3 Dexterity
Tank	x0.2	Torso, Head, Pod	+3 AC; -3 Dex; requires wheels or treads; -10 ft. ground speed
Boat	x0.10	Torso, Pod, Head	+2 AC
Auto	x0.15	Torso, Pod	Ground speed +10 ft.; requires wheels; +3 passengers (optional)
Cycle	x0.25	Torso, Pod	+15 ft. ground speed
Beast	x0.2	Any (arms become legs)	+3 Strength; ground speed +5 ft.

NINE: MAGIC

The traditional 'Vancian' magic system, despite originating in what is technically a work of science fiction (back in days of yore when such things were not so rigidly categorized), does not really feel very Ultramodern. Modern and futuristic approaches to magic tend to be more spontaneous and involve fewer eyes of newt. This chapter provides an alternative magic system in that vein.

We call this system DARK, although like everything else in this book, what you call it and how you choose to use it is entirely up to you; all that it takes to change from a magic system to a psionics system to a weird alien superscience system is the terminology. DARK employs a resource pool that allows characters to accomplish tasks as long as that resource is available. This power connects to a character via a new ability score, Vigor, which can modify or boost magic abilities.

DARK

Like electricity, magic can be measured, siphoned, and potentially even bottled. It is a resource like any other, one only generated by a trained and gifted few—a resource that can be used to alter the entropy in a localized area, turning order into chaos (or vice-versa). Although some worlds may classify this as dark energy (thus the moniker), dark need not exhibit any properties science can explain—it can be something entirely new to this universe.

It does allow others to measure the amount of dark one possesses or can tap. There are no units of measurement like meters or grams—one simply possesses a quantity of dark, and as they tap that resource, like a muscle, it grows, and one's vessel enlarges. In truth, every living creature possesses dark, and although some are gifted more than others, anyone can work to accomplish something extraordinary. Those that focus their lives to it, however, will be unmatched compared to those that look at it only as a hobby.

VIGOR

An individual's capacity to use dark is related to one's Vigor ability score. This new score is applied to all dark-related ability checks, as well as one's capacity to use dark magic. There are some people naturally gifted in Vigor, those simply stronger than others, but this can be left to atrophy if not exercised. Likewise, someone lacking in Vigor can develop incredible strength through sheer perseverance and a disciplined training regimen.

Note. By default, Vigor is a separate ability score to enable a wider variety of supernatural characters, rather than limiting it to the traditional trope of 'wizardry'. You are free to use one of the traditional ability scores instead, but this

will necessarily focus what a spellcaster is for your setting; tying it to a mental ability score makes it a cerebral or spiritual focus, while tying it to a physical score may evoke more of a wuxia aesthetic. You may also elect to allow each character to define their own spellcasting ability score if you don't want to use Vigor.

ESTABLISHING

Vigor can be established at character generation like all other ability scores. When doing so, a player can roll for the stat, take a base score of 9, or (if customizing ability scores via point-buy) increase starting points from 27 to 30.

> (*Note: I always use the unofficial but widely employed method of rolling 4d6, dropping the lowest value and assigning scores after they have all been rolled*).

One's Vigor score can be improved both with standard character development as well as with the addition of artifacts or even cybernetics. Depending on the setting, cyberization may incur the opposite effect, crippling one's ability to use Vigor (GM's discretion).

The Unnatural Resource. Instead of Vigor being a natural ability, it may also only be gifted on those implanted with a specific device or wearing/wielding a particular item. If so, each player should still establish a base Vigor score even if they can't roll it until properly enhanced.

SAVING THROW

As Vigor is an ability score, it can also be used to resist an effect via a saving throw. Only targets with a Vigor ability score of 8 or higher can be required to make a Vigor saving throw (they cannot be targeted if their score is 8 or less).

Additionally, a target gifted in Vigor may attempt to employ it as a substitute to another saving throw if the spell allows it. The spell entry will indicate if Vigor can be used.

SKILLS

Like all ability scores, Vigor covers several unique skills relating to dark magic. Several of these skills can be looked upon as magical in their application (simulating several traditional magical spells) but employing these effects does not drain one's vessel. Several options will be made available for characters to gain proficiency in one or several Vigor skills.

COMMUNE

To commune means to communicate with another living individual you know in a non-vocal manner. You must have met the target physically at some point previously. As an action, you can establish a psychic connection with the target and communicate for up to a minute before requiring an additional check. The base DC is 10. If the target is considered a friend, the DC decreases by 5; if the target is a loved one or relative, the DC decreases by 10. Distance plays a factor—if you can see the target, the DC is unmodified. If the target is within 10 miles, the DC increases by 5, and if within 50 miles increases by 5 again. Up to 100 miles, the DC reaches its ceiling, increasing by another 5; anything further requires a spell. You must share a language with the target, or the target must be able to understand you (like a trained pet). Once a connection is made, the target can communicate back (if they share a language) regardless if he or she is gifted in Vigor without making a check. The recipient knows who you are upon receiving the connection but cannot locate you.

DETECTION

Being endowed in Vigor allows you to be naturally receptive to its effects around you. This is similar to Perception except that it is narrowed to only detect fluctuation in the dark. You may ask, or a GM may request that you make a Vigor (Detection) check to analyze the level of dark around you. Depending on the difficulty of the task (set by the GM) you can attempt to detect the following within 30 feet of you:

--Natural regions strong in dark.

--Increased Vigor in living targets (those with an ability score of higher than 12).

--Artifacts or mechanisms either bottling the resource or otherwise strong in dark.

--Messages between individuals employing the Commune skill.

This ability can penetrate most barriers but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt. Contrary to popular conspiracy theory, aluminum foil alone will not suffice.

INDUCE

There are those able to push their inbuilt magic beyond its limitations. This is known as inducing. Many magic effects provide an option to boost via a Vigor (Induce) check. However, after a check is made, the target suffers damage equal to the final roll result OR the DC of the check – 10 (whichever is lower). If you fail at the check, the base spell still goes off as indicated.

For example, if a character is attempting a DC 20 Vigor (Induce) check and rolls an 8, that character suffers 8 damage; if the character rolls a 25 (succeeding at the check), that character still suffers 10 damage.

Natural Results. If a character rolls a natural 1 on a Vigor (Induce) check, it is an automatic failure, and the target is stunned until the end of the character's next turn. If the character rolls a natural 20 on a Vigor (Induce) check, it is an automatic success, and the target suffers no damage from having made the check.

RESOURCES

A character's Vigor attribute score (outside of ability checks) is also employed to establish three critical values: **vessel**, **asset**, and **river**. Only characters with a Vigor score of at least 8 may use these values.

VESSEL

A vessel is a character's total dark pool; once this value is depleted, a character can no longer cast spells. A character can never possess a dark value larger than her vessel. As a spell is cast, the cost of the spell is reduced from one's vessel. Thankfully, vessel is the raw potential of dark and is a renewable resource, ever recharging. It can even be quickly replenished with specific concoctions. It is also entirely possible that vessel is not an inherent natural resource at all, and is something held in a physical container, either outside of the body or as an implant (see Dark Gear).

A starting vessel score is equal to half that character's Vigor ability score (not modifier) + level. All characters with a Vigor score of 8 or higher gain access to vessel—it is not reserved by a specific class. As we will see later, a vessel's value can be adjusted by background, feats, and archetypes.

For example, a 1st level character with a Vigor score of 16 possesses a vessel of 9, while a 10th level character with a vigor score of 20 possesses a vessel of 20.

VESSEL REGENERATION (VR)

On your turn, you can regenerate your vessel. Select ONE of the following on your turn:

- Use a free action to regain 1 lost point from your vessel.
- Use a bonus action to regain 2 lost points to your vessel.
- Use an action to regain a number of points to your vessel equal to 1+ your Vigor modifier (this is your default VR score and can be modified by class features).

ASSET

Unlike vessel, which can be measured, asset is more esoteric. At character generation, you gain an asset value equal to your Vigor modifier. This can be used at character generation and when reaching a new level to purchase dark spells. When a spell is purchased, the asset value is reduced by that spell's cost.

Your asset value is akin to currency—though it cannot be lost or stolen. It can, however, be saved (banked), allowing the purchase of more expensive spells later on. Like vessel, your asset score can be increased via background selection and the addition of feats.

By default, each time you reach a new level, you gain a bonus to your asset score equal to your Vigor modifier. Asset is the one value that cannot be adjusted through cybernetics, mechanisms, or consumables.

RIVER

While asset and vessel represent constantly adjusting values, your river is relatively fixed. The river is your bank of quick-reference spells that can be called upon in an instant's notice to be cast. The river is a simple value equal to your Vigor modifier—you can assign any spell into the river except for rituals.

For example, a character with a Vigor modifier of 16 can hold 3 spells in her river.

Any spell with a casting time of one minute is reduced to an action while in the river.

Any spell with a casting time of one action is reduced to a bonus action while in the river.

Any spell with a casting time of one bonus action can be used once per turn as a free action while in the river.

Anytime you finish a short or long rest, you can swap out any spells you possess in your river.

Spells with a casting time longer than one minute cannot be placed in a character's river. You are not required to put a prerequisite spell of a more powerful spell in the river to cast that more powerful spell from your river.

SPELLCASTING

Dark does not operate like traditional spellcasting. Characters are not required to prepare spells each morning. The amount of rest one has does not affect one's ability until exhaustion sets in. That being said, dark spellcasting still creates a magical effect that can alter the universe in a minuscule but productive manner. These are still called spells.

ACQUIRING SPELLS

You can purchase a spell if you can afford it (spending asset) and if you possess its requirements, namely at least one spell in each lower tier of the same path (the Dark Sequence). Once you do, you always gain access to that spell, and it is always assumed prepared. A spell generally takes between a bonus action and one minute to cast, though this can be reduced by placing it in your river.

COMPONENTS

Since dark pulls more from internal than external sources, most spells do not require physical components. However, many do require either verbal (V) or somatic (S) components. Those few requiring material components are often limited to colored sand or chalk to etch spell glyphs onto a wall or floor or in the creation of a magic circle (sigil). Flammable liquid and a flame source are also not uncommon.

RITUALS

Rituals take longer to be cast and cannot be placed in your river, but also cost no dark from your vessel to cast. However, rituals carry their own cost, or **sacrifice,** which can include exhaustion levels, lost hit points or hit dice, or other conditions. These must be able to be spent for the spell to be cast. Spending hit points results in psychic damage, which you cannot be resistant or immune to.

EXHAUSTION

Numerous rituals incur exhaustion levels, and said levels affect your capacity to cast spells regardless if you gain exhaustion through ritual casting or not.

Level 1. Disadvantage on ability checks (affects Vigor).

Level 2. Speed and max vessel halved.

Level 3. Disadvantage on attack rolls and saving throws.

Level 4. Hit point maximum halved, and VR reduced to 0.

Level 5. Speed and vessel reduced to 0

Level 6. Death

DARK SEQUENCE

Spell acquisition must follow a structure called the Dark Sequence—a chain of linked spells from the basic cantrips (root spells) to the larger world-changing epic spells.

THE PATH

There are many paths a spellcaster can take and will most likely pursue several. Each one begins with one or more root spells and several tiers of increasingly powerful higher-level spells. There are no level requirements for any spells, but you must acquire a spell in each tier of a path (including root) to gain a higher-tier spell.

Available Paths. There are eighteen paths available to players: Air, Attraction, Creation, Death, Decay, Earth, Fire, Illusion, Life, Light, Knowledge, Might, Movement, Power, Protection, Self, Technology, and Water.

Synergy. Each path has a related focus. If you also purchase the path cost of this related path, when you acquire a spell from a higher tier, you gain the lowest tier spell from the related path for free (or the root, if it's the lowest).

Root Spells. A character must purchase at least one root spell to acquire additional spells along that same path. If you wish to pursue a path, you must spend the **Path Cost** (always 2) as well as asset cost for at least one root spell. When you do, you gain the **Path Benefit**. As a result, your first root spell is more expensive than some later spells.

Example. *You spend asset to purchase access to the Fire Path and then purchase* firebolt. *You also purchase access to its synergy, the Path of Light. After you acquire* flamethrower, *you gain* light *for free.*

CONCENTRATION

Rules regarding concentration are unchanged. A spellcaster can generally concentrate on only one spell at a time, but concentration on a spell does not use up dark—only the initial casting of the spell does. However, you cannot recover any quantity of your vessel with any action on your turn while concentrating. You can still recover vessel with the use of items.

DARK GEAR

Item	Cost	WT.
Weapons		
Cambion	5,000	3 lb.
Combine Rifle	250	12 lb.
Covenant Rifle	5,000	20 lb.
Fatal Volley	5,000	4 lb.
Infinity	3,500	3 lb.
Robert the Gun	—	3 lb.
Vigor Shooter	100	3 lb.
Union Cannon	2,500	35 lb.
Armor		
The Arch	150	15 lb.
The Immortal	300	35 lb.
The Demigod	3,000	45 lb.
The Deus	35,000	1,500 lb
Machines		
Linked Vessel (Mark 1)	200	—
Linked Vessel (Mark 2)	650	—
Linked Vessel (Mark 3)	6,000	—
Linked Vessel (Mark 4)	60,000	—
Implant Vessel (Mark 1)	200	—
Implant Vessel (Mark 2)	650	—
Implant Vessel (Mark 3)	6,000	—
Implant Vessel (Mark 4)	60,000	—
Somatic Surrogate	1,350	—
Vocal Proxy	1,350	—
Sigil Projector	1,350	—
Permatek	3,500	—
River Expansion	4,500	—
Darktech Regenerator	5,000	—
Consumables		
Vigor Injection (Stock)	25	0.5 lb.
Vigor Injection (Greater)	50	0.5 lb.
Vigor Injection (Superior)	250	0.5 lb.
Vigor Injection (Supreme)	1,000	0.5 lb.
Dark Brew (Stock)	25	0.5 lb.
Dark Brew (Greater)	50	0.5 lb.
Dark Brew (Superior)	250	0.5 lb.
Dark Brew (Supreme)	1,000	0.5 lb.
Angel River	500	0.2 lb.
Libration	300	0.2 lb.
Darkephrine	350	0.2 lb.

DARK GEAR

The following items are either consumables, normal gear, or cybernetics associated with magic. The GM must establish which items are available. Are there cybernetics or are external devices, or both? The GM may disallow any or all gear if desired, based on the designs of the setting.

Note. Some of these items can be employed with traditional "Vancian" magic systems with little-to-no modification.

WEAPONS

There are two types of magic weapons: traditional magic, and dark weapons. With traditional magic, any weapon with a higher tech level than the setting can be rebranded as magic.

Vessel Ammo. Dark weapons require no clip, magazine, or cell; instead, they siphon dark from its wielder. The user must volunteer dark, and it cannot be stolen. Alternately, the weapon can be filled by another individual and then

handed to another to be fired. It takes an action to refill all the vessels of weapons you wield. A weapon's vessel acts similar to a character's vessel, except it does not regenerate. A character can move dark from her vessel to the weapon's and then regenerate her supply. Dark from a weapon's vessel cannot be drawn back to a user—when a weapon uses dark, it converts the energy for its own purpose. Unlike other firearms, you cannot quickly reload a weapon's vessel, though you can refill multiple weapons in your possession with a single action.

CAMBION

This weapon's fabricator is believed to have been a half-breed between two worlds, though which worlds are unknown. It's easy by some to assume divinity and perdition, but others suspect it may be rival alternate dimensions that only resemble ideas of hell and heaven. Regardless, this semi-intelligent weapon will only serve a master once its previous one has given the weapon willingly or has died.

Awareness. You never roll to attack with the cambion—it always hits (but can never crit, even with abilities that turn normal hits into criticals).

Damage. 1d6 piercing;

Range. 50/200;

Properties. Light, reload (12 shots)

Preference. The cambion bonds to its new owner and cannot fire used unless that owner dies or willingly gives the weapon to another.

Type. One-handed small arm. Traditional bullets.

COMBINE RIFLE

This advanced version of the basic shooter, the combine weapon operates nearly identically, save for a single noteworthy improvement. Someone trained in the dark can alter the energy of the weapon to focus her unique set of skills.

Alter. As a bonus action, you can alter the damage type of this weapon to match that of any spell you can cast.

Damage. 1d8 force (default); **Range.** 150/500; **Properties.** Reload (15-vessel)

Infuse. Instead of utilizing the base damage type and attack, you can pull dark from the weapon's vessel to cast any spell you have in your river that requires a ranged spell attack. The original spell's range (regardless if it has one) changes to the weapon's. The energy must be able to take all of its dark from the weapon—it cannot be combined with your own. Despite the weapon casting a spell you possess, the dark within the weapon need not be your own.

Spell Conduit. Any spell you cast requiring a ranged spell attack can be fired from this weapon; the spell takes on the weapon's range, and weapon assumes all vocal and somatic requirements.

Kind of Magic (6th level). This weapon gains the Armor Piercing property.

Type. Two-handed small arm.

COVENANT RIFLE

The opposite of the fatal volley, the covenant rifle is designed to strike against the forces of darkness. Although assumed to have been forged in the depts of a massive cathedral within a metropolis, in truth, its maker was a humble weaponsmith in a small rural town who claimed the specifications were given to him from a heavenly creature.

Alignment. Each round an evil creature holds this weapon, it suffers damage equal to being shot with it.

Aura. The wielder of this weapon is immune to curses, diseases, poisons, blindness, and deafness.

Damage. 1d10 radiant;

Range. 200/500;

Properties. Shotgun, reload (10-special)

Holy (6th level). This weapon gains the Armor Piercing property.

Type. Two-handed small arm.

Undead Bane (8th level). If this weapon hits an undead creature, that attack is an automatic critical hit.

FATAL VOLLEY

Those focused in the field of necromancy love instilling their bleak ideology in their weapons. Firearms were an evident evolution from soul-stealing swords. The Fatal Volley was one of the first attempts to tap the forces of death. This weapon fires pulses of necrotic energy that draw the life from victims to resupply its own ammunition. Oh, and it can also raise the dead.

Damage. 1d6 necrotic; **Range.** 100/300; **Properties.** Re-

load (12-special)

Extract. Each time you hit with this weapon, as a free action, you can recover 1 hit point, or the weapon can recover 2 shots. As a bonus action, you can suffer damage to reload the weapon at a ratio of 1:1.

Rise. If you kill a living (non-construct) target with this weapon, at the beginning of your next turn, the creature rises as a zombie and serves whoever wields this weapon (unless the weapon has been dropped, in which case, it will attack anything living it encounters). After 48 hours, the zombie falls apart.

Necrotic Energy (6th level). This weapon gains the Armor Piercing property.

Type. One-handed small arm.

INFINITY

The infinity is a simple weapon with a simple effect. It never runs out of ammo. Ever. No one knows where the ammo is coming from. Cases for bullets eject similar to an automatic pistol, but the bullets appear in the chamber seemingly from nowhere.

Ammunition. This weapon never needs reloading. Its ammunition capacity is infinite.

Damage. 1d6 piercing; **Range.** 50/200; **Properties.** Light

Accelerator (6th level). This weapon gains the Armor Piercing property.

Type. One-handed small arm.

ROBERT THE GUN

A unique weapon, Robert is not a possessed firearm as much as he is a weapon given life via some eccentric mage who eventually lost it through time. Robert is talkative to the point of being borderline annoying but knows when to shut up when situations call for it. He enjoys combat, notably when defeating evil.

Attack. Although Robert can fly, he can only fire the weapon based on your combat abilities, and only when Robert is within ten feet of you.

Communication. Robert communicates via telepathy, with only his wielder being able to comprehend him. Robert can speak all languages.

Damage. 1d6 piercing; **Range.** 50/200; **Properties.** Light, reload (12 shots)

Independence. Robert has fly 10. He possesses a stat line Str 12, Dex 18, Int 16, Wis 14, Cha 16. He has an AC of 18 while in flight and gains the proficiency bonus of his wielder. Robert has 75 hit points.

Motives. Robert is good with no other preferences between law and chaos. He cannot stop an evil person from wielding him but will try to escape the moment he can. Robert wants to defeat evil and will encourage intervention whenever evil presents itself, regardless if the battle is fair.

Senses. Robert possesses hearing a normal vision of up to 120 feet.

Thought (6th level). Robert gains a +1 bonus to both attack and damage rolls.

Synergy (12th level). Robert's bonus to attack and damage rolls increase to +2.

Type. One-handed small arm. Traditional bullets.

VIGOR SHOOTER

This basic pistol, a vigor shooter converts dark so it can be ejected as force, inflicting damage on a target. The energy cannot be used for any other action.

Kind of Magic (6th level). This weapon gains the Armor Piercing property.

Damage. 1d6 force; **Range.** 80/320; **Properties.** Light, reload (10-vessel)

Spell Conduit. Any spell you cast requiring a ranged spell attack can be fired from this weapon; the spell takes on the weapon's range, and the weapon assumes all vocal and somatic requirements.

Type. One-handed small arm.

UNION CANNON

The union takes its name from the fact that it very often requires multiple users to wield. Its energy demands are so drastic that a single user would be drained in a matter of seconds.

Alter. As a bonus action, you can alter the damage type of this weapon to match that of any spell you can cast.

Damage. 1d8 force; **Range.** 300/1200; **Properties.** Heavy, reload (40- vessel)

Drain. This weapon is equipped with three dark bracelets with 10 feet of cable each that can be attached to willing or unwilling targets to siphon dark from (you can elect to be one of the targets). As an action, you can reload the weapon by extracting dark in any combination from any linked creature. A creature must have a vessel value. If a creature's vessel has been depleted, you can instead inflict damage on a connected creature, at a rate one point of dark/point of damage (if the target is employing a mechanical vessel, they cannot suffer damage).

Heavy. The union cannon contains 40 points of dark in its vessel that inflict 1d8 force each; you can instead use 2 points of dark instead per shot to inflict 1d12 force each and 4 points of dark instead per shot to inflict 3d6 force each.

Infuse. Instead of utilizing the base damage type and attack, you can pull dark from the weapon's vessel to cast any spell you have in your river that requires a ranged spell attack. The original spell's range (regardless if it has one) changes to the weapon's. The energy must be able to take all of its dark from the weapon—it cannot be combined with your own. Despite the weapon casting a spell you possess, the dark within the weapon need not be your own.

Kind of Magic (6th level). This weapon gains the Armor Piercing property.

Spell Conduit. Any spell you cast requiring a ranged spell attack can be fired from this weapon; the spell takes on the weapon's range, and the weapon assumes all vocal and somatic requirements.

Type. Heavy weapon.

ARMOR

Dark armor is more a collection of features that aid a user in using dark. A dark armor's most useful feature is its ability to link other dark gear onto it, allowing instant activation of items, including a vessel supply, allowing a user not skilled to gain Vigor and the ability to cast spells. Like traditional spellcasters, you must be proficient with the armor to cast spells in it.

Modules. All dark armors list a module value—these allow a character to attach other dark items to the armor, which appear as mostly unidentified attachments—only a DC 15 Wisdom (Perception) will adequately identify the components without physical removal. A DC 20 Strength check is required to forcibly remove a module from an armor. Modules come in the form of consumables or machines. If the armor is destroyed, modules are not, and can be removed. Only the user has access to those modules while wearing the armor. While wearing the armor, modules that require activation only require a bonus action to do so. All modules must be purchased extra. When you upgrade or replace armor, you can transplant modules from an earlier set.

Here are the available items you can employ as a module: Linked vessel (any version), implant vessel (any version), somatic surrogate, vocal proxy, sigil projector, permatek vigor injection (any version), dark brew (any version), angel river, libration, and darkephrine.

THE ARCH

This light armor was the first in its line to be crafted after it was discovered that technology could tap and focus dark. Its primary focus was to improve the capacities of someone gifted in spellcraft without impeding them in any way.

Armor Class. 12+Dex Modifier; **Strength.** —; **Stealth.** —

Resistance. You have resistance to lightning and slashing from nonmagical weapons.

Modules. You can attach up to two modules to this armor.

THE DEMIGOD

The most powerful basic armor produced, the demigod was proven too expensive for distribution and only found itself the extravagant support unit flanking larger military units.

Armor Class. 17; **Strength.** 15; **Stealth.** Disadvantage

Nightvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, and the system renders everything you see in shades of either green, yellow, or blue (user's preference).

Resistance. You have resistance to fire, as well as bludgeoning and slashing from nonmagical weapons.

Modules. You can attach up to six modules to this armor.

THE DEUS

When finding a deus on the battlefield, it generally means either an army has money to throw around, someone wants to bring and use their expensive toy, or a nation is not messing around. It is thought these immense machines never left the prototype phase, and each one is a customized unit.

Proficiency. The Deus is exo-armor and requires the appropriate proficiency.

Armor Class. 18 (base); **Strength.** —; **Stealth.** Disadvantage

Balance. For the sake of game balance, the deus counts as one legendary (not counting any modules it may have).

Bonus. The deus has a +1 bonus to AC (19 total).

Electromagnetic Shielding. As a reaction to the armor's shutdown, the deus comes back online. Once you use this feature, you cannot use it again until you finish a long rest.

Gauntlets. Unarmed attacks with the armor do base 1d6 damage. If you already inflict 1d6 or more damage with unarmed attacks, increase the damage dice by one step (1d8 > 1d10 > 1d12 > 2d6 > 2d8 > 2d10). The gauntlets also grant a +1 bonus to attack and damage rolls.

Hit Points. The deus has 50 hit points and a threshold of 10.

Mecha Fists. The deus has a Strength of 22.

Modules. You can attach up to eight modules to this armor.

Power. The deus siphons dark to operate. Either from its user or an external source, the deus uses up 5 units each time initiative is rolled.

Resistances. You gain resistance fire, acid, and cold, as well as bludgeoning from nonmagical weapons.

Speed. Your speed is 30 feet.

THE IMMORTAL

A more substantial follow-up to the arch, the immortal was built to aid dark casters in support roles while in the heat of combat. It was later succeeded by the demigod, but the immortal became the more popular model, as it balanced cost with effectiveness.

Armor Class. 15+Dex Modifier (max 2; **Strength.** —; **Stealth.** Disadvantage

Mask. You are immune to gas attacks and inhaled poisons.

Resistances. You have resistance to fire and cold, as well as bludgeoning from nonmagical weapons.

Modules. You can attach up to four modules to this armor.

MACHINES

There are three types of dark-related mechanisms: cybernetics, modules, and gadgets. **Cybernetics** attach to you, with either hidden implants, those emerging from limbs, or those connected to your body through a harness and wires. All require surgery. **Modules** attach to armor and can only function while that armor is being worn. **Gadgets** are handheld and are generally reserved for specific items.

DARKTECH REGENERATOR

Where normal nanotech is designed to patch wounds, the darktech remains within the brain, attempting to ensure synapses fire when they are supposed to.

Applications. Cybernetic

Vigor Regeneration. Your Vigor Regeneration (VR) increases by 2.

IMPLANT VESSEL

This internal implantation provides a bonus to Vigor, and by extension, vessel, VR, and river values as well. It does not change your asset value. You or your armor can possess one implant (if wearing armor with the same implant as you, values do not stack). Each level of vessel improves this bonus, though you cannot increase your Vigor ability score above 22 using an implant.

Applications. Cybernetic or module.

Implant Vessel. *Mark 1:* +1; *Mark 2:* +2; *Mark 3:* +3; *Mark 4:* +4

LINKED VESSEL

Linked vessels are external and visible bottles containing a swirling blackness—dark in its elemental form. They increase your vessel value—they do not increase your Vigor, asset, VR, or river values. Linked vessels are not pretty (depending on one's artistic expression) and can potentially be damaged or destroyed like any other gear, even forcibly removed. You can gain the benefits of up to two linked vessels (either attached to you or an armor) of any combination.

Applications. Cybernetic or module.

Linked Vessel. *Mark 1:* +2; *Mark 2:* +4; *Mark 3:* +8; *Mark 4:* +16

PERMATEK

This small repository operates differently from a standard vessel in that it contains a spell that is continually refreshing itself. When you cast a spell requiring concentration, you can bond it to your permatek with a bonus action. The permatek then handles the concentration for you, allowing you to do other things, including cast other spells. As a gadget, it can be placed nearby the area of effect, though it can only operate for ten minutes before terminating the effect.

Applications. Cybernetic, gadget, or module.

RIVER EXPANSION

This brain implant or headset allows you to store knowledge, so you don't have to. It is specialized to transmit needed information into your visual field.

Applications. Cybernetic, gadget, or module.

Recall. Your river value increases by 1.

SIGIL PROTECTOR

The vast majority of spells requiring a material component in truth only necessitate sand, chalk, paint, thread, or ash (the result of flame) to draw a sigil or array into a floor or wall (occasionally the symbol is constructed in mid-air). The sigil projector, either mounted in a hand or on a shoulder mount (if in armor) projects the required array onto a surface or creates a floating hologram where the spell is needed. If required, the projector can increase its output into infrared, inflicting 1 point of damage on a target and burning the sigil onto it. When requiring basic material components (when non-specific materials are required), the sigil projector can be employed without requiring a hand or a bag of components.

Applications. Cybernetic, gadget, or module.

SOMATIC SURROGATE

This strange device either sits concealed in an arm or shoulder. With armor, it is generally shoulder-mounted. The somatic surrogate unfolds and acts as a hand for the purposes of spellcasting. It can assume a hand if both your hands are occupied or if you are restrained. While folded, the somatic surrogate is hard to spot and harder to remove—when deployed, it becomes a target but collapses the moment the spell duration has elapsed.

Applications. Cybernetic, gadget, or module.

VOCAL PROXY

This apparatus sits anywhere that is not a head (usually chest or shoulder). It can extend up to five feet away from you if necessary. A complex assembly of miniature baffles and electronic speakers, the vocal proxy can be used to cast spells with verbal components. The strangest feature about the vocal proxy points to how dark spellcasting actually works. The voice of the proxy is garbled, hasty, with noises extending well above 25-45,000 Hz (or higher), beyond a human's capacity of hearing. When required, a proxy can push these values even higher, allowing spells to activate via ultrasound. Thus, a vocal proxy, when used, can cast spells employing a vocal component in complete silence (assuming someone cannot detect ultrasound). It can also cast spells if you are gagged. It still cannot cast spells if in an area of silence (such as one created by the *silence* spell).

Applications. Cybernetic, gadget, or module.

CONSUMABLES

Consumables are one-use devices. These generally involve a container, which itself can be replenished. Most of these are drugs whose long-term effects have yet to be measured.

All consumables require an action to use, except as modules – then, they require only a bonus action.

VIGOR INJECTIONS

Some have gotten addicted to these boosters. An injection grants a temporary increase to one's Vigor score, and by extension, vessel, VR, and river values as well. Unlike implants, injections can increase your score over 20. There are side-effects, however.

Side Effects. Upon injection, you suffer damage equal to your new Vigor score -15.

Vigor Bonus. *Stock:* +2; *Greater:* +4; *Superior:* +6; *Supreme:* +8. This effect lasts five minutes. If you do not repeat the injection before the effect expires, your Vigor score drops to 8 (and by extension, vessel, VR, and river values) until you finish a long rest.

Dark Brew

Coincidentally, this concoction tastes and carries the effect of dry stout but with an "alcohol by volume" measurement of 8%. It also allows a creature to recover lost dark from his or her vessel. This can only resupply internal vessels and not external linked vessels. More expensive varieties are usually sold through specialty vendors, but the base stock has been seen under fifty different brands.

Resupply. When ingested, a dark brew recovers your vessel by the following amount. *Stock:* 2d4+VR; *Greater:* 4d4+VR; *Superior:* 6d4+VR; *Supreme:* 8d4+VR.

Side Effects. After ingestion, make a DC 10 Constitution saving throw to prevent gaining 1 level of Exhaustion. Each additional ingestion increases this DC by 5. If you reach level 5, you fall unconscious. After you finished a long rest, the DC resets to 10.

Angel River

This injection must be done at the base of the neck but is not nearly as invasive and damaging as a standard vigor injection. The "angel river," which is only a street term and not its incredibly lengthy scientific name, increases your river while leaving other aspects of dark alone.

Response Time. Your river value increases by 2, and you can select one spell to improve its speed by one step (action to a bonus action or bonus action to once a turn as a free action). This lasts for five minutes.

Side Effect. If you inject yourself twice, you do not double the effect, but you do become stunned for five minutes as you become distracted by the inner workings of the cosmos.

Libration

Offered in small glass capsules, when broken under the nose and inhaled, a target's mind expands and perceives the universe in ways before unseen.

Expansion. After inhaling, select a new spell one-tier further up any path you possess. You gain access to the spell for five minutes.

Side Effect. After the effect wears off, you cannot use libration again until you finish a long rest.

Darkephrine

This military drug was used extensively until it was discovered it makes a user psychotic after ten to eleven months of constant use. It is now mostly found on the black market to rapidly regenerate one's vessel.

Side Effect. No officially acknowledged long term effects.

Vigor Regeneration. Once injected, your Vigor Regeneration (VR) increases by 3 for five minutes.

Lifepath

Within universe $456^{1}.4862^{9}.8520^{2}$, the use of dark is regulated and disciplined by a fanatical order of conjurers that have turned the use of magic into a religion. This sect engages in the criminal infiltration of various governments and has been classified as a cult in many nations. A rival state-sanctioned organization emerged soon after to counter the growing zealotry of this emergent conviction.

Note: Nothing under this section is a requirement to being a spellcaster; in fact, if you were to take every option below, you are likely to overlap benefits.

Backgrounds

The Covenant of Mecha

You were born exhibiting unnatural abilities within a division of the Covenant. You were brought before the apostles and declared beatified. Taken away from your family, you underwent rigorous training and cybernetic experimentation without your consent to fully develop your abilities. Whether or not you had grown to accept their dogma is up to you. You emerged damaged psychologically but powerful in the ways of the dark. They made you this way. You owe them a debt, but you may also wish to destroy them.

Skill Proficiencies. Detection and Induce

Languages. One language of your choice.

Equipment. Mark 1 Implant Vessel (Cybernetic)

The Fabrigia Institute

You knew (potentially in secret) that you were gifted. You could see the world in ways others could not, sense energies hidden to the rest. You began studying the arcane in your spare time away from trials and monotonies of daily life. When you had finally learned your limit, you applied to Fabrigia. They quickly discovered your potential and gilded your life with a paid scholarship.

Skill Proficiencies. Commune and Induce

Languages. Two languages of your choice.

Equipment. Select one—Somatic Surrogate, Vocal Proxy, or Sigil Projector (gadget or module).

Ladder—Occultist

Regardless of state-run agencies and cults, the manners of magic are known to few. It is hidden, often in plain sight. It is knowledge of the immeasurable, alien wisdom bleeding into our reality from another world, a dimension so foreign as to drive those who look too deep insane. So many people peered into that darkness with the smallest of candles. You were born with a flashlight.

Key Abilities. Intelligence, Vigor

The Esoteric

Beginning when you choose this ladder at 1st level, you can always choose to use Vigor instead of Wisdom for Perception checks.

Additionally, you gain proficiency in one Vigor-based skill of your choice.

A New Age

At 4th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20

using this feature except for Vigor, which has a maximum value of 22.

Additionally, your vessel increases by 3.

Natural Magic

At 8th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for Vigor, which has a maximum value of 22.

Additionally, your Vigor Regeneration increases by 2.

Qualities of Aether

At 12th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature except for Vigor, which has a maximum value of 22.

Additionally, select two Vigor-based skills—you gain a +2 bonus with these skill checks.

Arcane Synthesis

At 16th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature except for Vigor, which has a maximum value of 22.

Additionally, select one Vigor based skill—you double your proficiency modifier with this skill.

Traditional Master

At 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature except for Vigor, which has a maximum value of 22.

Additionally, as an action, you completely refill your vessel. Once you use this ability, you cannot use it again until you finish a long rest.

Ladder Gains

The occultist gains the following additional benefits at 5th, 11th, and 17th level.

5th Level. You gain a +1 bonus to AC

11th Level. You gain a +1 bonus to attack and damage rolls.

17th Level. Your vessel increases by 2.

Class—Magi

You look around and chuckle at the banality of the world. You occasionally sympathize with those that witness their surroundings in simple terms, colorblind to the full spectrum of the cosmos. From an early age, you could understand the workings of reality, what existed beneath the surface. There was an ocean, an expanse of shadow and secrets, knowledge mortals were forbidden to comprehend. Perhaps it was for their own good—as looking into the abyss has driven many insane. You can't claim immunity to the effects of that infinite darkness, and friends often worry.

It has become an obsession, learning about the mechanisms that control seemingly random events, that instruct the universe on how to work. To know a thing is to control a thing. Through instruction and natural talent, you can shape reality as you see fit, to accomplish something previously reserved by those in myth. Throughout it all, you can't escape the thought that while you were peering below that surface into that darkness, that something was staring back, tolerating your presence. You wonder what that force was, and if it will make its presence known.

Playing a Magi

There's no denying you will appear peculiar to those around. Friends consider you the oddball, the eccentric; this assumes you have friends. Magi in the modern world fall into three categories—those brandishing the emblems of an organization, those slowly slipping away from sanity

The Magi

Level	Proficiency Bonus	Vessel Bonus	Asset Bonus	Special
1	+2	2	1	Mystic Arts, Endowment
2	+2	2	1	Endowment
3	+2	2	1	Archetype feature
4	+2	2	1	Ability Score Improvement
5	+3	2	1	Mystic Arts
6	+3	2	1	Endowment
7	+3	2	1	Archetype feature
8	+3	2	1	Ability Score Improvement
9	+4	2	1	Mystic Arts
10	+4	3	2	Endowment
11	+4	3	2	Archetype feature
12	+4	3	2	Ability Score Improvement
13	+5	3	2	Mystic Arts
14	+5	3	2	Endowment
15	+5	3	2	Archetype feature
16	+5	3	2	Ability Score Improvement
17	+6	3	2	Mystic Arts
18	+6	3	2	Archetype feature
19	+6	3	2	Ability Score Improvement
20	+6	3	2	Endowment

while secretly experimenting within hidden laboratories, and those struggling with a knowledge and talent they often wish they could forget.

No one is immune to the effects of the dark—people assume it's a simple lack of illumination. You know better; it's an abyss, a universe stripped of nature. You know that ignoring its apparent contradiction, this void contains structure, a dimension without form. Within the dark resides infinite potential unrestrained by physics, chemistry, or sanity. More than a few magi found themselves institutionalized. Many turned to suicide while others became so fearful of mortality, they shut themselves off from the world. Others turned to chemicals to compensate, to steady their hands. Only a scant few ever appear normal on the surface.

As a magi, your personality may often chafe against those you call friends. They don't understand what you have seen and could never. You probably think it's for the best. You work towards a common goal because either you require distraction, possess loyalty to your last group of compassionate friends, or you believe your path is compulsory due to some vision experienced in your studies. Your origin was cursed by a single moment of clarity when you glimpsed a brief moment of that darkness. So many people claim to know how the cosmos works by claiming piety or science. Occasionally, you envy their ignorance.

CLASS FEATURES

As a magi, you gain the following class features.

HIT POINTS

Hit Dice. 1d6 per magi level

Hit Points at 1st level. 6 + your Constitution modifier

Hit Points at Higher Levels. 1d6 (or 4) + your Constitution modifier per magi level after 1st.

Proficiencies

Armor. None
Weapons. Simple weapons
Tools. All ground vehicles
Saving Throws. Intelligence, Vigor
Skills. Select three skills from Commune, Computer Use, Detection, History, Induce, Insight, Perception

Equipment

As a magi, you receive the following equipment at 1st level.

- One simple melee weapon $30 or less
- A component pouch
- A small library of related texts worth $500 that you can never let fall into unfamiliar hands
- $300 in additional gear

Mystic Arts

At 1st level, you begin your training of knowledge seemingly prohibited in today's modern world. Some take it as a hobby; for you, it's a life. Select one of the Mystic Paths and unlock the lowest spell in that sequence you have not already selected (you must have purchased that path already). At 5th, 9th, 13th, and 17th level, you may select another path and unlock the lowest spell in that sequence you have not already selected. You may pick a path chosen already, and if given two equal options, you may select whichever you like.

Endowment

At 1st level, and at levels 6, 10, 14, and 20, you gain a +1 bonus to your Vigor Regeneration (VR). You can also elect to reduce the hit points gained this level (reducing your hit point maximum) by 2 to gain a +2 increase to your vessel or a +1 increase to your asset. You can reduce your hit points gained this level by 3 to gain both rewards.

Asset / Vessel Bonus

At 1st level, and every subsequent level, you receive a +2 bonus to your vessel and a +1 bonus to your asset score. The bonus increases to 3 and 2 respectively at 10th level.

Archetype

At 3rd level, you choose an archetype from the archetype chapter, or from the three following. The archetype you choose grants you features at 3rd level and again at 7th, 11th, 15th, and 18th level.

Additionally, you can forego your archetype selection at 3rd level and gain a +1 bonus to your asset and a +2 bonus to your vessel at each relevant level.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Archetypes

Darkslinger

To you, the dark is less a mystery and more just a means to an end. You employ it as you would any other tool. You may lack the discipline of others, and by consequence, the proficiency in the dark arts, but that doesn't equate ignorance. It's less lack of interest and a desire to focus within a specific path—the integration of magic with everyday items, often weapons. In many circles, you are the one most feared, the one believed to have made a deal with supernatural forces to gain an edge in combat. You can be a member of a secret order or skilled vagabond wandering the land with the world often oblivious to what you can do.

Synergy

This archetype works best with the gunslinger, grounder, infiltrator, and magi classes.

Proficiencies

You have proficiency with one-handed and two-handed small arms. You also gain proficiency with Vigor (Induce).

Dark Precision

Beginning when you choose this archetype at 3rd level, you can invest energy from your vessel into your ranged weapons. As a free action, before making a ranged non-auto attack, you can spend 2 points from your vessel to have advantage on your next attack roll. You can also spend up to 3 points before making an attack to add that much bonus damage. If you spend any quantity of dark on an attack, the attack is also counted as being magical. If you have not selected the magi class, you also gain a +2 bonus to your vessel.

Ways of the Shadow

Starting at 7th level, if you spend any dark on a ranged attack via your Dark Precision feature, that attack gains the AP property and is counted as silver and adamantine; you also no longer suffer disadvantage when firing beyond normal range. The amount of points you can spend to add damage with Dark Precision is increased to 5. If you have not selected the magi class, you also gain a +2 bonus to your vessel.

Mutualistic Spell

Starting at 11th level, you can channel a spell employing a ranged spell attack through your traditional weapon-based ranged attack. The selected spell must come from your river and attaches to your weapon as a free action. You can then make a traditional non-auto ranged attack with a one- or two-handed firearm. If you hit with the weapon, you inflict the weapon's damage plus the effect of the spell. You can combine a mutualistic spell with your Dark Precision feature. Vocal and somatic spell components are ignored. If you have not selected the magi class, you also gain a +2 bonus to your vessel.

WEAPON HEX

Starting at 15th level, each point you spend to add damage with Dark Precision adds 2 damage instead of 1. You can also spend 4 points before making the attack to turn a hit into a critical hit. This critical hit only applies to the weapon's damage, not any damage as a result of Mutualistic Spell. If you have not selected the magi class, you also gain a +2 bonus to your vessel.

GRIMSHOT

Starting at 18th level, instead of spending 2 points from your vessel to gain advantage on your next attack, you can spend 3 points to make your next ranged non-auto weapon attack an automatic hit. You can ignore cover as well. You can still spend points to add damage and to turn the attack into a critical hit. If you have not selected the magi class, you also gain a +2 bonus to your vessel.

MAGICIAN

You are a classic magic-user with this modern world but embracing archetypal ideals doesn't mean you walk around with a pointy hat in a long flowing robe—those guys are weirdos. It's best to remain inconspicuous; you look like anyone else…until someone requires your services. Even then, a magician never reveals her tricks. A lot of people would freak out if they discovered there was real magic. Keep your powers silent, quick, and hidden; leave little evidence that it was you. You could make a career out of what you know. Let watchers think it was an illusion. You know the truth.

SYNERGY

This archetype works best with the face, infiltrator, and magi classes.

PROFICIENCIES

You gain proficiency with Intelligence (Arcana) and Vigor (Induce).

BLACK ART

Beginning when you choose this archetype at 3rd level, you no longer are required to vocalize spells requiring a vocal component. If a spell requires you to give commands, you must still do so. You gain a +1 bonus to your river. If you have not selected the magi class, you also gain a +2 bonus to your vessel and a +1 bonus to your asset.

TENKAI PALM

Starting at 7th level, you no longer are required to employ somatic methods when casting spells requiring a somatic component. If a spell requires a specific hand movement (such as touching a target), you must still do so. You also gain a +1 bonus to your Vigor Regeneration. If you have not selected the magi class, you also gain a +2 bonus to your vessel and a +1 bonus to your asset.

EQUIVOCATION

Starting at 11th level, you can cast spells onto simple, tiny, non-mechanical objects. These can be as large as a basketball or as small as a playing card. That spell remains hidden but attached to the object as long as the object remains within 500 feet of you. When you cast the spell, you can dictate how you want the spell to activate, either by giving it a trigger or by activating it with a bonus action. The spell can remain on the object for up to two days, and you can have as many concurrent spells on objects as your Vigor modifier. An object can only possess one spell each. This can be used to deliver a spell in a non-revealing way or as a way to bank certain spells when needed. If you have not selected the magi class, you also gain a +2 bonus to your vessel and a +1 bonus to your asset.

FAIRY DUST

Starting at 15th level, you are no longer required to use material components in your spells unless a component carries a monetary value. You can also concentrate on two spells at once and gain a +1 your asset. If you have not selected the magi class, you also gain a +2 bonus to your vessel and a +1 bonus to your asset (+2 total).

GAFF

Starting at 18th level, select an object, which can be anything that can be held in one hand. You can set aside one spell within it. That spell is counted as part of your river and costs 1 less dark when casting it. If you have not selected the magi class, you also gain a +2 bonus to your vessel and a +1 bonus to your asset.

TECHNOMANCER

In this decidedly non-traditional fantasy, you have emerged as a decidedly non-traditional fantasy wizard. Your specialty falls with the blending of magic with technology. It's naïve to think that if magic were to exist in the real world that no one would attempt to mix the two in some way. As long you're not inhabiting that annoying setting where magic breaks down technology, there would be those wanting to combine them. Already, there are spells employing technology in some way, you focus on melding the two in personal ways. While everyone else tries to hide what they can do, you brandish it openly.

SYNERGY

This archetype works best with the medic, the techie, and magi.

PROFICIENCIES

You gain proficiency with Vigor (Induce) and Vigor (Commune).

MECHANICAL HOMUNCULUS

Beginning when you choose this archetype at 3rd level, you build yourself a semi-magical familiar; this is not an animal spirit but a mechanism you have instilled with life and a

modicum of intelligence. This machine can take an animal form you choose: bat, cat, crab, frog (toad), hawk, lizard, octopus, owl, snake, fish, rat, raven, sea horse, spider, weasel, or any other Small or smaller animal you can think up (GM's allowance). The familiar has the statistics of the chosen form, though it is a construct instead of a beast.

Instead of animal forms, the GM may allow you to select a robot from the Antagonists chapter instead. You can take a day of construction to disassemble your familiar and give it a new form.

Your familiar acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A familiar can't attack, but it can take other actions as usual. When the familiar drops to 0 Hit Points, it falls apart, requiring a day of engineering work to reassemble. While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are deaf and blind concerning your own senses. Finally, when you cast a spell with a range of touch, your familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

At 3rd level, you can't have more than one familiar at a time. At 11th level, you can operate two familiars at once, or have one familiar replicating an animal form up to Medium size. At 18th level, you can operate three Small or smaller familiars or two Medium familiars at once, or have one familiar replicating an animal form up to Large size.

If you have not selected the magi class, you also gain a +2 bonus to your vessel and a +1 bonus to your asset.

Raw Energy

Starting at 7th level, you can use your vessel to recharge energy cells. Regardless of listed cell capacities, you can spend 3 dark to recharge a B cell, 6 for an M cell, and 12 for an H cell. To recharge a single cell costs an action. If you are proficient with the Engineering skill, you can also use Vigor for Engineering instead of Intelligence.

Additionally, when repairing or crafting technological objects (at least TL1), you can use magic as if it was currency. Each day you can spend 20% more a day in currency in your build schedule; this extra 20% is in magic and does not cost currency. You must be able to provide the regular amount in currency to gain the magical bonus. If you have not selected the magi class, you also gain a +2 bonus to your vessel and a +1 bonus to your asset.

Mechanical Abominations

Starting at 11th level, you increase the TL of any engineering kit you use by 1. This increases to +2 at 15th level and +3 at 18th level. This may raise your current engineering kit's TL over 5. You can also craft items +1 tech level over the established setting (GM discretion). If you have not selected the magi class, you also gain a +2 bonus to your vessel and a +1 bonus to your asset.

Transcend Hijack

Starting at 15th level, any enchantment spell you cast can now affect machines or robots; this includes machines with no Intelligence.

Additionally, you can draw energy from a battery cell to recharge your vessel. Technically, the power systems are unrelated, but somehow, you make it work. A B-cell will regain you 2 to your vessel; an M-cell will regain you 5 to your vessel, and an H-cell will regain you 10 to your vessel. You can even draw power from present non-battery sources like power grids and reactors. Instead of gaining you a fixed amount, it doubles the value of your Vigor Regeneration.

If you have not selected the magi class, you also gain a +2 bonus to your vessel and a +1 bonus to your asset.

Master Technomage

Starting at 18th level, you have advantage with all Vigor (Induce) check with technology path spells. If you have not selected the magi class, you also gain a +2 bonus to your vessel and a +1 bonus to your asset.

Feats

The following feats are available to any character with a Vigor score of 8 or higher.

Biological Engine

You gain a +3 bonus to your vessel. You also regain 1 to your vessel at the beginning of your turn as a free action even if you are concentrating.

Mild Headache

You have advantage with Vigor (Induce) checks when boosting a spell. You also have resistance to the damage resulting from making a Vigor (Induce) check.

Comes Naturally

Your Asset increases by 3 this level and increases by 1 every subsequent level you gain.

COLLECTIVE SPELLS

Spell Name	AP	CC	Time	Range	Duration	Comp.
Dispel	2	3	1 minute	60 ft.	Inst.	
Parlor Tricks*	1	—	1 action	30 ft.	Conc. up to 1 hour	V, S
*** Ritual**						

SPELL LIST

The following spells are presented similar to those in traditional 5E publications with a few differences.

Asset Price (AP). The cost from your asset required to purchase the spell.

Casting Charge (CC). The cost from your vessel required to cast the spell.

Casting Time (Time). The default time required to cast the spell: this can be reduced by placing it in your river (see River).

Range. The range of the spell (same as traditional 5E).

Duration. The duration of the spell (same as traditional 5E). Many spells require concentration (conc.).

Components (Comp.). The components required to cast the spell, vocal (V), somatic (S), and/or material (M).

Boost. You can boost this spell upon casting by making a Vigor (Induce) check.

Sacrifice. This is the additional price when casting a ritual.

COLLECTIVE SPELLS

These following two spells possess no path requirement and can be purchased at any time.

Dispel. Choose one creature, object, or magical effect within range. Make a Vigor check. The DC equals 10 + the spell's level. On a successful check, the spell ends.

Parlor Tricks. These are minor magical effects like booming your voice, causing lights to change color or flicker, or generating slight tremors in the ground. Mild telekinesis is available up to 1 pound. You can alter your appearance in minor ways without actually disguising yourself. You can reduce or increase brightness without making it dark or blinding anyone. You can concentrate on multiple instances of this spell at once.

PATH OF AIR

Path Cost. *2*

Path Benefit. When falling, you always land on your feet, and you reduce 20 feet from every fall.

Synergy Path. Path of Movement.

Traits. Air spells all involve hand movements, often the exhaling of air from your own lungs. Very seldom are actual words spoken in your casting.

ROOT AIR SPELLS

Wave. Make a ranged spell attack; on a hit, the target is pushed 10 feet. For every 1 additional dark spent before casting, increase the push distance by 5 feet (max +20 feet).

Boost (DC 15): Reduce the cost of this spell to an action.

Jump. Target one creature; the target's jump distance is tripled until the spell ends. For every 1 additional dark spent before casting, increase the number of targets by 1 (max +4).

TIER 1 AIR SPELLS

Feather Fall. Up to five falling creatures within range reduce their fall speed to 60 feet/round until the spell ends. If the creature lands before the spell ends, it takes no falling damage and can land on its feet, and the spell ends for that creature. For every 1 additional dark spent before casting, target one additional creature (max +4).

Boost (DC 20): Double the number of targets.

Levitate. One creature or an object up to 500 pounds that you can see within range rises vertically and/or horizontally, up to 20 feet, and remains suspended there for the duration. An unwilling creature that succeeds on a Constitution or Vigor saving throw is unaffected. You can change the target's direction up to 20 feet on your turn (either movement if cast on yourself, or an action if on another target). When the spell ends, the target floats gently

PATH OF AIR

Spell Name	AP	CC	Time	Range	Duration	Comp.
Root Spells						
Wave	2	2	1 minute	10 ft.	Inst.	S
Jump	2	3	1 action	Touch	1 minute	V,S,M
Tier 1						
Feather Fall	4	4	1 bonus	60 ft.	Conc. up to 5 minutes	V, S
Levitate	4	4	1 minute	60 ft.	Conc. up to 1 hour	V, S
Tier 2						
God's Breath	6	6	1 minute	Self.	Conc up to 1 minute	V, S
Storm Wall	6	6	1 minute	120 ft.	Conc. up to 1 minute	V,S,M
Fly	6	6	1 action	Touch	Conc. up to 10 minutes	V,S
Tier 3						
Freedom	8	8	1 minute	Touch	Conc. up to 1 hour	V,S,M
Wind Road*	8	—	1 minute	Self	Conc. up to 8 hours	V,S,M
Tier 4						
Weather Master	10	11	1 minute	Self	Conc. up to 8 hours	V, S
*** Ritual**						

to the ground if it is still aloft. For every 1 additional dark spent before casting, increase the target's weight by 100 lb.

Boost (DC 15): Double the target's weight.

Boost (DC 20): Quadruple the target's weight.

TIER 2 AIR SPELLS

God's Breath. Create a line 20 feet in each direction from you; all creatures within 20 feet of that line and in front of you must succeed on a Strength saving throw or be pushed 20 feet away from you and knocked prone. The wind disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them. Any creature in the area must spend 2 feet of movement for every 1 foot it moves when moving closer to you. As part of your move, you can change the orientation of the wall, and if you move, the wall moves with you. For every 1 additional dark spent before casting, increase the line on each side by 5 feet (max +20 feet).

Boost (DC 20): Area of effect increases to 30 feet.

Storm Wall. You create a solid wall of swirling translucent air up to 60 feet long, 20 feet high, and 5 feet thick with its furthest point no further than 120 ft. You can bend this wall in any configuration, even enclosed shapes like cubes, cylinders, or domes. Each creature within its area or entering its area must make a Strength saving throw. A creature takes 4d8 + Vigor modifier bludgeoning damage on a failed save, or half as much damage on a successful one. Any creature passing into the wall after it is cast fails automatically. Small or smaller flying creatures or objects can't pass through the wall. All ordinary projectiles, including rounds from one- and two-handed small arms launched at targets behind the wall automatically miss. Larger weapons are unaffected. For every additional 1 dark spent before casting, increase the length of the wall by 10 feet.

Boost (DC 15): When the duration expires, make a Vigor (Induce) check to extend the effect for another minute. The DC increases by 1 each time it is attempted.

Fly. One target gains a flying speed of 60 feet for the duration. When the spell ends, the target falls if it is still aloft, unless it can stop the fall. For every additional 2 dark spent before casting, target 1 additional creature.

Boost (DC 15): While in effect, make a Vigor (Induce) check to increase speed to 80 feet until the end of your next turn.

TIER 3 AIR SPELLS

Freedom. One willing creature is unaffected by difficult terrain and spells and other magical effects that can either reduce the target's speed or cause the target to be paralyzed or restrained. The target can also spend 5 feet of movement to automatically escape from nonmagical restraints. Being underwater imposes no penalties on the target's movement or attacks. The target can stand up as a free action and gains a swim, crawl, and climb speed equal to its normal speed. The target suffers no adverse effects from squeezing. For every additional 2 dark spent before casting, target 1 additional creature.

Wind Road (Ritual). You create a platform of air 60 feet in radius centered on you. It feels like solid ground, allowing a group to traverse across like a bridge. All ground movement on the platform is doubled, though any target moving beyond 60 feet of you falls. As you move, the platform moves you, giving the illusion the wind road is dozens if not hundreds of miles across.

Sacrifice: 2 hit dice, +1 for every additional 10 feet (max +40 feet).

TIER 4 AIR SPELLS

Weather Master. You control the weather within 5 miles of you for the duration. You must be outdoors or see the outdoors to cast this spell. If you cannot see the sky, the spell ends early. When the spell ends, the weather gradually returns to normal. You can dissipate a tornado or create torrential rain. You can adjust the temperature from blistering heat to below freezing. You can increase the wind to near gale force. You can blacken the sky or clear away the clouds. You can recreate any natural temperature that can occur on the planet. For every additional 3 dark spent before casting, increase the range by 1 mile (max +6 miles).

Boost (DC 20): Double the area of effect.

PATH OF ATTRACTION

Path Cost. *2*

Path Benefit. You gain proficiency in one Charisma skill of your choice.

Synergy Path. Path of Knowledge

Traits. Attraction spells are about alluring subjects using magic, thus making it necessary to make your spells not look like magic. You conceal the spells in your words and graceful nonchalant hand movements. As the effects are often subtle, it can sometimes be difficult to notice you casting a spell at all.

ROOT ATTRACTION SPELLS

Command. You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom or Vigor saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it. A target that succeeds at the save is immune to it for 8 hours. For every additional 1 dark spent before casting, you can increase the range by 10 feet.

TIER 1 ATTRACTION SPELLS

Charm. The target must make a Wisdom or Vigor saving throw, with advantage if you or your companions are fighting it. If it fails, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. Once a creature succeeds at this save, it is immune to the spell for 8 hours. For every additional 2 dark spent before casting, you can include one additional target (max +3 targets) in range.

Sleep. You can target a number of creatures in range with 30 total hit points. Each creature affected falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action wake the sleeper. Subtract each creature's hit points from the total before moving on to the creature. A creature's hit points must be equal to or less than the remaining total for that creature to be affected. Undead and creatures immune to being charmed aren't affected by this spell. For every additional 1 dark spent before casting, you can increase the amount of hit points by 5.

Boost (DC 20): If a creature cannot be included entirely with your remaining hit point allotment, you can attempt this check to include it. Unlike regular targets, this one gets a Wisdom or Vigor saving throw.

TIER 2 ATTRACTION SPELLS

Captivation. All creatures in range that can see and hear you must make a Wisdom or Vigor saving throw. Any creature that can't be charmed succeeds on this saving throw automatically, and if you or your companions are fighting a creature, it has advantage on the save. Creatures with fewer hit points than your maximum automatically fail at this save. On a failed save, the target has disadvantage on ability checks, attack rolls, and saving throws. Its speed is halved and must always use its movement to move closer to you. This lasts until the spell ends, the target can no longer hear you, or the target suffers damage. The spell ends if you are incapacitated or can no longer speak. For every additional 1 dark spent before casting, you can increase the range by 10 feet (max +60 feet).

Suggestion. You suggest a course of activity and influence a creature you can see within range that can hear and understand you. Creatures that can't be charmed are immune. The suggestion can be anything that does not cause obvious physical harm to itself or others. The target must make a Wisdom or Vigor saving throw. On a failed save, it pursues the course of action you described to the best of its ability. You can only make one suggestion per spell, and if the spell expires before the target can complete the task, the spell expires. For every additional 2 dark spent before casting, you can include one additional target (max +3 targets).

Boost (DC 15): Double the range of this spell.

Terror. Each creature in a 20-foot radius must succeed on a Wisdom or Vigor saving throw or drop whatever it is holding and become frightened for the duration. While frightened, a creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can make a Wisdom saving throw. On a successful save, the spell ends for that creature. For every additional 1 dark spent before casting, you can increase the range by 5 feet (max +30 feet).

TIER 3 ATTRACTION SPELLS

Compulsion. This functions identically to *suggestion*, except you can now give it a violent action, like inflicting harm on itself or others. It still must be a single command. For every additional 2 dark spent before casting, you can include one additional target (max +3 targets).

Dominate. You attempt to beguile a creature with hit points equal or less than you (your maximum) that you can see within range. It must succeed on a Wisdom or Vigor saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw. You two possess a telepathic link while the target is charmed that you can use to issue commands to while you are conscious (no action required), which it does its best to obey. You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well. Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends. For every additional 1 dark spent before casting, increase the hit points of the creature you want to dominate by 10 (+50 max).

Boost (DC 25): Double the number of hit points of the creature you want to dominate.

PATH OF ATTRACTION

Spell Name	AP	CC	Time	Range	Duration	Comp.
Root Spells						
Command	2	4	1 action	30 ft.	1 round	V
Tier 1						
Charm	4	4	1 minute	30 ft.	1 hour	V
Sleep	4	5	1 minute	60 ft.	10 minutes	V, S, M
Tier 2						
Captivation	6	6	1 minute	30 ft.	Conc. up to 5 minutes	V
Suggestion	6	6	1 minute	30 ft.	1 minute	V
Fear	6	7	1 minute	Self	Conc. up to 1 minute	V
Tier 3						
Compulsion	8	9	1 minute	30 ft.	1 minute	V
Dominate	8	9	1 minute	30 ft.	Conc. up to 1 hour	V
Tier 4						
Memory Writer	10	10	1 minute	30 ft.	Conc. up to 1 hour	V, S
Mob Rule	10	12	1 minute	30 ft.	5 minute	V, S
*** Ritual**						

Tier 4 Attraction Spells

Memory Writer. One creature that you can see within range must make a Wisdom or Vigor saving throw. If you are fighting the creature, it has advantage on the saving throw. On a failed save, the target becomes charmed by you for the duration. The charmed target is incapacitated and unaware of its surroundings, though it can still hear you. If it takes any damage, this spell ends prematurely. While this charm lasts, you can alter the target's memory of an event within the last 24 hours that lasted no more than 10 minutes. This includes permanently eliminating that memory. The creature must be able to understand you. If a modified memory is too nonsensical to affect a creature in a meaningful manner (GM's decision), it is disregarded as a dream. For every additional 2 dark spent before casting, you can go back further and modify more (2—7 days, 1 hour; 4—30 days, 1 day; 6—1 year, 1 week; 8—lifetime, 1 year).

Mob Rule. This operates the same as *suggestion*, except that it affects all creatures you wish within range. It still must be a single action. For every additional 2 dark spent before casting, you can extend the range by 10 feet (max +60 ft).

Boost (DC 25): When you give the command, you can provide a violent action, per *dominate*.

Path of Creation

Path Cost. 2

Path Benefit. You gain a +2 bonus to your vessel.

Synergy Path. Path of Technology

Traits. With creation spells, hand movements are modest and don't account more than a hand passing over a subject. A few words spoken may be confused as an unrecognized prayer.

Root Creation Spells

Mending (Ritual). This spell makes necessary repairs on objects, and each minute in use further aids in the mending. The spell leaves no trace of damage. This spell can physically repair a magic item or construct but can't restore magic to such an object. Each minute will also recover 1d4 hit points to an object without requiring widgets or a skill check.

Sacrifice: Spend 1 hit point.

Purify (Ritual). All food and drink within range is purified and rendered free of poison and disease.

Sacrifice: Spend 1 hit point.

Tier 1 Creation Spells

Chef (Ritual). You create appetizing food and clean water for five people in range. The meals takes an hour to enjoy and to have any effect. The food vanishes if not eaten after an hour, though the water remains.

Sacrifice: Spend 2 hit points.

Create Elemental. You gather natural elements and inject them with a modicum of intelligence. You create an elemental of challenge rating 2 or lower. An elemental created by this spell disappears when it drops to 0 hit points or when the spell ends. The elemental is friendly to you and your companions. It obeys verbal commands that you issue (no action required by you). For every 3 additional dark spent before casting, increase the challenge rating of the created elemental by 1 (Max CR 5).

Boost (DC 15): Double the range you can create the elemental.

Tier 2 Creations Spells

Fabricate (Ritual). You convert raw materials into products of the same material. You can gather what you can see within range to fabricate a Large or smaller object (contained within a 10-foot cube, or eight connected 5-foot cubes), given a sufficient quantity of raw material. Creatures or magic items can't be created or transmuted by this spell. You also can't use it to create complicated items like technology.

Sacrifice: Spend 2 hit dice.

Tier 3 Creation Spells

Bag of Anything (Ritual). You have constructed a backpack or satchel from which you can remove nearly anything you need. The object is created as you remove it from the bag. The object cannot be chemical or mechanical (no firearms or explosives), but rather standard gear. Only one item can be removed per use of the spell, and the object lasts 5 minutes before disintegrating.

Sacrifice: Spend 2 hit dice.

Tier 4 Creation Spells

Create Beast. You create any beast with a challenge rating 4 or lower, which appears in an unoccupied space

Path of Creation

Spell Name	AP	CC	Time	Range	Duration	Comp.
Root Spells						
Mending*	2	—	1 minute	Touch	Inst.	V, S
Purify*	2	—	1 minute	10 ft.	Inst.	V, S
Tier 1						
Chef*	4	—	1 minute	20 ft.	Inst.	V, S
Create Elemental	4	6	1 minute	90 ft.	10 minutes.	V, S, M
Tier 2						
Fabricate	6	—	10 minutes	120 ft.	Inst.	V, S
Tier 3						
Bag of Anything	8	—	1 minute	Touch	5 minutes	V, S
Tier 4						
Create Beast	10	12	1 minute	Touch	Conc. up to 5 minutes	V, S, M
*** Ritual**						

next to you. The beast disappears when it drops to 0 hit points or when the spell ends. The beast is friendly to you and your companions for the duration. Roll initiative for the beast, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands, it defends itself from hostile creatures but otherwise takes no actions. A beast is defined as any creature native to this setting or a "Giant" version of one. This beast is not real, only an imitation, and it vanishes after the spell expires. For every 3 additional dark spent before casting, increase the challenge rating of the created beast by 1 (Max CR = your level).

Boost (DC 25): The maximum CR increases by 2 (you must still spend dark).

Path of Death

Path Cost. *2*

Path Benefit. When you recover hit points through spells, you can recover vessel instead at a rate of 1 dark:5 HP. This is a free action.

Synergy Path. Path of Decay

Traits. Death spells involve dark incantations, and when materials are required, it is often always blood or ash…or both blood and ash, often used to construct a magic circle. It's not a subtle method of magic. Blood should be fresh, often with a recent animal sacrifice (in the past 5 minutes).

Root Death Spells

Drain Touch. Make a melee spell attack against a creature, inflicting 1d6 + Vigor modifier necrotic damage, and you regain 1 hit point. For every 2 additional dark spent before casting, increase dice by 1 and recovery by 1 (max +3 each).

Boost (DC 15): Reduce the cost of this spell to an action.

Dead Life. You gain your Vigor modifier in temporary hit points, which are lost after the spell expires. For every 1 additional dark spent before casting, increase gain 1 additional temporary hit point (Max +10).

Tier 1 Death Spells

Death Curse. Make a melee spell attack against a creature; on a hit, the creature suffers disadvantage on all ability checks on Constitution saving throws until the spell ends. You also deal 1d6 additional necrotic damage whenever you hit with any non-spell attack.

Boost (DC 15): Make a *drain touch* attack (regardless if it's selected as your spell) as part of the same spell.

Animate. A Medium or smaller-sized corpse in any state of decay (even bones) becomes any undead creature with a CR of 2 or less. On your turn, you can use a bonus action to mentally command any creature you made with this spell that you can see (you can command any or all of them at the same time). If you issue no commands, the creature only defends itself against hostile creatures. The creature is under your control for 24 hours, after which it stops obeying until you cast this spell on it again. For every 3 additional dark spent before casting, you can raise or sustain two undead.

Boost (DC 20): You can create undead at CR 3 or less.

Tier 2 Death Spells

Perish. The target you touch must make a Constitution saving throw, taking 7d6 + Vigor modifier necrotic damage on a failed save, or half as much damage on a successful one. This spell has no effect on undead or constructs. For every 2 additional dark spent before casting, you can increase the number of dice by 1 (Max +5 dice).

Boost (DC 20): Increase damage dice to d8.

Line of Death. You create an invisible wall of necrotic energy up to 60 feet long, 20 feet high, and 5 feet thick with its furthest point no further than 120 ft. You can bend this wall in any configuration, even enclosed shapes like cubes, cylinders, or domes. Each creature within its area upon creation or within 5 feet while it is in effect must make a Dexterity saving throw. On a failed save, a creature takes 7d6 + Vigor modifier necrotic damage, or half as much damage on a successful save. Any creature passing into the wall after it is cast fails automatically. For every additional 1 dark spent before casting, increase the length of the wall by 10 feet. This wall is invisible, with the only evidence of its existence being the inevitable corpses.

Boost (DC 13): When the duration expires, make a Vig-

Path of Death

Spell Name	AP	CC	Time	Range	Duration	Comp.
Root Spells						
Drain Touch	2	3	1 minute	Touch	Inst.	S
Dead Life	2	5	1 minute	Self	5 minutes	S
Tier 1						
Death Curse	4	4	1 minute	Touch	Conc. up to 1 hour	S, M
Animate	4	5	1 minute	30 ft.	Inst.	V, S, M
Tier 2						
Perish	6	7	1 minute	Touch	Inst.	S
Line of Death	6	7	1 minute	120 ft.	Conc. up to 1 minute	V,S,M
Tier 3						
Greater Animate	8	9	1 minute	30 ft.	Inst.	V, S, M
Lifeforce	8	9	1 minute	Touch	Inst.	S
Tier 4						
Hand of Death	10	11	1 minute	Touch	Inst.	S
Resurrection*	12	—	1 hour	Touch	Inst.	V, S, M
*** Ritual**						

or (Induce) check to extend the effect for another minute. The DC increases by 1 each time it is attempted.

Tier 3 Death Spells

Greater Animate. This operates the same as *animate*, except the maximum CR of the undead creature is now 5. For every 3 additional dark spent before casting, you can raise or sustain two undead.

Boost (DC 20): You can create undead at CR 6 or less.

Lifeforce. The target must make a Constitution saving throw. On a failed save, it takes 7d6 + Vigor modifier necrotic damage, or half as much damage on a successful save; you recover hit points equal to 25% of the damage dealt. The damage can't reduce the target's hit points below 1. For every 2 additional dark spent before casting, you can increase the number of dice by 1 (Max +5 dice).

Boost (DC 20): Increase damage dice to d8.

Tier 4 Death Spells

Hand of Death. The target must make a Constitution saving throw. It takes 9d6 + Vigor necrotic damage on a failed save, or half as much damage on a successful one. A humanoid killed by this spell rises at the start of your next turn as an undead of CR 3 or less that is permanently under your command, following your verbal orders to the best of its ability. For every 2 additional dark spent before casting, you can increase the number of dice by 1 (Max +5 dice).

Boost (DC 20): Increase damage dice to d8.

Resurrection (Ritual). You touch a creature that has been dead for no more than 5 years that didn't die of old age, and that isn't undead. If its soul is free and willing, the target returns to life with all its hit points. This spell neutralizes any poisons and cures all diseases afflicting the creature when it died. This spell closes all mortal wounds and restores any missing body parts. Coming back from the dead is an ordeal. The target is at level 4 exhaustion.

Boost (DC 15): You can increase the age of the corpse by 5 years. Increase the DC by 1, increasing the age by 5 years each (no Max).

Sacrifice: After casting, you gain four levels of exhaustion.

Path of Decay

Path Cost. 2

Path Benefit. You have resistance to poison and acid damage.

Synergy Path. Path of Death

Traits. Necromancy's red-headed stepchild, decay spells are often confused with the former given its use of audible incantations. The only notable difference is the lack of blood in many of the spells.

Root Decay Spells

Acidic Touch. Make a melee spell attack. On a hit, the target takes 1d8 + Vigor modifier acid damage. For every 3 additional dark spent before casting, increase dice by 1 (max +3 dice).

Acid Ball. You hurl a bubble of acid. Choose one creature within range, or choose two creatures within range that are within 5 feet of each other. A target must succeed on a Dexterity saving throw or take 1d4 + Vigor modifier acid damage. For every 2 additional dark spent before casting, increase dice by 1 (max +3 dice).

Boost (DC 15): Reduce the cost of this spell to an action.

Tier 1 Decay Spells

Acid Spray. You produce a 15-foot cone of acid; targets make a Dexterity saving throw, inflicting 3d6 + Vigor modifier damage on a failed save, or half as much on a successful one. A target that fails takes additional damage equal to half the initial damage. For every 3 additional dark spent before casting, increase dice by 1 (max +3 dice).

Boost (DC 20): Increase damage dice to d8.

Poison Puff. A target able to inhale your attack must make a Constitution saving throw, inflicting 4d6 + Vigor modifier damage on a failed save, or half as much on a successful one. A target that fails is also poisoned for 1 minute. For every 3 additional dark spent before casting, increase dice by 1 (max +3 dice).

Boost (DC 20): Increase damage dice to d8.

Path of Decay

Spell Name	AP	CC	Time	Range	Duration	Comp.
Root Spells						
Acidic Touch	2	3	1 action	Touch	Inst.	S
Acid Ball	2	4	1 minute	30 ft.	Inst.	S
Tier 1						
Acid Spray	3	6	1 minute	15 ft. cone	Inst.	V, S
Poison Puff	3	6	1 minute	10 ft.	Inst.	V, S
Tier 2						
Acid/Poison Spit	4	7	1 minute	20 ft.	Inst.	S
Condition	4	7	1 minute	60 ft.	5 minutes	V, S
Tier 3						
Decomposition	6	9	1 minute	90 ft.	Inst. (+10 rounds)	V, S
Contagion	6	9	1 minute	Touch	Until cured	V, S
Tier 4						
Plague	8	12	1 minute	60 ft.	Until cured	V, S

TIER 2 DECAY SPELLS

Acid/Poison Spit. All targets in range must make a Dexterity saving throw, suffering 7d6 + Vigor modifier damage on a failed save, or half as much on a successful one. If you spit acid, a target that fails takes additional damage equal to half the initial damage. If you spit poison, a target that fails is poisoned for 1 minute. For every 2 additional dark spent before casting, increase dice by 1 (max +3 dice).

Boost (DC 20): Increase damage dice to d8.

Condition. Choose one creature that you can see within range to make two Constitution saving throws. For each saving throw failed, the target gains a level of exhaustion. Unlike standard exhaustion, these levels are lost after the spell's duration. This spell cannot inflict level 6 exhaustion, although the target can still reach it normally. For every 3 additional dark spent before casting, add one additional saving throw (max 5 = 5 levels of exhaustion).

TIER 3 DECAY SPELLS

Decomposition. Make a ranged spell attack against one target in range; on a hit, the target takes 7d6 + Vigor modifier damage immediately, and 2d6 + Vigor modifier damage every additional round for 10 rounds. On a miss, the attack splashes the target with acid for half as much of the initial damage and no subsequent damage. For every 2 additional dark spent before casting, increase dice by 1 (max +5 dice).

Boost (DC 20): Increase damage dice to d8.

Contagion. Make a melee spell attack. On a hit, you afflict the creature with any disease of your choice. At the end of each of the target's turns, it must make a Constitution saving throw. After failing three of these saving throws, the disease's effects last for the duration, and the creature stops making these saves. After succeeding on three of these saving throws, the creature recovers from the disease, and the spell ends.

TIER 4 DECAY SPELLS

Plague. This operates the same as *contagion*, except now you can make a ranged spell attack against any number of targets you can see in range. For every 2 additional dark spent before casting, increase the range by 10 ft. (max +60 ft.).

PATH OF EARTH

Path Cost. 2

Path Benefit. You have advantage with Intelligence (Nature) checks.

Synergy Path. Path of Water

Traits. Spells focused on Earth employ what appears to be dirt in nearly all of its spellcraft. Hand movements, akin to acting as puppeteering to nature, are prevalent.

ROOT EARTH SPELLS

Snap. You make a ranged spell attack against one creature in range. On a hit, you inflict 1d6 + Vigor modifier thunder damage, and the target is deafened until the beginning of your next turn. For every 3 additional dark spent before casting, increase dice by 1 (max +3 dice).

Clap. This spell requires two free hands. Each creatures you select in range must make a Constitution saving throw or be knocked prone. Flying creatures are immune. For every 2 additional dark spent before casting, increase the range by 5 feet (max +15 feet).

TIER 1 EARTH SPELLS

Entangle. Vines sprout in a 30-foot cone radiating from you. For the duration, this area counts as difficult terrain. A creature in the area when you cast the spell must succeed on a Strength saving throw or be restrained until the spell ends. A restrained creature can use its action to make a Strength check against your spell save DC. On a success, it frees itself. When the spell ends, the plants wilt away. For every 2 additional dark spent before casting, increase the range by 10 feet (max +30 feet).

Animal Kinship (Ritual). Select a beast with an Intelligence of 4 or less; it must succeed on a Wisdom saving throw or be charmed by you for the spell's duration. If you or one of your companions harms the target, the spells ends. Instead of controlling it, you can give it a single instruction and a message to deliver. When you do, specify a location, which you must have visited, and a recipient who matches a general description. You can speak a message of up to twenty-five words. The target beast travels for the duration of the spell toward the specified location, covering about 50 miles per 24 hours for a flying messenger, or 25 miles for other animals.

PATH OF EARTH

Spell Name	AP	CC	Time	Range	Duration	Comp.
Root Spells						
Snap	2	3	1 action	10 ft.	Inst.	S
Clap	2	4	1 minute	10 ft.	Inst.	S
Tier 1						
Entangle	4	6	1 minute	30 ft. cone	Conc. up to 5 minutes	S
Animal Kinship*	4	—	1 minute	30 ft.	24 hours	V, S, M
Tier 2						
Thunderwave	6	7	1 minute	15 ft. cube	Inst.	V, S
Spines	6	7	1 minute	10 ft.	Conc. up to 1 minute	V, S, M
Tier 3						
Wall of Earth	8	8	1 minute	120 ft.	Conc. up to 10 minutes	V, S, M
Terraform	8	9	1 minute	100 ft.	Conc, up to 2 hours	V, S, M
Tier 4						
Earthquake	10	12	1 minute	500 ft.	Conc. up to 1 minute	V, S, M
*** Ritual**						

Sacrifice: You suffer disadvantage to ability checks for 1 hour. You can gain one level of exhaustion and target 2 beasts instead of 1.

TIER 2 EARTH SPELLS

Thunderwave. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 1d6+ Vigor modifier thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed. Unsecured objects entirely within the area are counted as having failed. The spell emits a thunderous boom audible out to 300 feet. For every 2 additional dark spent before casting, increase dice by 1 (max +5 dice).

Boost (DC 20): Increase damage dice to d8.

Spines. Each creature in range centered on you must make a Dexterity saving throw. A creature takes 3d6 + Vigor modifier piercing damage on a failed save, or half as much damage on a successful one. A failed creature is also restrained until the spell ends. A restrained creature can use its action to make a Strength check against your spell save DC. On a success, it frees itself. When the spell ends, the plants wilt away. Creatures entering the spells effect must make the same saving throw or suffer equal damage and effect. For every 2 additional dark spent before casting, increase the range by 10 feet and the damage by 1 die (max +30 feet and +3 dice).

Boost (DC 20): Increase damage dice to d8.

TIER 3 EARTH SPELLS

Wall of Earth. A nonmagical wall of earth rises 80 feet long, 30 feet high, and 5 feet thick with its furthest point not further than 120 feet. You can bend this wall in any configuration, even enclosed shapes like cubes, cylinders, or domes. If a creature would be surrounded on all sides by the wall (or the wall and another solid surface), that creature can make a Dexterity saving throw. On a success, it can use its reaction to move up to its speed so that it is no longer enclosed by the wall. You can use this spell to bridge a chasm, create a ramp, erect crenellations, battlements, and so on. If you maintain your concentration on this spell for its whole duration, the wall becomes permanent and can't be dispelled. Otherwise, the wall disappears when the spell ends.

Terraform. You can reshape the terrain in the area in any manner you choose for the duration. You can change elevation, create or fill in a trench, erect or flatten a wall, or form a pillar (GM's discretion on the limits given present terrain). At the end of every 10 minutes you spend concentrating on the spell, you can choose a new area of terrain to affect. Because the terrain's transformation occurs slowly, creatures in the area can't usually be trapped or injured by the ground's movement. This spell can't manipulate construction or technology. If the way you shape the terrain would make a structure unstable, it might collapse. This spell doesn't directly affect plant growth. The moved earth carries any plants along with it. For every 2 additional dark spent before casting, increase the range by 50 feet (max +200 feet).

Boost (DC 25): Double the spell's range.

TIER 4 EARTH SPELLS

Earthquake. You create an intense tremor in a 100-foot-radius circle centered on a point in range. The ground in the area becomes difficult terrain. Each creature on the ground that is concentrating must make a Constitution saving throw. On a failed save, the creature's concentration is broken. When you cast this spell, and at the end of each turn you spend concentrating on it, each creature on the ground in the area must make a Dexterity saving throw. On a failed save, the creature is knocked prone.

Spend 4 additional dark to open up 1d6 fissures. Each is 1d10 × 10 feet deep, 10 feet wide, and extends from one edge of the spell's area to the opposite side. A creature standing on a spot where a fissure opens must succeed on a Dexterity saving throw or fall in. A creature that successfully saves moves with the fissure's edge as it opens. A fissure that opens beneath a structure causes it to automatically collapse (see below).

Spend 3 additional dark to inflict 50 bludgeoning damage to any structure in contact with the ground in the area when you cast the spell and at the start of each of your turns until the spell ends. If a structure drops to 0 hit points, it collapses and potentially damages nearby creatures. A creature within half the distance of a structure's height must make a Dexterity saving throw. On a failed save, the creature takes 4d6 + Vigor modifier bludgeoning damage, is knocked prone, and is buried in the rubble, requiring a DC 20 Strength (Athletics) check as an action to escape. The GM can adjust the DC higher or lower, depending on the nature of the rubble. On a successful save, the creature takes half as much damage and doesn't fall prone or become buried.

PATH OF FLAME

Path Cost. 2

Path Benefit. You gain resistance to fire damage and immunity to any magical fire you create.

Synergy Path. Path of Self

Traits. Like the path of air, flame spells involve mostly hand movements and more mouth movements rather than actual words. Material components are usually flammable materials, sometimes even lighters or kerosene.

ROOT FLAME SPELLS

Fire Bolt. You make a ranged spell attack; on a hit, the target takes 1d6 + Vigor modifier damage. You can also keep the flame in hand, shedding bright light in a 10-foot radius and dim light for an additional 10 feet. For every 2 additional dark spent before casting, increase dice by 1 (max +3 dice),

Enchant Flame. You add a flame effect to your weapon; it counts as inflicting fire as well as normal damage. Increase flame damage by +2. If cast on a gun, it lasts one clip. This spell cannot be cast on energy weapons.

TIER 1 FLAME SPELLS

Flamethrower. You produce a 15-foot cone of fire; targets make a Dexterity saving throw, suffering 3d6 + Vigor modifier fire damage on a failed save, or half as much on a successful one. This ignites anything flammable in the area that isn't being worn or carried.

Boost (DC 15): Increase damage dice to d8.

Forever Flame (Ritual). You create a flame from an object you touch that functions the same as a torch. It creates no heat and doesn't use oxygen. It cannot be smothered or quenched, but it can be covered.

Flaming Ball. You create a 5-foot-diameter sphere of fire in an unoccupied space next to you. Any creature that ends its turn within 5 feet of the sphere must make a Dexterity saving throw or take 1d6 + Vigor modifier fire damage on a failed save, or half as much damage on a successful one. As a bonus action, you can either move the sphere up to 30 feet or detonate it. If you ram the sphere into a creature, it also detonates. When you move the sphere, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The sphere ignites anything flammable in the area that isn't being worn or carried, and it sheds bright light in a 20-foot radius and dim light for an additional 20 feet. When you detonate the ball, it creates an explosion encompassing each creature in a 20-foot radius. The damage dice are doubled when a ball detonates. For every additional dark spent before casting, increase dice by 1 (max 6).

Boost (DC 15): Increase damage dice to d8.

TIER 2 FLAME SPELLS

Pillars of Fire. You erect three vertical columns of fire which rise from the ground, each 5-feet across and that must be within 10 feet of another and the furthest no more than 120 feet away (each pillar must also be at least 10 feet from another pillar). Any creature inside or within 10 feet of a pillar must make a Dexterity saving throw or take 2d6 + Vigor modifier fire damage on a failed save, or half as much damage on a successful one. A target may be targeted by multiple pillars. The pillars ignite anything flammable in the area that isn't being worn or carried. For every additional 3 dark spent before casting, add one additional pillar (max +2).

Boost (DC 20): Increase damage dice to d8.

Blazing Barrier. You create a blazing wall of fire up to 60 feet long, 20 feet high, and 5 feet thick with its furthest point not further than 120 ft. You can bend this wall in any configuration, even enclosed shapes like squares or circles. Each creature within its area upon creation or within 5 feet while it is in effect must make a Dexterity saving throw. On a failed save, a creature takes 4d8 + Vigor modifier fire damage, or half as much damage on a successful save. Any creature passing into the wall after it is cast fails automatically. The fire damages objects in the area and ignites flammable objects that aren't being worn or carried. For every additional 1 dark spent before casting, increase the length of the wall by 10 feet.

Boost (DC 10): When the duration expires, make a Vigor (Induce) check to extend the effect for another minute. The DC increases by 1 each time it is attempted

TIER 3 FLAME SPELLS

Artillery Flare. You hurl a fireball which arcs throughout the air and explodes 10 feet off the ground, creating a 40-foot radius circle of flame. Each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 6d8 + Vigor modifier fire damage, or half as much damage on a successful save. The fire damages objects in the area and ignites flammable objects that aren't being worn or carried. For every additional dark spent before casting, increase the area of effect by 5 feet (max +20 feet).

Boost (DC 20): Upon casting the spell, the range doubles to 1,200 ft.

Fire Storm. You create a storm consisting of up to ten 10-foot cubes, which you can arrange as you wish. Each cube must have at least one face adjacent to the face of another cube. Each creature in the area must make a Dexterity saving throw. It takes 5d8 + Vigor modifier fire damage on a failed save, or half as much damage on a success-

PATH OF FLAME

Spell Name	AP	CC	Time	Range	Duration	Comp.
Root Spells						
Fire Bolt	2	2	1 action	100 ft.	Conc. up to 1 hour or until fired	V,S
Enchant Flame	2	5	1 minute	—	Conc. up to 1 minute	V,S,M
Tier 1						
Flamethrower	4	6	1 minute	15-ft. cone	Inst.	V,S
Forever Flame*	4	—	1 minute	Touch	Until disp.	V,S,M
Flame Ball	4	5	1 minute	5 ft	Conc. up to 1 hour	V,S,M
Tier 2						
Pillars of Fire	6	7	1 minute	120 ft.	Inst.	
Blazing Barrier	6	7	1 minute	120 ft.	Conc. up to 1 minute	V,S,M
Tier 3						
Artillery Flare	8	9	1 minute	600 ft.	Inst.	V,S,M
Fire Storm	8	9	1 minute	150 ft.	Conc, up to 1 minute	V,S
Tier 4						
Incendiary Bomb	10	12	1 minute	Self	Conc. up to 1 minute	V,S
*** Ritual**						

ful one. The fire damages objects in the area and ignites flammable objects that aren't being worn or carried. If you choose, plant life in the area is unaffected by this spell. For every additional 3 dark spent before casting, add one additional 10-foot cube (max +2 cubes).

Boost (DC 20): Increase damage dice to d10.

Tier 4 Flame Spell

Incendiary Bomb. You generate heat like a small star. All creatures within 30 feet of you must make a Dexterity saving throw. A creature takes 9d8 + Vigor modifier fire damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it enters the spell's area for the first time on a turn or ends its turn there. For every additional 2 dark spent before casting, increase the radius by 5 feet.

Boost (DC 25): Increase damage dice to d10.

Path of Illusion

Path Cost. 2

Path Benefit. You gain a +2 bonus to your vessel.

Synergy Path. Path of Power

Traits. Like the path of attraction, many illusions require subtlety in movements for the spell to occur without being noticed. However, there is the odd spell mandate with rituals; when required, you enter a deep trance, as if you were meditating.

Root Illusion Spells

Artifice. You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again. If you create a sound, its volume can range from a whisper to a scream. If you create an image of an object—such as a chair, muddy footprints, or a small chest—it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion. A creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. For every additional 1 dark spent before casting, increase the spell save DC by 1.

Pose. You make yourself—including your clothing, armor, weapons, and other belongings on your person—look different until the spell ends or until you use your action to dismiss it. You can't change your body type, so you must adopt a form that has the same necessary arrangement of limbs. Otherwise, the extent of the illusion is up to you. To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC. For every additional 2 dark spent before casting, increase the spell save DC by 1.

Tier 1 Illusion Spells

Mirror. You create two illusory duplicates of yourself nearby that move with you and mimic your actions. Each time a creature targets you with an attack during the spell's duration, roll 1d6 to determine whether the attack instead targets one of your duplicates. If the roll is equal or less than the number duplicates, a duplicate is struck instead of you and destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The spell ends when all three duplicates are destroyed. A creature is unaffected by this spell if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight. For every additional 3 dark spent before casting, increase the number of duplicates by 1 (Max +4 duplicates).

Hallucination. You create the image and appropriate sounds and smells of an object, a creature, or some other visible phenomenon that is no larger than a 20-foot cube. The image appears at a spot that you can see within range and lasts for the duration. You can't create sufficient heat or cold to cause damage, a sound loud enough to deal thunder damage or deafen a creature, or a smell that might sicken a creature. If you move the image, you can alter it so it appears to be walking. Physical interaction with the image reveals it to be an illusion. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. For every additional 1 dark spent before casting, increase the spell save DC by 1.

Boost (DC 25): Increase the size of the object to a 40-foot cube.

Path of Illusion

Spell Name	AP	CC	Time	Range	Duration	Comp.
Root Spells						
Artifice	2	2	1 action	30 ft.	Conc. up to 1 minute	S
Pose	2	3	1 action	Self	Conc, up to 1 hour	S
Tier 1						
Mirror	4	5	1 minute	Self	Conc. up to 1 minute	V, S
Hallucination	4	6	1 minute	120 ft.	Conc. up to 10 minutes	V, S, M
Tier 2						
Dreamscape*	5	—	1 minute	300 ft.	24 hours	V, S, M
Masquerade*	5	—	1 minute	30 ft.	Conc. up to 8 hours	V, S
Tier 3						
Program*	7	—	1 minute	200 ft.	Until dispelled	V, S, M
Mirage*	7	—	10 minutes	Sight	10 days	V, S, M
Tier 4						
Projection	9	10	1 minute	500 miles	Conc. up to 1 day	V, S, M
*** Ritual**						

TIER 2 ILLUSION SPELLS

Dreamscape (Ritual). You make natural terrain in a 150-foot cube in range look, sound, and smell like some other sort of natural terrain. Manufactured structures, equipment, and creatures within the area aren't changed in appearance. The tactile characteristics of the terrain are unchanged. If the difference isn't noticeable by touch, a creature carefully examining the illusion can attempt an Intelligence (Investigation) check against your spell save DC to disbelieve it.

Boost (DC 20): Double the range of this spell.

Sacrifice: Spend 3 Hit Dice.

Masquerade (Ritual). This operates the same as *pose*, except you can alter the appearance of any number of creatures in range. You can give each target a different appearance. An unwilling target can make a Charisma saving throw, and if it succeeds, it is unaffected by this spell. A creature can use its action to inspect a target and make an Intelligence (Investigation) check against your spell save DC. If it succeeds, it becomes aware that the target is disguised.

Boost (DC 20): Double the range of this spell.

Sacrifice: Spend 3 Hit Dice.

TIER 3 ILLUSION SPELLS

Program (Ritual). This operates the same as *hallucination,* except the size is a 40-foot cube and can be preprogrammed with various instructions to say and act in specific ways. It can even be programmed to be invisible until triggered. The script can last as long as five minutes.

Boost (DC 25): Increase the size of the object to an 80-foot cube.

Sacrifice: You lose 5 Hit Dice.

Mirage (Ritual). This operates the same as *dreamscape*, except the size of the terrain increases to 1 mile. You can alter the appearance of structures or add them where none are present. The spell doesn't disguise, conceal, or add creatures. The illusion includes audible, visual, tactile, and olfactory elements, so it can turn clear ground into difficult terrain (or vice versa) or otherwise impede movement through the area.

Boost (DC 20): Double the range of this spell.

Sacrifice: You lose 5 Hit Dice.

TIER 4 ILLUSION SPELLS

Projection. You create an illusory copy of yourself that lasts for the duration. The copy can appear at any location within range that you have seen before, regardless of intervening obstacles. The illusion looks and sounds like you but is intangible. If the illusion takes any damage, it disappears, and the spell ends. You can behave in whatever way you choose and mimics your mannerisms perfectly. You can see through its eyes and hear through its ears and switch back as a bonus action, though your original body is blinded and deafened. Physical interaction with the image reveals it to be an illusion. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. For every additional 1 dark spent before casting, increase the spell save DC by 1.

Boost (DC 20): x10 spell range.

PATH OF KNOWLEDGE

Path Cost. *2*

Path Benefit. You can use Vigor for any Intelligence-based skill checks.

Synergy Path. Path of Attraction

Traits. Knowledge spells resemble traditional spells as many know it as they all involve chanting in various languages (sometimes more than one), hand movements reminiscent of prayers, and magic circles drawn upon the ground.

ROOT KNOWLEDGE SPELLS

Comprehension. You understand the literal meaning of any spoken or written language that you hear or see. This spell doesn't decode secret messages in a text or a glyph, such as an arcane sigil, that isn't part of a written language.

TIER 1 KNOWLEDGE SPELLS

Communication. You gain the ability to comprehend and verbally communicate with a creature that cannot communicate via language; this includes plants and creatures dead in the past 24 hours. The knowledge and awareness of creatures are limited by their intelligence. You might be able to persuade a beast to perform a small favor for you, at the GM's discretion.

PATH OF KNOWLEDGE

Spell Name	AP	CC	Time	Range	Duration	Comp.
Root Spells						
Comprehension	2	3	1 minute	Self	Conc. up to 1 hour	V, S, M
Tier 1						
Communication	2	4	1 minute	Self	Conc. up to 1 hour	V, S, M
Locate*	3	—	5 minutes	Self	Conc. up to 10 minutes	V, S, M
Tier 2						
Clairvoyance*	4	—	10 minutes	1 mile	Conc. up to 10 minutes	V, S, M
Premonition	4	—	10 minutes	Self	Inst.	V, S, M
Tier 3						
Dreamwalker	5	—	10 minutes	Unlimited	Conc. up to 1 hour	V, S, M
Predestination	6	—	10 minutes	Self	Inst.	V, S, M
Tier 4						
Anticipation	8	12	1 minute	Self	Conc. up to 5 minutes	V, S, M
*** Ritual**						

Locate. You concentrate on an object or person. After casting, you sense the direction to the target's location, as long as that target's location if within 1,000 feet of you. If in motion, you know the direction of movement. This can locate a generic target or a specific target if you had encountered it personally.

Sacrifice: You gain 1 level of exhaustion. For every 1 hit die spent during the spell, increase the range by 1,000 feet (max +5,000 ft.).

TIER 2 KNOWLEDGE SPELLS

Clairvoyance. You create an invisible sensor within range in a location familiar to you (a place you have visited or seen before) or in an obvious location that is unfamiliar to you. The sensor remains in place for the duration, and it can't be attacked or otherwise interacted with. When you cast the spell, you can see and hear through the sensor as if you were in its space. A creature that can see the sensor sees a Tiny luminous, intangible orb.

Sacrifice: You gain 1 level of exhaustion after the spell expires. For every 1 hit die spent during the spell, increase the range by 1 mile (max +6 miles).

Boost (DC 20): Gain darkvision.

Premonition. You contact spirits from the outworld to ask to ask a single question concerning a specific goal, event, or activity to occur within 7 days. The GM offers a truthful reply. The reply might be a short phrase, a cryptic rhyme, or an omen.

Boost (DC 20): Ask a second question after the first has been answered.

Sacrifice: You gain 1 level of exhaustion after the spell expires.

TIER 3 KNOWLEDGE SPELLS

Dreamwalker. You shape the dreams of a creature known to you. Creatures that don't sleep can't be contacted by this spell. You, or a willing creature you touch, enter a trance state, acting as a messenger. While in a trance, the messenger is blind, deaf, and can't take actions in the real world. The messenger appears in the target's dreams and can converse with the target as long as it remains asleep. The messenger can shape the environment of the dream in any way. The dreamer can become aware it is dreaming with an Intelligence (Investigation) check against your spell save DC (you can also willingly reveal the fact). A dreamer aware it is dreaming can shape the dream as well, overriding your manifestations. The messenger can emerge from the trance at any time, ending the effect of the spell early. The target recalls the dream entirely upon waking.

You can make the messenger appear monstrous and terrifying to the target, and the target must make a Wisdom saving throw. On a failed save, when the target wakes up, it takes 3d6 + Vigor modifier psychic damage.

Boost (DC 20): Increase damage dice to d8 OR can wrest control of the dream from the dreamer.

Sacrifice: You gain 1 level of exhaustion after the spell expires. For every 1 hit die spent during the spell, increase Intelligence (Investigation) DC by 1 and the damage dice by 1 (max both +5).

Predestination. An expansion of *premonition*, you can ask the outworld how you can reach a specific future. The answer will be specific regarding choices, directions, as long as they need to be made in the next month. The answers may be held by the GM until an opportunity presents itself, where the GM will then reveal the best course for you to accomplish what you asked.

TIER 4 KNOWLEDGE SPELLS

Anticipation. You gain the ability to look into the immediate future. For the duration, you can't be surprised and have advantage on attack rolls, ability checks, and saving throws. Additionally, other creatures have disadvantage on attack rolls against you for the duration.

PATH OF LIFE

Path Cost. *2*

Path Benefit. Your maximum hit points increase by *2* each time you acquire a life spell; this benefit is lost if you refund a spell.

Synergy Path. Path of Light

Traits. Although not requiring religious worship, many life spells resemble prayers, with hand movements often requiring physical contact. Materials involve magic circles drawn with ash.

ROOT LIFE SPELLS

Touch of Life. A creature you touch with 1 or more hit points regains 2 hit points. For every additional 1 dark spent before casting, the target recovers 1 additional hit point (max +5 hp).

Alleviate. A creature you touch recovers a number of hit points equal to 1d6 + Vigor modifier. This spell has no effect on undead or constructs. For every additional *2* dark spent before casting, increase hit dice by 1 (max +5 hp).

Boost (DC 20): Increase dice to d8.

TIER 1 LIFE SPELLS

Revivify. You touch a creature that has died within the last minute. That creature returns to life with 1 hit point. This spell can't return to life a creature that has died of old age, nor can it restore any missing body parts.

3.

Boost (DC 20): Cast this spell for 15 dark instead of 20.

Boost (DC 25): Cast this spell for 10 dark instead of 20.

Minor Exorcism. At your touch, all curses affecting one creature or object end. If the object is a cursed magic item, its curse remains, but the spell breaks its owner's attunement to the object so it can be removed or discarded.

Sacrifice: Spend 3 damage.

TIER 2 LIFE SPELLS

Healing Wave. Up to 4 creatures in range that you can see within range recover hit points equal to 1d4 + Vigor modifier. This spell has no effect on undead or constructs. For every additional *2* dark spent before casting, increase hit dice by 1 (max +5 hp).

Boost (DC 20): Increase dice to d6.

Death Ward. You touch a creature, and the first time the target would drop to 0 hit points as a result of taking damage, the target instead drops to 1 hit point, and the spell ends. If the effect the target is subjected would kill it instantaneously without dealing damage, that effect is instead negated against the target, and the spell ends.

Sacrifice: Spend 1 hit die per target. For every additional 1 hit die spent before casting, target one additional creature (max +3 creatures).

TIER 3 LIFE SPELLS

Cleanse. Touch a creature; you neutralize any poison and cure nonmagical diseases that affect the creature.

Sacrifice: Spend 3 hit dice. For every additional 3 hit dice spent before casting, target one additional creature (max +3 creatures).

Restore. A creature you touch regains hit points equal to 7d8 + Vigor modifier. This spell also ends blindness, deafness, and any diseases affecting the target. This spell has no effect on constructs or undead. For every additional 2 dark spent before casting, increase healing dice by 1 (max +5).

Boost (DC 20): Increase dice to d10.

TIER 4 LIFE SPELLS

Regenerate. You touch a creature, and it regains 1d6 + Vigor modifier hit points at the beginning of each of its turns for the spell's duration. Severed body members (fingers, legs, tails, and so on), if any, are restored after 2 minutes. If you have the severed part and hold it to the stump, the spell instantaneously causes the limb to knit to the stump.

Boost (DC 15): Each turn, you can attempt this check to increase the regeneration to 2d8 + Vigor that turn.

Sacrifice: After the spell concludes, you must spend 5 hit dice or reduce your hit points by half.

Healing Aura. This operates the same as *restore*, except you affect all creatures you wish within 30 feet of you. For every additional 2 dark spent before casting, increase healing dice by 1 (max +5).

Boost (DC 20): Increase dice to d10.

PATH OF LIGHT

Path Cost. 2

Path Benefit. You cannot be blinded.

Synergy Path. Path of Life

Traits. It is obvious you are casting a light spell as spell components you possess burn brightly. This path is also common for utilizing a focus (wand, staff, sword, etc.), making it resemble a classic fantasy spellcaster.

ROOT LIGHT SPELLS

Radiant Strike. Your next hit on a creature inflicts an extra 1d6 radiant damage (2d6 against fiends and undead). For every 2 additional dark spent, increase the damage dice by 1 (max +3 dice).

Boost (DC 20): Increase dice to d8.

Light. You touch the end of a focus or nonmechanical item. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

Sacrifice: Spend 2 hit points. For every additional hit point spent, increase both ranges each by 10 feet (max +30 feet).

TIER 1 LIGHT SPELLS

Bolt of Heaven. Make a ranged spell attack against the target. On a hit, the target takes 3d6 + Vigor modifier radiant damage (4d6 against fiends and undead), and the target must make a Constitution or Vigor saving throw or be blinded until the beginning of your next turn (fiends and undead have disadvantage on this saving throw). For every 2 additional dark spent, increase the damage dice by 1 (max +3 dice).

Boost (DC 20): Increase dice to d8.

Starburst. You send out a blinding light from your focus; all creatures you wish in range must make a Constitution or Vigor saving throw, suffering 3d6 + Vigor modifier fire damage on a failed save, or half as much on a successful one (fiends and undead have disadvantage on this saving throw). Targets that fail are also blinded until the beginning of your next turn. For every 2 additional dark spent, increase the range by 5 feet (max +20 feet).

Boost (DC 20): Increase damage dice to d8.

PATH OF LIFE

Spell Name	AP	CC	Time	Range	Duration	Comp.
Root Spells						
Touch of Life	2	3	1 bonus action	Touch	Inst.	S
Alleviate	2	3	1 action			
Tier 1						
Revivify	4	20	1 minute	Touch	Inst.	V, S, M
Minor Exorcism*	4	—	1 minute	Touch	Inst.	V, S, M
Tier 2						
Healing Wave	6	6	1 action	60 ft.	Inst.	V, S
Death Ward*	6	—	1 minute	Touch	8 hours	V, S, M
Tier 3						
Cleanse*	8	—	1 minute	Touch	Inst.	V, S, M
Restore	8	9	1 minute	Touch	Inst.	V, S
Tier 4						
Regenerate*	10	—	1 minute	Touch	5 minutes	V, S, M
Healing Aura	10	13	1 minute	30 ft.	Inst.	V, S
*** Ritual**						

Tier 2 Light Spells

Sunsphere. You create a sphere of light in range that floats with a speed of 30 ft, has an AC of 18, and 1 hit point. Until the spell ends, the object sheds bright light in a 30-foot radius and dim light for an additional 30 feet. It will follow you, but you can use your bonus action to direct it anywhere else. As an action, you can direct it to slam into a target as a ranged spell attack. On a hit, the sphere inflicts 6d8 + Vigor modifier radiant damage, and the spell ends (7d8 against fiends and undead).

Sacrifice: Spend 2 hit dice. For every 1 additional hit dice spent, increase the range by 5 feet and the damage by 1 dice (max +20 ft and +4 dice).

Extradite. Make a melee spell attack against a target; on a hit, it suffers 6d8 + Vigor modifier radiant damage. If the target is a fiend or undead, double the damage dice and push the target 20 feet. For every 2 additional dark spent, increase dice by 1 (max +3 dice).

Boost (DC 25): You automatically hit.

Tier 3 Light Spells

Sunbeam. You create a beam of radiant light 5-feet wide and 60-foot long. Each creature in line must make a Constitution or Vigor saving throw. On a failed save, a creature takes 6d8 radiant damage and is blinded until the beginning of your next turn (fiends and undead have disadvantage on this saving throw). On a successful save, it takes half as much damage and isn't blinded by this spell.

Nova. A brilliant sunlight flashes in a 60-foot radius centered on you. Each creature you select in that light must make a Constitution or Vigor saving throw. On a failed save, a creature takes 10d6 radiant damage and is blinded for 1 minute. On a successful save, it takes half as much damage and isn't blinded by this spell (fiends and undead have disadvantage on this saving throw). A creature blinded by this spell makes another Constitution or Vigor saving throw at the end of each of its turns. On a successful save, it is no longer blinded. For every 3 additional dark spent, increase dice by 1 and range by 5 feet (max +4 dice and +20 feet).

Tier 4 Light Spells

Sunrise. You create a brilliant orb in the sky miles above that provides sunlight as if it was daylight. Until the spell ends, the sun sheds bright light in a 1-mile radius and dim light for an additional 1 mile. It follows above you. As an action, you can direct it to slam into a point up to 1 mile away. Each creature within a 70-foot radius to the point of impact must make a Constitution or Vigor saving throw. On a failed save, a creature takes 10d6 + Vigor modifier radiant damage and is blinded for 1 minute. On a successful save, it takes half as much damage and isn't blinded by this spell (fiends and undead have disadvantage on this saving throw). A creature blinded by this spell makes another Constitution or Vigor saving throw at the end of each of its turns. On a successful save, it is no longer blinded.

Sacrifice: Spend all hit dice (at least 12).

Path of Might

Path Cost. 2

Path Benefit. You have proficiency with all melee weapons.

Synergy Path. Path of Protection

Traits. Spells from this path are often subtle and often come as a result of combat. To outsiders, strange things appear to happen around you. Your somatic movements are often patterns you make with weapons.

Root Might Spells

Pinpoint. You gain advantage on your first attack roll as long as you make that attack before the end of this turn.

Boost (DC 15). You can use *pinpoint* again time this same turn. This DC increases by 2 each additional time you use *pinpoint* (max DC 21)

Tier 1 Might Spells

Paranormal Aim. Your next attack roll before the end of this turn automatically hits.

Boost (DC 15). You can use *paranormal aim* again time this same turn. This DC increases by 2 each additional time you use *paranormal aim* (max DC 21).

Compression. You can make a single ranged or melee attack as part of this spell.

Path of Light

Spell Name	AP	CC	Time	Range	Duration	Comp.
Root Spells						
Radiant Strike	2	3	1 bonus action	Self	Conc. up to 1 minute	S, M
Light*	2	—	1 minute	Touch	1 hour	S, M
Tier 1						
Bolt of Heaven	3	5	1 minute	120 ft.	Inst.	S, M
Starburst	3	5	1 minute	Self	Inst.	S, M
Tier 2						
Sunsphere*	4	—	1 minute	30 ft.	1 hour	S, M
Extradite	4	7	1 minute	Touch	Inst.	S, M
Tier 3						
Sunbeam	5	9	1 minute	60 ft.	Inst.	S, M
Nova	6	10	1 minute	Self	Inst.	S, M
Tier 4						
Sunrise*	7	—	5 minutes	1 mile	8 hours	S, M
*** Ritual**						

Boost (DC 25). You can use *compression* one additional time this same turn (only once per turn).

TIER 2 MIGHT SPELLS

Wrath. Your next hit with a melee or ranged weapon during this spell's duration deals an extra 1d4 + Vigor modifier psychic damage. If the target is a creature, it must make a Wisdom or Vigor saving throw or be frightened of you until the spell ends. As an action, the creature can make a Wisdom or Vigor check against your spell save DC to steel its resolve and end this spell. For every 2 additional dark spent, increase dice by 1 (max +3 dice).

Boost (DC 20). Increase damage to d8.

Magic Weapon (Ritual). Touch a non-magical weapon. While you wield the weapon, it becomes magical with a +1 to attack and damage rolls until the spell ends.

Sacrifice: You suffer disadvantage with Wisdom-based ability checks until you finish a long rest.

TIER 3 MIGHT SPELLS

Crack. Your next attack during the spell's duration triggers the spell's effect. If you hit a door, a box, a chest, a set of manacles, a padlock, or another object that contains a mundane or magical means that prevents access, the lock breaks off or is opened (while also letting out a loud thundercrack audible from as far away as 300 feet). If the object has multiple locks, only one of them is unlocked. An arcane lock is suppressed for 10 minutes. If you strike a creature, you inflict an additional 3d6 + Vigor modifier thunder damage, and the target is pushed 10 feet. If Medium-sized or smaller, the creature is knocked prone.

Magic Weapon (Ritual). The same as the tier 1 spell, tier 2 increases the bonus to a +2 to attack and damage rolls until the spell ends (it does not stack with tier 1).

Sacrifice: You suffer disadvantage with Wisdom-based ability checks until you finish a long rest.

TIER 4 MIGHT SPELLS

Disintegrate. Your next attack during the spell's duration triggers the spell's effect. A creature hit must make a Constitution or Vigor saving throw. The target takes 12d6 + Vigor modifier force damage with a failed save or half as much for a successful one. If this damage reduces the target to 0 hit points, it is disintegrated. A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only utilizing a *resurrection*. This attack automatically disintegrates a Large or smaller nonmagical object or a creation of magical force. If the target is a Huge or larger object or creation of force, this spell disintegrates a 10-foot-cube portion of it. A magic item is unaffected by this spell. For every 3 additional dark spent, increase dice by 1 (max +6 dice).

Boost (DC 25). Increase damage dice to d8.

Magic Weapon (Ritual). The same as the tier 2 spell, tier 3 increases the bonus to a +3 to attack and damage rolls until the spell ends (it does not stack with tiers 1 or 2).

Sacrifice: You suffer disadvantage with Wisdom-based ability checks until you finish a long rest.

PATH OF MOVEMENT

Path Cost. *2*

Path Benefit. You can use Vigor instead of Dexterity when making a Dexterity saving throw against a spell.

Synergy Path. Path of Air

Traits. Movement spells employ magic circles in many of their applications along with hand movements, but little to no vocalization.

ROOT MOVEMENT SPELLS

Runner (Ritual). The target's speed increases by 10 feet until the spell ends.

Sacrifice: Spend 1 hit die. For every additional hit die spent, include 1 additional target (max +3 targets).

TIER 1 MOVEMENT SPELLS

Swiftness. Until the spell ends, the target's speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action. For every additional 3 dark spent, include 1 additional target (max +3 targets).

Passthrough (Ritual). You create a portal through a 5-foot section of floor or wall that any Medium-sized creature or smaller can move through. The portal lasts for the dura-

PATH OF MIGHT

Spell Name	AP	CC	Time	Range	Duration	Comp.
Root Spells						
Pinpoint	2	2	1 bonus action	Self	End of turn	S
Tier 1						
Paranormal Aim	3	3	1 bonus action	Self	End of turn	S
Compression	3	4	1 bonus action	Self	End of turn	S
Tier 2						
Wrath	5	6	1 action	Self	Conc. up to 1 minute	V, S
Magic Weapon	5	—	1 minute	Self	Conc. up to 10 minutes	V, S
Tier 3						
Crack	7	8	1 bonus action	Self	Conc. up to 1 minute	V, S
Magic Weapon	8	—	1 minute	Self	Conc. up to 10 minutes	V, S
Tier 4						
Disintegrate	12	13	1 minute	Self	Conc. up to 1 minute	V, S
Magic Weapon	9	—	1 minute	Self	Conc. up to 10 minutes	V, S
*** Ritual**						

tion. The passage creates no instability in a structure surrounding it. This spell cannot function if there is no opening on the other side of the spell.

Sacrifice: Spend 1 hit die.

TIER 2 MOVEMENT SPELLS

Jumper. You create a momentary teleportation circle than envelopes you, transporting yourself from your current location to any other spot within range. It must be a place you can see or have been to in the past. You can bring along objects as long as their weight doesn't exceed what you can carry. You can also bring one willing creature of your size or smaller you are touching who is carrying gear up to its carrying capacity. For every additional 1 dark spent, increase the range by 100 ft. max +600 feet).

Portal (Ritual). On its own, a portal doesn't accomplish much. It can only link to other portals either you have created or other spellcasters have created that you know the location of and have been allowed access. This spell creates a 10-foot-diameter circle on a wall or floor. As an action, you activate the portal, and at the same time, determine which portal it connects to. You must concentrate to keep the gate open. The two locations are connected as if the portal was an open doorway both sides can look through. A portal on a floor can connect to a portal on a wall, resulting in often humorous transitions. Portals are guarded by sigil-locks—you know the keys to all portals you create as well as those offered by other spellcasters. If you know the location of a portal but not its key, you can attempt to break through via boost.

Boost (Special): Make a Vigor (Induce) check against the spellcaster's Spell DC to break through the lock of a portal you know the location of.

Sacrifice: You gain 1 level of exhaustion.

TIER 3 MOVEMENT SPELLS

Gateway (Ritual). An advanced form of *portal*, you no longer are required to cast a portal on a floor or wall; now you can create one in mid-air, and it no longer needs to connect to another portal. The gateway connects to a location in range. Only your gateway is visible (appearing as an open passage), and the transport is one-way (you would have to cross the portal and cast the spell in the opposite direction to return).

Boost (DC 12): x2 range of the spell. Increase the DC by 2 to increase the modifier to x4 (or 4 for x6, 6 for x8, etc.)

Sacrifice: You gain 1 level of exhaustion.

Recall. You and up to five willing creatures within 5 feet of you instantly teleport to a previous location you have been to since the last time you finished a long rest that is within range. For every additional 1 dark spent, increase the range by 100 ft. (max +500 feet).

TIER 4 MOVEMENT SPELLS

Dimension Circle. Similar to *portal* and *gateway*, except it creates a two-way doorway from a portal you create anywhere within 30 feet to any position anywhere on the planet.

Sacrifice: You suffer 2 levels of exhaustion. Additionally, you can spend 4 hit dice to extend the range to any location within the universe. You can spend an additional 4 hit dice to extend the range into alternate realities.

PATH OF POWER

Path Cost. 2

Path Benefit. Your river increases by 1.

Synergy Path. Path of Illusion

Traits. Power spells are flashy, colorful, and reveal one's presence as a spellcaster clearly. They all involve flamboyant hand movements. Vocal requirements are often just screaming.

ROOT POWER SPELLS

Electric Arc. Make a ranged spell attack against the target. On a hit, the target takes 1d6 + Vigor modifier lightning damage. For every additional 2 dark spent, you release one additional arc at a different opponent (Max +3 arcs).

Boost (DC 15): Increase damage to d8.

Shock Strike. Your next hit on a creature before the spell ends inflicts an extra 1d6 lightning damage. For every 2 additional dark spent, increase the damage dice by 1 (max +3 dice).

Boost (DC 20): Increase dice to d8.

PATH OF MOVEMENT

Spell Name	AP	CC	Time	Range	Duration	Comp.
Root Spells						
Runner*	2	—	1 action	Touch	1 hour	S, M
Tier 1						
Swiftness	4	5	1 minute	Touch	Conc up to 1 minute	S, M
Passthrough*	4	—	1 minute	30 ft.	Conc up to 5 minutes	S, M
Tier 2						
Jumper	6	7	1 minute	400 ft.	Inst.	S, M
Portal*	6	—	1 minute	Special	Inst / Conc up to 1 minute	S, M
Tier 3						
Gateway*	8	—	1 minute	500 ft.	Conc up to 1 minute	S, M
Recall	8	9	1 action	500 ft.	Inst.	S, M
Tier 4						
Dimension Circle*	12	—	5 minutes	Special	8 hours.	S, M
*** Ritual**						

TIER 1 POWER SPELLS

Shocking Fist. Make a ranged spell attack against a creature you can see. On a hit, the target takes 1d8 + Vigor modifier lightning damage. Until the end of the spell's duration, you have advantage with ranged spell attacks that inflict lightning damage on the same target. For every 2 additional dark spent, increase the damage dice by 1 (max +4 dice).

Boost (DC 20): Increase dice to d10.

Lightning Bolt. You release a bolt of lightning, forming a line 100 feet long and 5 feet wide in a direction you choose. Each creature in the line must make a Dexterity saving throw, taking 6d6 + Vigor modifier lightning damage on a failed save, or half as much damage on a successful one. For every 2 additional dark spent, increase the damage dice by 1 (max +4 dice).

Boost (DC 20): Increase dice to d8.

TIER 2 POWER SPELLS

Electrified Weapon. One weapon you touch inflicts an additional 1d8 lightning damage when it hits. After a creature suffers lightning damage, the previous creature hit with the same weapon that suffered lightning damage takes 1d8 lightning damage as well (as long as the previous creature is within 60 feet of the current target and was hit in the last round).

Storm. Make a ranged spell attack against a creature you can see. On a hit, the target takes 3d8 + Vigor modifier lightning damage; then make a secondary ranged spell attack to another creature within 60 feet of the first one, inflicting identical damage as the first strike. For every 2 additional dark spent, increase the damage dice by 1 (max +4 dice).

Boost (DC 20): Increase dice to d10.

TIER 3 POWER SPELLS

Electrovolt. Make a ranged spell attack against a creature you can see. On a hit, target takes 4d8 + Vigor modifier lightning damage on a hit, or half as much damage on a miss. Whether you hit or miss, each creature within 10 feet of the target must make a Dexterity saving throw. Each of these creatures takes 1d8 + Vigor modifier lightning damage on a failed save, or half as much damage on a successful one. For every 2 additional dark spent, increase the damage dice of both attacks by 1 (max +4 dice).

Boost (DC 20): Increase dice to d10.

TIER 4 POWER SPELLS

Lightning Sequence. You release two bolts of lightning towards two different targets you can see within range. Two bolts then leap from those target to as many as two other targets, each of which must be within 60 feet of the first target. A target can be a creature or an object and can be targeted by only one of the bolts. A target must make a Dexterity saving throw. The target takes 7d6 + Vigor modifier lightning damage on a failed save, or half as much damage on a successful one. For every 2 additional dark spent, increase the damage dice on all attacks by 1 (max +3 dice).

Boost (DC 25): After the second leap, add one additional bolt that leaps to another target.

PATH OF PROTECTION

Path Cost. 2

Path Benefit. If an opponent scores a critical hit on you, your vessel regains 2.

Synergy Path. Path of Might

Traits. Protection spells encompass a wide variety of effects requiring little to no expression.

ROOT PROTECTION SPELLS

Reprisal. If a creature hits you with a melee attack, it takes your Vigor modifier force damage, and you have advantage on your next attack roll against that creature. For every 2 additional dark spent, increase the damage inflicted by 1 (max +5 damage).

Magic Armor. Your base AC becomes 13 + your Vigor modifier. The spell ends if you don armor or if you dismiss the spell as an action. You can spend 6 total dark to increase the base AC to 16, but your maximum Vigor modifier is reduced to 2.

TIER 1 PROTECTION SPELLS

Shield. You have a +2 bonus to AC. If placed it your river, you can use this spell as a reaction against an incoming hit. For every 3 additional dark spent, increase the bonus by 1 (to a maximum of +4).

Boost (DC 20): Make this check as a reaction while the

PATH OF POWER

Spell Name	AP	CC	Time	Range	Duration	Comp.
Root Spells						
Electric Arc	2	3	1 minute	120 ft.	Inst.	V, S
Shock Strike	3	2	1 bonus action	Self	Conc. up to 1 minute	V, S
Tier 1						
Shocking Fist	4	4	1 minute	60 ft.	Conc. up to 1 minute	V, S
Lightning Bolt	4	6	1 minute	120 ft.	Inst.	V, S
Tier 2						
Electrified weapon	6	7	1 minute	Touch	Conc. up to 1 minute	V, S
Storm	6	7	1 minute	120 ft.	Inst.	V, S
Tier 3						
Electrovolt	8	9	1 minute			V, S
Tier 4						
Lightning Sequence	10	13	1 minute	120 ft.	Inst.	V, S
*** Ritual**						

spell is in effect to increase the bonus by 2 against one attack.

Hush. No sound can be created within or pass through a 20-foot-radius sphere centered on you. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it. Casting a spell that includes a verbal component is impossible there.

TIER 2 PROTECTION SPELLS

Blur. For the duration, any creature has disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight. You also gain a +5-foot bonus to speed.

Alienation (Ritual). You create a magic circle on the ground (up to 20 feet in radius) and specify a type or specific creature. The creature can't willingly enter the cylinder by nonmagical means. If the creature tries to use teleportation or interplanar travel to do so, it must first succeed on a Charisma or Vigor saving throw. The creature has disadvantage on attack rolls against targets within the cylinder. Targets within the cylinder can't be charmed, frightened, or possessed by the creature. When you cast this spell, you can elect to cause its magic to operate in the reverse direction, preventing a creature of the specified type from leaving the cylinder and protecting targets outside it. You can temporarily deactivate or activate the circle's effects as a bonus action on your turn or as a reaction to a creature entering it. A creature can attack the protective field; it has an AC of 10 and 200 hit points.

Boost (DC 20): On your turn, while the spell is in effect, you can attempt this check to increase the HP of the field by 50.

Sacrifice: At the beginning each of your turns while the spell is in effect, you suffer 1 point of damage.

TIER 3 PROTECTION SPELLS

Colossus. Until the spell ends, you have resistance to nonmagical bludgeoning, piercing, and slashing damage.

Blender Barrier (Ritual). A variation of *alienation*, the magic circle now creates a storm of sharp objects from anything nearby. You create a magic circle on the ground (up to 20 feet in radius). You can temporarily deactivate or activate the circle's effects as a bonus action on your turn or as a reaction to a creature entering it. A creature cannot pass through the barrier, and if it touches the barrier, it immediately suffers 3d10 + Vigor modifier slashing damage. A creature can attack the protective field; it has an AC of 10 and 200 hit points, but if the attack is melee, the creature takes damage.

Boost (DC 20): On your turn, while the spell is in effect, you can attempt this check to increase the HP of the field by 50.

Sacrifice: At the beginning each of your turns while the spell is in effect, you suffer 3 points of damage.

TIER 4 PROTECTION SPELLS

Invulnerability. You are immune to all damage until the end of your next turn. If placed it your river, you can use this spell as a reaction against an incoming hit. Weapons that reduce immunity to resistance still apply.

Boost (DC 20): You can extend this spell for one additional turn. You can repeat this check up to 5 times or until you fail a check.

Impenetrable. An upgrade for *alienation*, but this creates a sphere that can include the ground underneath you. Creatures inside the sphere either stand upon the encased ground or float of caught in the air. As an action, you can move the sphere up to 60 ft. in any direction, moving creatures inside along with it. A creature can attack the protective field; it has an AC of 10 and 200 hit points.

Boost (DC 20): On your turn, while the spell is in effect, you can attempt this check to increase the HP of the field by 50.

Sacrifice: At the beginning each of your turns while the spell is in effect, you suffer 2 points of damage.

PATH OF PROTECTION

Spell Name	AP	CC	Time	Range	Duration	Comp.
Root Spells						
Reprisal	2	3	1 action	Self	Conc. up to 1 minute	V, S
Magic Armor	2	3	1 minute	Self	Conc. up to 5 minutes	V, S
Tier 1						
Shield	4	5	1 bonus action	Self	Conc. up to 1 minute	V, S
Hush	4	5	1 minute	Self	Conc. up to 5 minutes	S, M
Tier 2						
Blur	6	6	1 minute	Self	Conc. up to 5 minutes	V, S
Alienation	6	—	1 minute	Self	Conc. up to 1 hour	V, M
Tier 3						
Colossus	7	7	1 minute	Self	Conc. up to 5 minutes	V, S
Blender Barrier*	8	—	1 minute	Self	Conc. up to 1 hour	V, M
Tier 4						
Invulnerability	10	10	1 bonus action	Self	1 round	V, M
Impenetrable*	10	—	1 minute	Self	Conc. up to 1 hour	V, M
*** Ritual**						

PATH OF SELF

Path Cost. *2*

Path Benefit. You gain a +2 bonus to your vessel.

Synergy Path. Path of Flame

Traits. These are all personal effects with very little outward expression other than minor hand movements.

ROOT SELF SPELLS

Darkvision (Ritual). For the duration, you have darkvision out to a range of 60 feet.

Sacrifice: Spend 2 hit dice.

Channel Bear. You gain advantage with Constitution checks and 2d6 + Vigor modifier temporary hit points, both of which are lost when the spell ends.

Channel Ape. You gain advantage on Strength checks and a +2 bonus with all Strength-based melee damage rolls, both of which are lost when the spell ends.

Channel Wolf. You gain advantage on Dexterity checks, and your speed increases by 5 feet, both of which are lost when the spell ends.

Channel Tiger. You gain advantage on Charisma and Intelligence checks, both of which are lost when the spell ends.

Channel Falcon. You gain advantage on Wisdom checks and a +5 bonus to Passive Perception, both of which are lost when the spell ends.

TIER 1 SELF SPELLS

Gravity Shifter. Until the spell ends, you can walk on walls or ceilings as if they were ground. You gain a climbing speed equal to your walking speed.

Invisibility. You become invisible until the spell ends. Anything you are wearing or carrying is invisible as long as it is on your person. The spell ends if you attack or cast a spell.

TIER 2 SELF SPELLS

Sizing. You increase or decrease in size for the spell's duration. Everything you are wearing and carrying changes size with you. Any item dropped returns to normal size at once. You can increase or decrease by one category—from Medium to Large, for example. If larger, you also have advantage on Strength checks and Strength saving throws but disadvantage on Dexterity checks and saving throws. Enlarged weapons deal 1d4 extra damage. If smaller, you have disadvantage on Strength checks and Strength saving throws but advantage on Dexterity checks and Dexterity saving throws. Smaller weapons deal 1d4 less damage (this can't reduce the damage below 1).

Boost (DC 20): Increase or decrease by one additional size. You must repeat this check each minute.

Ultravision (Ritual). You gain the following benefits within 90 feet of you: you have darkvision; you have advantage with Wisdom (Perception) checks when involving sight; you can also see invisible creatures and objects as if they were visible; you can see into the Ethereal Plane (ethereal creatures and objects appear ghostly and translucent).

Sacrifice: Spend 2 hit dice.

TIER 3 SELF SPELLS

Renew (Ritual). You regain 1d4 levels of exhaustion and become cleansed of curses. You also regain a number of hit points equal to your Vigor score.

Sacrifice: Spend 4 hit dice.

Truesight (Ritual). You gain the benefit of *ultravision*, plus you can see things as they actually are. You gain truesight, notice secret doors hidden by magic, and can see into the Ethereal Plane, all out to a range of 120 feet.

TIER 4 SELF SPELLS

Ghost (Ritual). You become ethereal, ghost-like. During this time, you can move in any direction. If you move up or down, every foot of movement costs an extra foot. You can still see and hear the world around you. While being ethereal, you can only affect and be affected by other creatures in that state. Creatures that aren't can't perceive you and can't interact with you, unless a special ability or magic has given them the ability to do so. You ignore all

PATH OF SELF

Spell Name	AP	CC	Time	Range	Duration	Comp.
Root Spells						
Darkvision*	2	—	1 action	Self	1 hour	S
Channel Bear	3	4	1 action	Self	Conc. up to 5 minutes	S
Channel Ape	3	4	1 action	Self	Conc. up to 5 minutes	S
Channel Wolf	3	4	1 action	Self	Conc. up to 5 minutes	S
Channel Tiger	3	4	1 action	Self	Conc. up to 5 minutes	S
Channel Falcon	3	4	1 action	Self	Conc. up to 5 minutes	S
Tier 1						
Gravity Shifter	4	5	1 action	Self	Conc. up to 5 minutes	S
Invisibility	4	5	1 minute	Self	Conc. up to 1 hour	S
Tier 2						
Sizing	6	7	1 minute	Self	Conc. up to 5 minutes	S
Ultravision	6	—	1 action	Self	1 hour	
Tier 3						
Renew	8	—	1 minute	Self	Inst.	S
Truesight	8	—	1 minute	Self	1 hour	S
Tier 4						
Ghost	10	—	1 minute	Self	1 hour	S
*** Ritual**						

objects and effects in the real world, allowing you to move through objects. When the spell ends, you immediately return to reality at that same position within the real world.

Sacrifice: When you return to the real world, you gain 2 levels of exhaustion.

PATH OF TECHNOLOGY

Path Cost. 2

Path Benefit. You are proficient with the Engineering skill and can use your Vigor score instead of Intelligence for checks involving technology.

Synergy Path. Path of Creation.

Traits. These spells allow you to access technology magically and involves a combination of various techniques to perform them.

ROOT TECHNOLOGY SPELLS

Construction (Ritual). You can now use present refined metals to aid in the construction of technology similar to crafting with Intelligence (Engineering). This spell counts as you possessing a TL5 Engineering kit. When you cast the spell, you are also counted as +3 levels higher when calculating how far you can advance in your build schedule. Additionally, 20% of the $ spent that day is paid by the spell without spending resources or money. If you decide to make an Intelligence (Engineering) check for crafting, this check has advantage.

Sacrifice: Spend 1 hit die.

Refurbishment (Ritual). Make a Vigor (Engineering) check against an object that has hit points. It recovers hit points equal to the result of your skill check -10. This can be modified per usual by using an Engineering kit.

Sacrifice: Spend 1 hit die.

TIER 1 TECHNOLOGY SPELLS

Magic Firearm (Ritual). Touch any type of firearm; the weapon gains the AP property and is counted as magic.

Sacrifice: Spend 1 hit die.

EMP. You send out an electromagnetic pulse that affects all electronic devices and anything that uses a battery in range. These items stop functioning unless they have shielding. For every additional 2 dark spent upon casting, increase the range by 5 feet (max +20 feet).

Access (Ritual). You can access and control an electronic device lacking an input (like a keyboard) you touch. The electronic device only acts within its parameters and cannot act outside of its function. You cannot access robots with this spell, just electronic devices. You can touch an electronic storage device and read document files on it. You can touch a computer and use it, but you do not override password locks. There can be as much as six inches between your hand and the electronics of the device.

Boost (DC 20): Increase the range from touch to 60 ft.

Sacrifice: Spend 1 hit die.

Eyes of SOL (Ritual). You access an array of special satellites placed in orbit by your magical order. You gain a bird's eye view of any location you select. It may take as much as 2d4 minutes for a satellite to reach a position, but when it does, it gives you a detailed view out to as much as a mile or as close as six feet. It must be outside, but SOL has access to darkvision and see invisible creatures in range.

Sacrifice: Spend 2 hit dice.

TIER 2 TECHNOLOGY SPELLS

Hijack. Target a robot in range; it must make a Wisdom saving throw. If it fails, you control the actions of the target within the limits of its abilities. Once you have given it a command, it continues to attempt to carry out that command to the exclusion of all other activities, including that machine's desire to recharge. The target may attempt another saving throw at the end of each minute. If the effect lasts five minutes, the target can no longer attempt saving throws. For every additional 3 dark spent upon casting, target one additional robot (max 3 robots).

Boost (DC 20): Double the range of this spell.

Presence of SOL (Ritual). You employ the SOL array to transmit a likeness of you or any creature you wish to any location you desire. It may take as much as 2d4 minutes for a satellite to reach a position, but when it does, you can see the immediate location and can create a holo-

PATH OF TECHNOLOGY

Spell Name	AP	CC	Time	Range	Duration	Comp.
Root Spells						
Construction*	3	—	1 hour	120 ft.	Inst.	V, S, M
Refurbishment*	2	—	1 minute	Touch	Inst.	V, S, M
Tier 1						
Magic Firearm*	4	—	1 minute	Touch	Conc. up to 5 minutes	V, S
EMP	4	5	1 minute	30 ft.	Inst.	V, S, M
Access *	4	—	1 action	Touch	Inst.	V, S
Eyes of SOL*	5	—	1 minute	Self	Conc. up to 1 hour	V, S
Tier 2						
Hijack	5	6	1 minute	30 ft.	Conc. up to 1 hour	V, S
Presence of SOL*	5	—	1 minute	Self	Conc. up to 5 minutes	V, S
Tier 3						
Wireless*	7	—	1 action	Self	Conc. up to 1 hour	V, S
Radial Access	7	—	1 minute	60 ft.	Conc. up to 5 minutes	V, S
Will of SOL*	7	—	1 minute	Self	Conc. up to 8 hours.	V, S
Tier 4						
Hammer of SOL	9	12	1 minute	1 mile	Inst.	V, S, M
*** Ritual**						

graphic image of yourself or any other Medium-sized creature. You must be outside. You can communicate with individuals as if you are there, but your holographic status is obvious, as observers can see partially through you.

Sacrifice: Spend 2 hit dice.

TIER 3 TECHNOLOGY SPELLS

Wireless (Ritual). You can access wireless networks as if you are computer. Your range is limited by the technology around you. If the region has cellular or satellite access, your range is unlimited.

Sacrifice. 1 hit dice.

Radial Access (Ritual). This operates the same as *access,* except you can target any electronic devices within range.

Boost (DC 20): Increase the range from 30 ft. to 120 ft.

Sacrifice: Spend 1 hit die.

Will of SOL (Ritual). You access the SOL array and direct itself to focus on your location. As long as you are outside, you are alerted to the existence of anything moving and/or living within 500 feet of you. The sensors can see invisible and have darkvision.

Sacrifice: Spend 2 hit die.

TIER 4 TECHNOLOGY SPELLS

Hammer of SOL. Beams of pure energy fall from heaven. Each creature in a 40-foot-cylinder centered on the impact point must make a Dexterity saving throw. The cylinder spreads around corners. A creature takes 20d6 radiant (nuclear) damage, and 20d6 fire damage on a failed save, or half as much damage on a successful one. The spell damages objects in the area and ignites flammable objects that aren't being worn or carried. As this is nuclear damage, this damage is counted as having the Armor Piercing property. This spell cannot function if SOL does not have line of sight on the impact point. For every additional 4 additional dark, you may add one additional beam within 120 feet of the previous one, and though it can overlap a previous blast, a creature in the area of more than one cylinder is affected only once (max +3 beams).

PATH OF WATER

Path Cost. 2

Path Benefit. You gain a swim speed equal to your ground speed.

Synergy Path. Path of Earth.

Traits. Similar to Earth, water spells involve boisterous hand movements and little to nothing else.

ROOT WATER SPELLS

Endothermic Ray. You release a torrent of cold air toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d6 + Vigor modifier cold damage, and its speed is reduced by 5 feet until the start of your next turn. A creature killed by this spell becomes frozen until it thaws. For every 3 additional dark spend on this spell, increase damage by 1 die (max +3 dice).

Boost (DC 20): Increase damage dice to d8.

Alter Temperature (Ritual). You can freeze or boil up to 5 gallons of water you touch. This must be relatively pure water and cannot be a water-like substance (like oil). You can alter water-based liquids like wine, but you cannot alter the temperature of blood within a body.

Sacrifice: Spend 1 point of damage.

TIER 1 WATER SPELLS

Water Breathing (Ritual). You can breathe underwater for the duration.

Sacrifice: Spend 2 hit points; spend an additional hit point for every additional creature you want to include in this spell.

Water Walk (Ritual). This spell grants you the ability to move across any liquid surface—such as water, acid, mud, snow, quicksand, or lava—as if it were solid ground. This does not protect you from any other properties of the substance (acid still corrodes, lava still burns, mud is still dirty). If you are submerged, the spell carries you to the surface of the liquid at a rate of 60 feet per round.

Sacrifice: Spend 2 hit points; spend an additional hit point for every additional creature you want to include in this spell.

PATH OF WATER

Spell Name	AP	CC	Time	Range	Duration	Comp.
Root Spells						
Endothermic Ray	2	3	1 minute	60 ft.	Inst.	S
Alter Temperature*	2	—	1 action	Touch	Inst.	S
Tier 1						
Water Breathing*	3	—	1 action	Self	Conc. up to 8 hours	S
Water Walk*	3	—	1 action	Self	Conc. up to 8 hours	S
Tier 2						
Control Water*	4	—	1 action	500 ft.	Conc. up to 1 hour	S
Shard Thrower	4	7	1 minute	120 ft.	Inst.	S
Tier 3						
Storm	5	9	1 minute	500 ft.	Inst.	S
Breath of Cold	5	9	1 minute	60 ft.	Inst.	S
Frozen Barrier	5	9	1 minute	120 ft.	Conc. up to 1 minute	S
Tier 4						
Tsunami	7	12	1 minute	Sight	Conc. up to 1 minute	S
*** Ritual**						

TIER 2 WATER SPELLS

Control Water (Ritual). Until the spell ends, you control any freestanding water inside a cubic area up to 500 feet on a side. You can cause the water level of all standing water in the area to rise by as much as 20 feet. You can create a 20-foot tall wave that travels from one side of the area to the other. You can cause water in the area to move apart and create a trench. You can cause flowing water in the area to move in a direction you choose, even if the water has to flow over obstacles, up walls, or in other unlikely directions. You can cause a whirlpool to form in the center of the area. Any creature or object in the water and within 25 feet of the vortex is pulled 10 feet toward it. A creature can swim away from the vortex by making a Strength (Athletics) check against your spell save DC. When a creature enters the vortex for the first time on a turn or starts its turn there, it must make a Strength saving throw. On a failed save, the creature takes 1d8 + Vigor modifier bludgeoning damage and is caught in the vortex until the spell ends. On a successful save, the creature takes half damage and isn't caught in the vortex. The first time each turn that an object enters the vortex, the object takes 1d8 + Vigor modifier bludgeoning damage; this damage occurs each round it remains in the vortex.

Sacrifice: Spend 2 hit dice.

Shard Thrower. You form a hard and sharpened rod of ice and hurl it towards a target. Make a ranged spell attack against the target. On a hit, it takes 5d6 + Vigor modifier cold damage. The shard melts to water within a minute of impact. For every 2 additional dark spent, increase damage by 1 die (max +4 dice).

Boost (DC 20): Increase damage dice to d8.

TIER 3 WATER SPELLS

Storm. A hail of rock-hard ice pounds to the ground in a 20-foot-radius, 40-foot-high cylinder centered on a point within range. Each creature in the cylinder must make a Dexterity saving throw. A creature takes 1d8 + Vigor modifier bludgeoning damage and 3d6 + Vigor modifier cold damage on a failed save, or half as much damage on a successful one. Hailstones turn the storm's area of effect into difficult terrain until the end of your next turn. For every 2 additional dark spent, increase damage by 1 die (max +4 dice).

Boost (DC 20): Increase damage dice to d10.

Breath of Cold. You exhale a blast of cold air. Each creature in a 60-foot cone must make a Constitution saving throw. A creature takes 7d6 + Vigor modifier cold damage on a failed save, or half as much damage on a successful one. A creature killed by this spell becomes frozen until it thaws. For every 2 additional dark spent, increase damage by 1 die (max +4 dice).

Boost (DC 20): Increase damage dice to d8.

Frozen Barrier. You create a solid wall of ice up to 60 feet long, 20 feet high, and 5 feet thick with its furthest point not further than 120 ft. You can bend this wall in any configuration, even enclosed shapes like cubes, cylinders, or domes. Each creature within its area upon creation or within 5 feet while it is in effect must make a Dexterity saving throw. On a failed save, a creature takes 6d8 + Vigor modifier cold damage, or half as much damage on a successful save. The barrier has an AC 15 and 40 hit points per 10-foot section, and it is vulnerable to fire damage. Reducing a 10-foot section of wall to 0 hit points destroys it and leaves behind a sheet of frigid air in the space the wall occupied. A creature moving through the sheet of frigid air for the first time on a turn must make a Constitution saving throw. That creature takes 4d6 + Vigor modifier cold damage on a failed save, or half as much damage on a successful one. For every additional 1 dark spent before casting, increase the length of the wall by 10 feet.

Boost (DC 10): When the duration expires, make a Vigor (Induce) check to extend the effect for another minute. The DC increases by 1 each time it is attempted

TIER 4 WATER SPELLS

Tsunami. You can create a wall of water up to 300 feet long, 300 feet high, and 50 feet thick that lasts for the duration. When the wall appears, each creature within its area must make a Strength saving throw. On a failed save, a creature takes 5d8 + Vigor modifier bludgeoning damage, or half as much damage on a successful save. At the start of each of your turns after the wall appears, the wall, along with any creatures in it, moves 50 feet away from you. Any Huge or smaller creature inside the wall or whose space the wall enters when it moves must succeed on a Strength saving throw or take 4d8 + Vigor modifier bludgeoning damage. A creature can take this damage only once per round. At the end of the turn, the wall's height is reduced by 50 feet, and the damage creatures take from the spell on subsequent rounds is reduced by 1d8. When the wall reaches 0 feet in height, the spell ends. A creature caught in the wall can move by swimming. Because of the force of the wave, though, the creature must make a successful Strength (Athletics) check against your spell save DC to move at all. If it fails the check, it can't move. A creature that moves out of the area falls to the ground. For every 2 additional dark spent, increase damage by 1 die (max +4 dice).

Boost (DC 25): Increase damage dice to d10.

A GM can limit the spell paths offered to better fit the magic system being presented in his or her setting. It is likely that only a handful are available, and the GM should ensure those limitations are made known from the beginning. Additionally, just because a GM makes one path available doesn't mean its synergy path is available as well.

TEN: ANTAGONISTS

NEW PROPERTIES

Minion. Certain creatures can be turned into minions. A creature with the minion property uses the listed stats instead of its normal ones. Monsters from other sources may be converted into minions by reducing their AC by 1 and cutting their hit points to 1/4. Three minions count as one normal creature of the listed challenge rating.

ADVERSARIES

The creatures under this heading are generic to allow for a broader range of enemies. To customize them, assign them one of the adversary traits below. For ease of bookkeeping, it is recommended that you use only one group of adversaries in a single encounter. Adversary traits should be given only to creatures in this section, not to the unique opponents later in this chapter or to creatures from other sources.

Adversaries are listed in order of their challenge rating, not by their name.

ADVERSARY TRAITS

When building a battle involving common adversaries, choose one of the following special rules below. You may select additional traits for one creature, though this may increase its challenge rating (usually at least 1 level).

ALIEN

There are many aliens one can encounter—these are the aliens presented at the beginning of this book.

Konoe. A konoe possesses darkvision to 60 feet. It automatically knows the location of all creatures not underground within 30 feet. It also possesses all-around vision. A konoe is vulnerable to basic compounds, and if in contact with anything high in PH, it suffers damage every round until cleaned (saltwater—1 damage, baking soda—3 damage, bleach—5 damage, sodium hydroxide—7 damage). If a konoe makes a melee attack, no matter the number of attacks it makes, it can make one additional attack as part of the same action.

Khitin. A khitin increases its ground speed to 40 feet and has darkvision up to 60 feet. It possesses a climb speed of 25 feet, and its AC is entirely based on its exoskeleton and not any armor it may be wearing.

ANIMATE

Animates can be robots or magical constructs. Unlike other robots, animates lack any form of intelligence and cannot make decisions—they only follow their programming.

Brainless. An animate is immune to being charmed, frightened, paralyzed, or poisoned, and it cannot suffer exhaustion. It can only be blinded or deafened from a computer - or electronic-based ability. It is also immune to poison and

psychic damage. Reduce the Int, Wis, and Cha of this creature to 1 (-5).

ANIMIST

An animyst is a hybrid of beast and human. Any additional benefits depend on the beast. The common quality between all of them is any melee attack is considered a natural attack. Select one of the following:

Ape. This animyst possesses a climb speed of 20 and +2 HP per Hit Die.

Badger. This animyst has darkvision to 60 feet and advantage on Wisdom (Perception) checks that rely on smell. It's speed increases by 5 feet.

Bat. This animyst has blindsight 30 feet and advantage on Wisdom (Perception) checks that rely on hearing. It also gains a fly of 30 feet, though its ground speed is reduced to 20 feet.

Bear. This animyst has advantage on all Wisdom (Animal Handling) and Wisdom (Survival) skill checks and has darkvision to 60 feet. It's speed increases by 5 feet.

Boar. Once per day, if this animist is reduced to 0 hit points, it is reduced to 1 hit point instead. It's speed increases by 5 feet.

Crocodile. This animyst can hold its breath for a number of minutes equal to its Constitution score. It also gains a swim of 30 feet.

Elephant. This animyst is Large. Its speed is 20 feet. It also gains +1 HP per Hit Die.

Frog. This animyst can breathe air and water and has darkvision to 60 feet. It can also use Dexterity instead of Strength when jumping and is considered having moved 10 feet before performing any jump.

Goat. This animyst has advantage with all saving throws to prevent from being knocked prone. It gains a +5 bonus to speed, increasing by another 5 feet when committing a Dash action.

Hawk. This animyst has advantage on Wisdom (Perception) checks that rely on sight. It gains fly of 50 feet, though ground speed is reduced to 20 feet. It also has advantage with Dexterity (Stealth) checks when flying.

Horse. This animyst increases its ground speed by +10 feet. It also has advantage with all saving throws to prevent being knocked prone.

Opossum. This animyst has darkvision to 60 feet. It has advantage on saving throws against poison and damage resistance poison. Its ground speed increases by 5 feet.

Rabbit. This animyst has a burrow of 30 feet. If it moves from a standing start, its speed is 40 for that action. It can also use Dexterity instead of Strength when jumping. It's ground speed increases by 5 feet.

Rat. This animyst has advantage on Wisdom (Perception) checks that rely on smell and is immune to disease. It also gains a +5-foot bonus to speed and darkvision to 60 feet.

Shark. This animyst has blindsight to 60 feet and gains a swim of 40 feet. It also gains a +1 bonus to attack any creature that does not have maximum hit points. It can breathe underwater.

Tiger. This animyst has darkvision to 60 feet, a +5-foot bonus to speed, and has advantage on Wisdom (Perception) checks that rely on smell. It also reduces 20 feet from any fall and has advantage to Strength (Athletics) checks when jumping.

Turtle. This animyst gains a +1 bonus to AC, darkvision to 60 feet, and can breathe underwater.

Wolf. This animyst gains a +5-foot bonus to speed, which increases to 10 feet when using the Dash action. It has advantage with Wisdom (Perception) checks that rely on hearing or smell. It gains a +2 bonus to damage rolls with melee attacks.

DEMON

Despite assumptions, demons are not automatically evil. A demon resides in an alternate dimension similar to an exalted, except a demon generally won't need to answer to a higher being and generally enjoys more independence. Demons come in all shapes and sizes, including being virtually indistinguishable to humans. Its alignment need not change.

Hellion. A demon has damage resistance to cold, lightning, poison, as well as bludgeoning, piercing, and slashing from nonmagical weapons. It is immune to nonmagical fire damage. A demon also has advantage with saving throws against spells and other spell effects.

DRONE

Drones are usually robots or otherwise mindless automatons built or gathered in massive numbers, designed to overwhelm opponents in enormity rather than capabilities. Certain losses in combat are expected.

More Than Expected. A drone has disadvantage on Strength, Dexterity, and Constitution saving throws. When fielding creatures with the *minion* property, increase the number of minions to 4 instead of 3 for each group of minions.

EXALTED

To be exalted equates to being blessed by some higher power or inhabiting a higher plan of existence. This creature may be deified itself or a foot soldier from another world normal people would ascribe as heaven.

Angelic. An exalted has damage resistance to radiant as well as bludgeoning, piercing, and slashing from nonmagical weapons. Exalted also weigh half as much and possess wings granting a fly speed equal to its ground speed. Exalted weapons count as magical.

FANATIC

Fanatics believe absolutely in their chosen path. They will risk everything, including their lives, in the pursuit of the task before them. They are often, but not always, religious zealots.

For the Cause. A fanatic has advantage on Constitution and Wisdom saving throws and is immune to being frightened. In addition, when a fanatic is reduced to 0 hit points

or less, all fanatics in line of sight of it may move up to 30 feet as a reaction.

FAE

This creature is among the feyfolk, from a world general adverse to technology, though some exceptions may occur. These can include elves and any other mythological creatures.

Unworldly. A fae has advantage on saving throws against spells and other magical effects. It also has darkvision 60 feet and has advantage with Dexterity ability checks and saving throws.

HULK

A hulk is big, really big. This size does not necessarily have an effect on its disposition or skin color. This size should be explained in some way (a different race, a supernatural ability).

Goliath. The hulk increases its size by one step (Small to Medium to Large to Huge). It cannot be larger than Huge. Reach for melee attacks increase by 5 feet for every size category over Medium.

GUERRILLA

Guerillas avoid presenting themselves as a target. They are often underequipped and undermanned, offsetting that deficiency with stealth. They will prefer quick attacks and maneuverability over straight open gunplay.

Dirty Fighter. The guerilla has advantage with Dexterity (Stealth) checks. It also gains an additional +2 bonus to AC from cover (+4 and +7 respectively). It also inflicts +2 extra damage when making ranged attacks from cover.

HIVE

A hive shares one mind or has many minds synchronized to operate as one in the combat arena. Most often seen with robots, insectoid aliens, and creepy transdimensional waveform beings.

We Are One. Every hive unit knows the location of all other hive units within 3 miles. A member of a hive can use its action to grant another hive advantage on one attack roll, ability check, or skill check on its turn (pick one). Hive adversaries cannot receive more than one benefit per round.

IRONCLAD

Occasionally, an opponent may not be particularly well trained but maybe particularly well funded. They may possess better weapons and armor either because of the economy or because of their position in the army. This is despite deficiencies in other fields.

Tough Guy. An ironclad gains resistance to bludgeoning, slashing, and piercing damage from nonmagical weapons. It also gains +1 damage if any its damage dice roll the maximum result.

MOB

Mobs supply courage and strength through numbers. A mob is populated by underequipped, untrained individuals and must offset that by overwhelming their foes. They are often civilians.

Group Confidence. If mob creatures outnumber their opponents by 2-to-1 or more, each mob creature has advantage on attack rolls but cannot inflict a critical hit.

REGIMENTED UNIT

Regimented units work as a team and must deploy in numbers in an encounter to be effective. On their own, they're useless. Unlike a mob, however, regimented forces have undergone training to work together, and as such, are not known for acts of stupidity, like breaking from a line.

Reliable Backup. The regimented unit gains a +2 bonus to AC while within five feet of another allied regimented unit (this does not stack). In addition, if one unit moves, it can disengage one allied regimented unit within five feet and pull it up to 20 feet.

ROTTER

This creature was once alive, and now it is not. It may be a brainless zombie or a fully aware creature annoyed at its lack of a pulse.

Living Impaired. A rotter is immune to necrotic and poison damage and is immune to being charmed, frightened, or poisoned. It is also immune to exhaustion. Its attacks can inflict necrotic damage instead of its normal damage.

SUPER

This creature possesses unnatural abilities foreign to science. Some might consider this individual a superhero but heroic tendencies are entirely optional. Select one of the following options.

Bulletproof. A single hit must inflict damage equal or greater than the creature's Hit Dice to inflict damage.

Digger. The creature gains a burrow speed of 30 feet.

Elasticity. The reach of the creature's melee attacks increase by 10 feet.

Energy Beam. Replace any ranged attacks the creature has with radiant energy emitters that emanate from hands. Other than damage type, the weapons act the same as original ranged weapons.

Flight. The target gains fly 60

Healer. The creature regains 1 hit point per Hit Die it has at the beginning of its turn as long as it has 1 hit point.

Shapechanger. The creature can use *polymorph* on itself as an action, per the spell.

Sprinter. The creature's ground speed increases to 200 feet.

Vanish. As an action, the creature can turn *invisible* per the spell. Once visible, the creature cannot go invisible again for five minutes.

Warp. The creature can with an action teleport to any location it sees as many times per day as its Hit Dice.

TRAINED

After years in some form of military, these adversaries know to maximize their effectiveness when with others equally trained. Unlike a regimented unit, these are closer to pure soldiers and do not have to be linked arm-and-arm to be effective.

Encouraging Reaction. When a trained adversary scores a critical hit or is killed, the next allied trained adversary within line of sight has advantage on its next attack roll.

BASIC COMBATANT

Medium human, any alignment

Armor Class 15 (armor) or 14 with *minion*
Hit Points 22 (5d8) or 5 with minion
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	12(+1)	11(+0)	10(+0)	10(+0)	10(+0)

Senses Passive Perception 10
Languages One language (English usually)
Challenge 1/2 (100 XP)

Minion. Combatants can be used as minions. A combatant used this way decreases its AC to 14, and its hit points to 5. Three minions count as one normal at the listed challenge.

ACTIONS

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

Firearm. *Ranged Weapon Attack:* +4 to hit, range *50/100* ft., one target. *Hit:* 5 (1d6+2) piercing damage.

WARRIOR

Medium human, any alignment

Armor Class 16 (armor) or 15 with *minion*
Hit Points 22 (5d8) or 5 with minion
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	15(+2)	10(+0)	8(-1)	8(-1)	10(+0)

Senses Passive Perception 10
Languages One language (English usually)
Challenge 1/2 (100 XP)

Minion. Warriors can be used as minions. A warrior used this way decreases its AC to 14, and its hit points to 5. Three minions count as one normal at the listed challenge.

ACTIONS

Bat. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+2) bludgeoning damage.

Dodgy Attack. Make a bat attack with advantage, but the warrior's AC decreases by 3 until the beginning of its next turn.

BRAWLER

Medium human, any alignment

Armor Class 16 (armor) or 15 with *minion*
Hit Points 27 (5d8+5) or 7 with *minion*
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	14(+2)	12(+1)	10(+0)	10(+0)	10(+0)

Senses Passive Perception 10
Languages One language (English usually)
Challenge 1 (200 XP)

Minion. Brawlers can be used as minions. A brawler used this way decreases its AC to 15, and its hit points to 7. Three minions count as one normal at the listed challenge.

Leverage Swing. The brawler does +3 extra damage against prone targets.

ACTIONS

Multiattack. Make 2 *chain fist* attacks.

Chain. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 11 (2d8+2) bludgeoning damage, and the target is knocked prone.

Chain Fist. *Melee Weapon Attack:* +4 to hit, one target. *Hit:* 6 (1d8+2) bludgeoning damage.

GUY WITH A GUN

Medium human, any alignment

Armor Class 15 (armor) or 14 with *minion*
Hit Points 27 (5d8+5) or 7 with *minion*
Speed 30 ft.

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

Senses Passive Perception 10
Languages One language (English usually)
Challenge 1 (200 XP)

Minion. Guys with guns can be used as minions. A guy with a gun used this way decreases its AC to 15, and its hit points to 7. Three minions count as one normal at the listed challenge.

Leverage Swing. The guy with a gun does +3 extra damage against prone targets.

ACTIONS

Multiattack. Make two *gun* attacks.

Pistol Whip. *Melee Weapon Attack:* +4 to hit, one target. *Hit:* 4 (1d4+2) bludgeoning damage.

Gun. *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target. *Hit:* 5 (1d6+3) piercing damage.

BRUTAL THUG

Medium human, any alignment

Armor Class 17 (armor) or 16 with *minion*
Hit Points 39 (6d8+12) or 10 with *minion*
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	14(+2)	15(+2)	10(+0)	12(+1)	10(+0)

Senses Passive Perception 11
Languages One language (English usually)
Challenge 2 (450 XP)

Minion. Brutal thugs can be used as minions. A thug used this way decreases its AC to 16, and its hit points to 10. Three minions count as one normal at the listed challenge.

ACTIONS

Rifle Butt. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+3) bludgeoning damage

Rifle. *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target. *Hit:* 9 (2d6+3) piercing damage.

IRRESPONSIBLE GUN OWNER

Medium human, any alignment

Armor Class 15 (armor)
Hit Points 51 (6d8+24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	16(+3)	18(+4)	10(+0)	14(+2)	11(+0)

Senses Passive Perception 12
Languages One language (usually English)
Challenge 2 (450 XP)

Squeezing Off. The irresponsible gun owner has advantage on its pistol attacks. One shot is fired each roll.

ACTIONS

Pistol. *Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/600, one target. *Hit:* 6 (1d6+3) piercing damage.

Pistol Whip. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage, and the target is pushed 5 feet.

Grenade (Recharge 5, 6). The irresponsible gun owner launches a grenade that strikes a 10-foot radius area within 60 ft. Each creature in that area must make a DC 13 Dexterity saving throw, taking 12 (4d6) fire damage on a failed save, or half as much damage on a successful one.

KNIFE MAN

Medium human, any alignment

Armor Class 17 (armor) or 16 with *minion*
Hit Points 51 (6d8+24) or 10 *minion*
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	15(+2)	14(+2)	12(+1)	12(+2)	13(+1)

Senses Passive Perception 12
Languages One language (usually English)
Challenge 3 (700 XP)

Minion. Knife men can be used as minions. A knife man used this way decreases its AC to 16, and its hit points to 10. Three minions count as one normal at the listed challenge.

ACTIONS

Multiattack. The knife man makes two assorted knife attacks. If both attacks hit, the non-minion knife man makes a third attack.

Assorted Knives. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/80 ft., one target. *Hit:* 5 (1d4+3) piercing damage.

BELL-TOWER SNIPER

Medium human, any alignment

Armor Class 18 (armor)
Hit Points 27 (6d8+24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	18(+4)	10(+0)	12(+1)	16(+3)	13(+1)

Skills Perception +5, Stealth +6
Senses Passive Perception 18
Languages One language (English usually)
Challenge 3 (700 XP)

Hawkeye. The sniper has advantage on its sniper rifle attack if firing from cover.

ACTIONS

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

Sniper Rifle. *Ranged Weapon Attack:* +6 to hit, range 60/200 ft., one target. *Hit:* 9 (1d10+4) piercing damage. The sniper rifles scores a critical hit on a natural 19 or 20. On a critical hit, the target is stunned until the beginning of the sniper's next turn. This weapon has the AP property.

QUALIFIED SOLDIER

Medium human, any alignment

Armor Class 15 (armor) or 14 with *minion*
Hit Points 56 (10d8+11) or 14 with *minion*
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	16(+3)	12(+1)	1(+1)	10(+0)	13(+1)

Skills Perception +2,
Senses Passive Perception 12
Languages One language (usually English)
Challenge 4 (1,100 XP)

Minion. Qualified soldiers can be used as minions. A soldier used this way decreases its AC to 14, and its hit points to 14. Three minions count as one normal at the listed challenge.

Crouch (Non-Minion). The qualified soldier can spend 30 feet of movement to have advantage on its assault rifle attacks until the end of this turn.

ACTIONS

Multiattack (non-minion). The qualified soldier makes two combat knife attacks or two assault rifle attacks.

Combat Knife. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Assault Rifle. *Ranged Weapon Attack:* +5 to hit, range 200/800 ft., one target. *Hit:* 9 (2d6+3) piercing damage.

STONE FIST

Medium human, any alignment

Armor Class 16 (armor) or 15 with *minion*
Hit Points 56 (10d8+11) or 14 with *minion*
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	16(+3)	12(+1)	1(+1)	10(+0)	13(+1)

Skills Perception +2,
Senses Passive Perception 12
Languages One language (usually English)
Challenge 4 (1,100 XP)

Minion. Stone Fists can be used as minions. A fist used this way decreases its AC to 14, and its hit points to 14. Three minions count as one normal at the listed challenge.

ACTIONS

Multiattack (non-minion). The stone fist makes three fist attacks. Only two hits can inflict damage (the third must push the target).

Stone Fist. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+3) bludgeoning damage OR push the target 10 ft.

LIEUTENANT

Medium human, any alignment

Armor Class 17 (armor)
Hit Points 65 (10d8+20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	16(+3)	14(+2)	16(+3)	16(+3)	16(+3)

Skills Perception +5, Persuasion +5
Saving Throws Int +4, Wis +5
Senses Passive Perception 15
Languages One language (usually English)
Challenge 4 (1,100 XP)

Action Point. As a bonus action, the lieutenant can offer an action to another ally within 60 feet. The action is lost if not used before the beginning of the lieutenant's next turn.

ACTIONS

Multiattack. The lieutenant makes two knife or shotgun attacks.

Knife. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage, and the lieutenant can disengage from the target.

Shotgun. *Ranged Weapon Attack:* +7 to hit, range 25/50 ft., one target. *Hit:* 8 (1d10+3) piercing damage, and if the attack is a critical hit, the target is knocked prone. The shotgun also inflicts +3 damage if fired at targets 10 feet or closer. At long range, it only inflicts half damage.

REACTIONS

Coordinate. If an ally is reduced to 0 hit points, any allies within 30 feet can disengage and move up to 30 feet. Up to five allies gain an additional action on their next turn.

AMMO WASTER

Medium human, any alignment

Armor Class 18 (armor) or 17 with *minion*
Hit Points 65 (10d8+20) or 16 with *minion*
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	16(+3)	14(+2)	10(+0)	11(+0)	10(+0)

Saving Throws Dex +6
Senses Passive Perception 10
Languages One language (usually English)
Challenge 5 (1,800 XP)

Minion. Ammo wasters can be used as minions. An ammo waster used this way decreases its AC to 17, and its hit points to 16. Three minions count as one normal at the listed challenge.

ACTIONS

Multiattack (non-minion). The ammo waster can either make two SMG attacks OR (if he is not a minion) four SMG attacks, though all four attacks have disadvantage.

Rifle Butt. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) bludgeoning damage, and target is pushed 5 feet.

SMG. *Ranged Weapon Attack:* +6 to hit, range 100/400 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

MARTIAL STUDENT

Medium human, any alignment

Armor Class 18 (armor) or 17 with *minion*
Hit Points 65 (10d8+20) or 16 with *minion*
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	18(+4)	14(+2)	10(+0)	11(+0)	10(+0)

Saving Throws Dex +10
Senses Passive Perception 10
Languages One language (usually English)
Challenge 5 (1,800 XP)

Minion. Martial students can be used as minions. A student used this way decreases its AC to 17, and its hit points to 16. Three minions count as one normal at the listed challenge.

ACTIONS

Multiattack (non-minion). The martial student makes three palm attacks.

Palm. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+4) bludgeoning damage.

BONUS ACTIONS

Dodge. The martial student disengages and can move 5 feet.

MACHINE GUN MENACE

Medium human, any alignment

Armor Class 17 (armor)
Hit Points 78 (10d8+20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	16(+3)	16(+3)	10(+0)	10(+0)	10(+0)

Senses Passive Perception 10
Languages One language (usually English)
Challenge 5 (1 ,800 XP)

ACTIONS

Bring Down the Rain (Recharge 5, 6). The machine gun menace can make an area attack with its heavy machine gun. Select one 20-foot-radius within 150 feet. Each creature in that area must make a DC 15 Dexterity saving throw, taking 30 (10d6) explosive damage on a failed save, or half as much damage on a successful one.

Heavy Machine Gun. *Ranged Weapon Attack:* +6 to hit, range 200/800 ft., one target. *Hit:* 9 (2d6+3) piercing damage.

Rifle Butt. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) bludgeoning damage, and target is pushed 5 feet.

WATCHER

Medium human, any alignment

Armor Class 16 (armor)
Hit Points 72 (13d8+13)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	16(+3)	12(+1)	14(+2)	12(+1)	16(+3)

Skills Deception +6, Intimidation +6, Perception +3, Stealth +6
Saving Throws Str +7, Cha +6
Senses Passive Perception 13
Languages One language (usually English)
Challenge 5 (1,800 XP)

A Looker. Until the watcher hits with his concealed knife, he gains a +3 bonus to AC as well as having advantage on Dexterity (Stealth) and Charisma (Intimidate) skill checks.

Slip Out/Slip In. The watcher can use the Disengage action as a bonus action. It also has advantage on its concealed knife the first time it attacks a creature. If it hits a creature before it can attack, this hit turns into a critical hit.

ACTIONS

Multiattack. The watcher makes two concealed knife attacks.

Concealed Knife. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 +4), and the target takes 5 damage at the beginning of each of its turns until it makes a DC 15 Constitution saving throw.

BAND BROTHER

Medium human, any alignment

Armor Class 18 (armor) or 17 with *minion*
Hit Points 90 (12d8+36) or 23 with minion
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	16(+4)	16(+3)	14(+2)	10(+0)	12(+1)

Senses Passive Perception 10
Languages One language (usually English)
Challenge 6 (2,300 XP)

Minion. Band brothers can be used as minions. A band brother used this way decreases its AC to 17, and its hit points to 23. Three minions count as one normal at the listed challenge.

ACTIONS

Multiattack (non-minion). The band brother makes two assault rifle attacks, and a non-minion band brother selects one band brother in line of sight to have advantage on its next attack roll.

Assault Rifle. *Ranged Weapon Attack:* +10 to hit, range 100/400 ft., one target. *Hit:* 8 (1d8+4) piercing damage.

Rifle Butt. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage

SWORDMASTER

Medium human, any alignment

Armor Class 21 (armor) or 20 with *minion*
Hit Points 50 (12d8) or 12 with *minion*
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	18(+4)	11(+0)	14(+2)	14(+2)	10(+0)

Saving Throws Dex +8
Skills Acrobatics +8, Athletics +7, Stealth +8
Senses Passive Perception 12
Languages One language (usually English)
Challenge 6 (2,300 XP)

Minion. Swordmasters can be used as minions. A swordmaster used this way decreases its AC to 20, and its hit points to 12. Three minions count as one normal at the listed challenge.

ACTIONS

Multiattack (non-minion). If wielding two swords, the swordmaster makes two attacks; if wielding one sword, the swordmaster makes one attack with advantage (select one).

One-Handed Sharpened Steel. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+3) slashing damage. If wielding this weapon two-handed, increase damage to 11.

Two-Handed Sharpened Steel. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+6)

REACTIONS

Parry. If an enemy misses on a melee attack against the swordmaster, it can make a single attack as a reaction.

FLESH FORTRESS

Medium human, any alignment

Armor Class 14 (armor)
Hit Points 126 (12d8+72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	16(+3)	22(+6)	8(-1)	6(-2)	10(+0)

Senses Passive Perception 8
Languages One language (usually English)
Challenge 6 (2 ,300 XP)

Hulking. The flesh fortress has advantage on Constitution ability checks and saving throws.

ACTIONS

Multiattack. The flesh fortress makes two hammer attacks. If you attack the same target twice, the second attack has advantage.

Hammer. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+4) bludgeoning damage.

Heavy Rifle. *Ranged Weapon Attack:* +8 to hit, range 200/1000 ft., one target. *Hit:* 14 (2d10+4) piercing damage. This weapon has the AP property.

PROXIMITY THREAT

Medium human, any alignment

Armor Class 18 (armor) or 17 with *minion*
Hit Points 123 (14d8+60) or 30 with *minion*
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	16(+3)	18(+4)	10(+0)	12(+1)	10(+0)

Skills Athletics +9
Senses Passive Perception 12
Languages One language (usually English)
Challenge 7 (2,900 XP)

Minion. Proximity threats can be used as minions. A proximity threat used this way decreases its AC to 17, and its hit points to 30. Three threats count as one normal threat at the listed challenge.

ACTIONS

Multiattack (non-minion). The proximity threat makes one auto-shotgun attack but has advantage on the attack.

Auto-Shotgun. *Ranged Weapon Attack:* +10 to hit, range 25/100 ft., one target. Hit: 11 (2d8+3) piercing damage, and if the attack is a critical hit, the target is knocked prone. The shotgun also inflicts +3 damage if fired at a target 10 feet or closer. At long range, it only inflicts half damage.

Sprint Shot. Disengage from all enemies, move up to 10 feet, and make an *auto-shotgun* attack.

COMMANDER

Medium human, any alignment

Armor Class 15 (armor)
Hit Points 98 (13d8+39)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	16(+3)	17(+3)	10(+0)	16(+3)	15(+2)

Skills Perception +7, Intimidation +6
Saving Throws Wis +10, Cha +9
Senses Passive Perception 17
Languages One language, usually English
Challenge 7 (2 ,900 XP)

Tactical Genius. The commander acts twice every round, once at its initiative value, and again at its initiative value -10.

Sleep When You're Dead. When an ally within 25 feet of the commander is reduced to 0 hit points or fewer, the target makes an attack action before dropping as a reaction.

Empty the Clip (Recharge 6). When the commander hits with a *machine pistol* attack, he can use a bonus action to repeat the attack and continue until the commander misses or hits 4 times. (If using *empty the clip* with multiattack, the commander still gains the second attack).

ACTIONS

Multiattack. The force commander makes two *machine pistol* attacks.

Machine Pistol. *Ranged Weapon Attack:* +10 to hit, range 50/200 ft., one target. *Hit: 8* (1d8+3) piercing damage.

ELITE

Medium human, any alignment

Armor Class 19 (armor) or 18 with *minion*
Hit Points 104 (16d8+32) or 26 with *minion*
Speed 30 ft.

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

Saving Throws Str +9, Dex +9, Wis +6
Senses Passive Perception 12
Languages One language (usually English)
Challenge 8 (3,900 XP)

Minion. Elites can be used as minions. An elite used this way decreases its AC to 18, and its hit points to 26. Three minions count as one normal at the listed challenge.

Snapshot (non-minion). The elite can reduce its remaining speed by 10 feet and make an additional rifle attack as part of the same attack action (for example, it can make three additional attack if it doesn't move and reduce its speed to zero).

ACTIONS

Rifle. *Ranged Weapon Attack:* +13 to hit, range 50/200 ft., one target. *Hit:* 10 (1d10+5) piercing damage.

Rifle Butt. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) bludgeoning damage, and target is pushed 5 feet.

PYROPHILIAC

Medium human, any alignment

Armor Class 19 (armor)
Hit Points 78 (12d8+24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	18(+4)	17(+3)	12(+1)	14(+2)	12(+1)

Saving Throws Str +9, Dex +9, Wis +6
Damage Immunities fire
Senses Passive Perception 12
Languages One language (usually English)
Challenge 8 (3,900 XP)

Smoke 'Em. Any target within 5 feet of the pyrophiliac when the pyrophiliac uses his *flame thrower* suffers 5 fire damage.

ACTIONS

Flamethrower. The pyrophiliac can shoot napalm in either a 20-foot cone or a narrow stream 30 feet long and 5 feet wide. Each creature in the area of effect must make a DC 14 Dexterity saving throw, taking 24 (6d8) fire damage on a failed save, or half as much damage on a successful one.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage, and target is pushed 5 feet.

SHIFU

Medium human, any alignment

Armor Class 19 (armor)
Hit Points 78 (12d8+24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19(+4)	18(+4)	17(+3)	12(+1)	14(+2)	12(+1)

Saving Throws Str +8, Dex +8, Wis +6
Senses Passive Perception 12
Languages One language (usually English)
Challenge 8 (3,900 XP)

ACTIONS

Multiattack. The shifu makes 4 slam attacks

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) bludgeoning damage.

Kick. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (3d8+3) bludgeoning damage, and if the same size or smaller, the target is pushed 10 feet.

BONUS ACTIONS

Flip. Shifu disengages from all creatures and moves up to 10 feet.

REACTIONS

Counter. If an enemy moves within reach of the shifu, the shifu can make a single slam attack as a reaction.

ASSASSIN

Medium human, any alignment

Armor Class 18 (armor)
Hit Points 127 (17d8+51)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	20(+5)	16(+3)	13(+1)	14(+2)	14(+2)

Skills Stealth +9, Perception +6
Saving Throws Dex +9
Senses Passive Perception 16
Languages One language (usually English)
Challenge 9 (5,000 XP)

Natural Predator. Any hits the assassin makes while having advantage are critical hits.

Pervasive Wound (Recharge 6). When the assassin scores a critical hit on a target, it inflicts a continuous injury, inflicting 5 damage at the beginning of the target's turn until the assassin is dead, the target is reduced to zero hit points, or 1 minute has passed. A target can only suffer one pervasive wound at a time.

ACTIONS

Assassin Maneuver. The assassin makes a *blade* attack with advantage.

Blade. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d10+5) slashing damage.

KUNG-FU GUY

Medium human, any alignment

Armor Class 18 (armor) or 17 with *minion*
Hit Points 120 (16d8+48) or 30 with minion
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	18(+4)	16(+3)	15(+2)	14(+2)	14(+2)

Skills Acrobatics +8, Athletics +9
Saving Throws Str +9, Dex +8
Senses Passive Perception 12
Languages One language (usually English)
Challenge 10 (5,900 XP)

Minion. The kung-fu guy can be used as a minion. A kung-fu guy used this way decreases its AC to 17, and its hit points to 30. Three minions count as one normal at the listed challenge.

ACTIONS

Multiattack (non-minion). The kung-fu guy makes three iron fist attacks.

Iron Fists. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d10+5) bludgeoning damage.

Headstrong (Recharge 5, 6) (Non-Minion). The kung-fu guy makes five iron fist attacks.

PRODIGY

Medium human, any alignment

Armor Class 18 (armor) or 17 with *minion*
Hit Points 171 (18d8+32) or 43 with *minion*
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	22(+6)	20(+5)	14(+2)	16(+3)	12(+1)

Saving Throws Str +9, Dex +10
Skills Acrobatics +9, Athletics +9, Perception +7
Senses Passive Perception 17
Languages One language (usually English)
Challenge 11 (3,900 XP)

Minion. Prodigies can be used as minions. A prodigy this way decreases its AC to 17, and its hit points to 43. Three minions count as one normal at the listed challenge.

ACTIONS

Multiattack(non-minion). A prodigy makes three assault cannon attacks.

Assault Cannon. *Ranged Weapon Attack:* +10 to hit, range 100/600 ft., one target. *Hit:* 15 (2d8+6) piercing damage.

Knife. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) slashing damage.

BONUS ACTIONS

Semi-Auto. The prodigy makes an *assault cannon* attack.

LAND WHALE

Medium human, any alignment

Armor Class 13 (armor)
Hit Points 210 (20d8+120)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22(+6)	16(+3)	22(+6)	12(+1)	12(+1)	10(+0)

Saving Throws Str +10, Con +10
Skills Athletics+ 10
Senses Passive Perception 11
Languages One language (usually English)
Challenge 12 (8,400 XP)

ACTIONS

Multiattack. The land whale either makes two goliath fist attacks or two autocannon attacks.

Goliath Fists. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 18 (4d6+6) bludgeoning damage. Once the land whale is reduced below 99 hit points, its damage increases to 24 (6d6+6) bludgeoning damage.

Autocannon. *Ranged Weapon Attack:* +7 to hit, range 300/1,200 ft., one target. *Hit:* 15 (1d8+11) piercing damage, and the next hit increases damage by +2 (this is cumulative until the total damage is 1d8+31 or the land whale is stunned, incapacitated, or reduced below 0 hit points. This weapon has the AP property.

Sweep the Enemy (Recharge 6). The land whale makes an autocannon against each enemy in range that it can see.

MASSIVE

Medium human, any alignment

Armor Class 17 (armor)
Hit Points 253 (22d8+154)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
22(+6)	14(+2)	24(+7)	12(+1)	10(+0)	10(+0)

Skills Athletics +11
Saving Throws Con +12
Damage Resistances bludgeoning from nonmagical weapons.
Senses passive Perception 10
Languages One language (usually English)
Challenge 13 (10,000 XP)

Beast. The massive ignores difficult terrain and cannot be knocked prone. If the massive hits a prone target, it is a critical hit.

ACTIONS

Multiattack. The massive makes two meaty fist attacks. If both are against the same target and hit, the massive can make a third attack against the same target.

Meaty Fist. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 19 (3d8+6) bludgeoning damage and the target is knocked prone

KATANA CLICHE

Medium human, any alignment

Armor Class 20 (armor) or 19 with *minion*
Hit Points 120 (16d8+48) or 30 with *minion*
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	20(+5)	16(+3)	15(+3)	15(+2)	15(+2)

Skills Perception +7
Saving Throws Dex +10
Senses blindsight 60 ft., passive Perception 17
Languages One language (usually English)
Challenge 14 (11,500 XP)

Minion. Katana Clichés can be used as minions. A Katana Cliché used this way decreases its AC to 19, and its hit points to 30. Three minions count as one normal at the listed challenge.

Focus Attack (Non-Minion). The cliché can make one of its attack rolls automatically hit (still roll), though its AC is reduced by 2 until the beginning of its next turn.

ACTIONS

Multiattack. The katana cliché makes two katana attacks. Once per action, one hit is turned into a critical hit.

Katana. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d10+5) slashing damage.

DRUG NUT

Medium human, any alignment

Armor Class 16 (armor)
Hit Points 152 (16d8+80)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	18(+4)	20(+5)	8(-1)	12(+1)	10(+0)

Saving Throws +5 Con
Damage Resistances bludgeoning from nonmagical weapons
Senses Passive Perception 11
Languages One language (usually English)
Challenge 14 (11,500 XP)

Juicer. The drug nut has advantage on Strength, Dexterity, and Constitution saving throws. It also has advantage on attacks against targets it is grappling.

ACTIONS

Multiattack. The drug nut makes two improvised weapon attacks, three if all attacks are against a grappled target.

Improvised Weapon. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+5) bludgeoning damage

One-Handed Choke. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* Target is grappled (escape DC 18).

Menacing Lift (Recharge 5,6). *Melee Weapon Attack:* +10 to hit against a grappled target, reach 5 ft., one target. *Hit:* 21 (4d8+5).

FORMIDABLE OPPONENT

Medium human, any alignment

Armor Class 20 (armor)
Hit Points 120 (16d8+48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22(+6)	22(+6)	16(+3)	16(+3)	16(+3)	16(+3)

Saving Throws Str +11, Dex +11, Wis +8
Skills Athletics +11, Acrobatics +11, Perception +8
Senses Passive Perception 18
Languages One language (usually English)
Challenge 15 (13,000 XP)

ACTIONS

Multiattack. The formidable opponent makes two rifle attacks.

Rifle Butt. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 10 (1d8+6) bludgeoning damage, the target is pushed 5-feet, and the formidable opponent can immediately make a *rifle* attack.

Rifle. *Ranged Weapon Attack:* +12 to hit, range 50/200 ft., one target. *Hit: 11* (1d10+6) piercing damage, and the target's speed is reduced by half until the beginning of the formidable opponent's next turn.

FREE ACTION

Head Shot (Recharge 6). Double all dice damage on the last customized rifle attack (this stacks if the attack already is a critical hit).

ELDER MASTER

Medium human, any alignment

Armor Class 18 (armor)
Hit Points 120 (16d8+48)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
22(+6)	26(+8)	22(+6)	14(+2)	18(+4)	12(+1)

Saving Throws Str +11, Dex +13
Skills Athletics +11, Acrobatics +13, Perception +9, Stealth +13
Damage Resistances bludgeoning from nonmagical weapons
Senses Passive Perception 19
Languages One language (usually English)
Challenge 15 (13,000 XP)

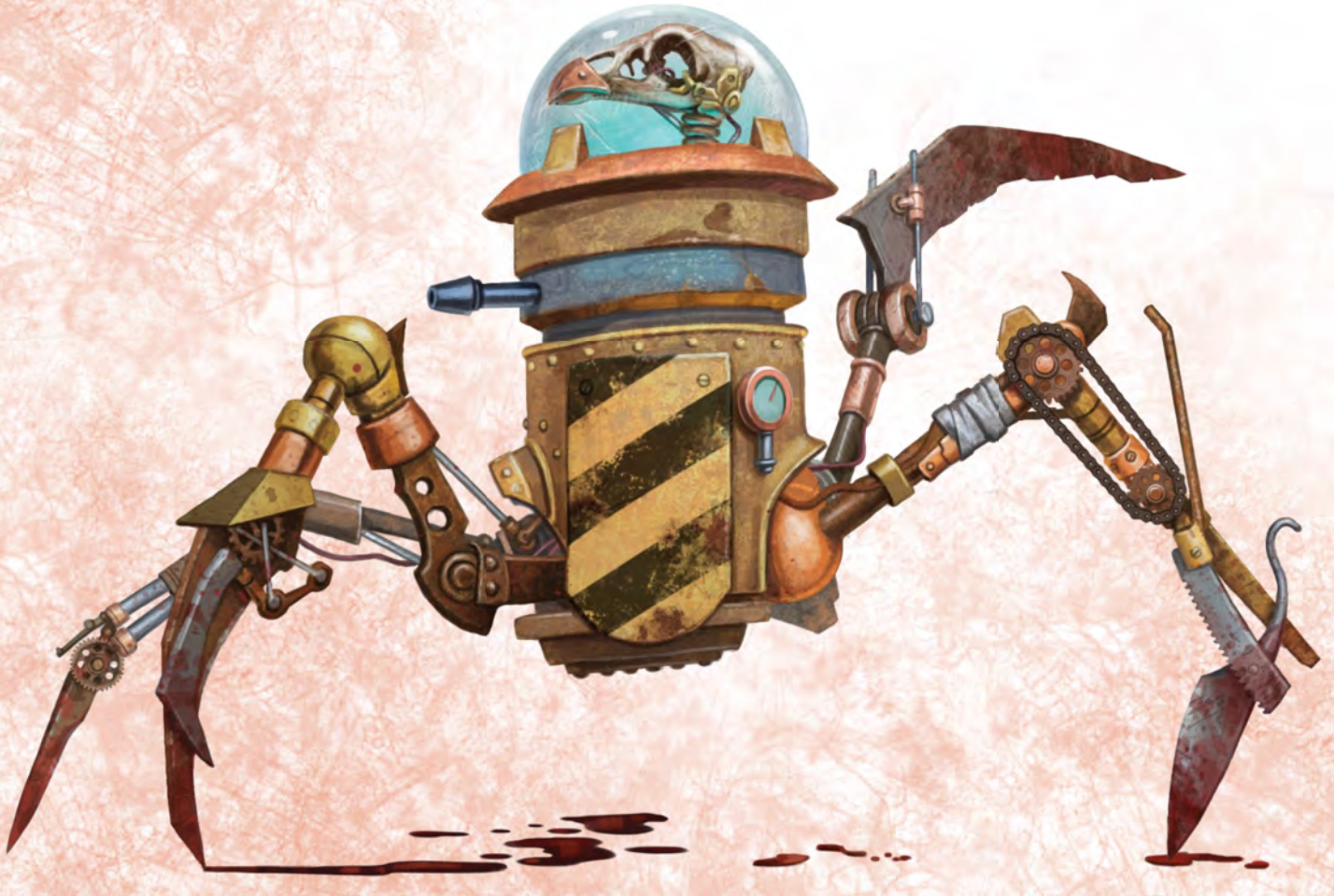
Anticipation. The elder's AC increases to 21 vs. ranged attacks.

Close The Gap. If the elder uses the Dash action, its speed increases to 40 feet.

ACTIONS

Multiattack. The elder master makes a *kung-fu* attack; if it hits, repeat the attack until missing or making six attacks. If the same target is hit three times in one action, the target is stunned until the beginning of the elder's next turn.

Kung-Fu. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 15 (2d6+8) bludgeoning damage.



PISTOL PACKER

Medium human, any alignment

Armor Class 19 (armor) or 18 with *minion*
Hit Points 152 (16d8+80) or 38 with *minion*
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	20(+5)	20(+5)	10(+0)	14(+2)	14(+2)

Saving Throws Str +10, Con +10
Senses Passive Perception 12
Languages One language (usually English)
Challenge 16 (15,000 XP)

Minion. Pistol packers can be used as minions. A pistol packer used this way decreases its AC to 18, and its hit points to 38. Three minions count as one normal at the listed challenge.

Ranged Response (Non-Minion). The pistol packer can Disengage, Dodge, Dash, or make a single hammer shot attack as a bonus action.

ACTIONS

Multiattack (non-minion). The pistol packer makes four hammer shot attacks; the minion pistol packer makes two.

Hammer Shot. *Ranged Weapon Attack:* +11 to hit, range 40/160 ft., one target. *Hit:* 9 (1d8+5) piercing damage.

Pistol Whip. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) bludgeoning damage.

MERC LEADER

Medium human, any alignment

Armor Class 17 (armor)
Hit Points 136 (16d8+64)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	18(+4)	18(+4)	17(+3)	16(+3)	18(+4)

Saving Throws Wis +7, Cha +8
Skills Insight +7, Perception +7
Condition Immunities charmed, exhaustion, frightened
Senses passive Perception 17
Languages Common
Challenge 10 (5,900 XP)

Knightly Presence. All allied creatures in sight of the merc leader gain a +2 bonus to damage rolls and saving throws. If the merc leader is killed, all allied creatures suffer a -2 penalty to damage rolls and saving throws for five minutes.

Relay Command. As a bonus action, one ally can take an action.

ACTIONS

Multiattack. The merc leader makes three pinpoint pistol attacks.

Pinpoint Pistol. . *Ranged Weapon Attack:* +8 to hit, range 100/400 ft. *Hit:* 7 (1d6+4) piercing damage.

Patton Complex (Recharge 5, 6). One ally regains hit points equal to one quarter the target's original hit points.

REACTIONS

Placed Loyalty. If the merc leader is hit by a ranged attack, one ally within 20 feet swaps his location with the merc leader and suffers the hit instead.

BIG BOSS

Medium human, any alignment

Armor Class 19 (armor)
Hit Points 207 (18d8+126)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22(+6)	22(+6)	24(+7)	18(+4)	18(+4)	16(+3)

Saving Throws Str +11, Dex +11, Con +12, Int +9, Wis +9, Cha +8
Skills Perception +9, Intimidation +8, Persuasion +8
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunity Frightened
Senses Passive Perception 19
Languages Three languages (including English)
Challenge 16 (15,000 XP)

Health Bar. At the start of its turn, if the big boss has not been reduced to less than 50 hit points, it regains 5 hit points.

Weak Point. When an enemy scores a critical hit on the big boss, the big boss suffers 5 extra damage.

ACTIONS

Multiattack. The big boss makes three groovy gauntlet attacks or two street howitzer attacks.

Groovy Gauntlet. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+6) bludgeoning damage, and the target is knocked prone.

Street Howitzer. *Ranged Weapon Attack:* +11 to hit, range 300/1,200 ft., up to two targets within 5 feet of each other. *Hit:* 22 (2d8+14) explosive damage. This weapon has the AP property.

Grenade Bandolier (Recharge 6). The big boss can toss a grenade to within 60 feet. Each creature in a 20-radius of the impact point must make a DC 17 Dexterity saving throw, taking 35 (10d6) explosive damage on a failed save, or half as much damage on a successful one.

REACTIONS

Action Point (Recharge 6). As a reaction to the end of an enemy's turn, the big boss gains a turn.

Second Phase (Once). When the big boss is reduced to 0 hit points or lower, as a reaction, the big boss regains 190 hit points, loses access to the health bar ability, and its action point ability now recharges on a 4, 5, and 6.

NOBLE GUARD

Medium human, any alignment

Armor Class 19 (armor) or 18 with *minion*
Hit Points 210 (20d8+126) or 52 with *minion*
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22(+6)	22(+6)	22(+6)	15(+2)	18(+4)	14(+2)

Saving Throws Str +12, Dex +12, Con +12
Skills Athletics +12, Acrobatics +12
Condition Immunity Frightened
Senses Passive Perception 14
Languages One language (usually English)
Challenge 17 (18 ,000 XP)

Minion. Noble guards can be used as minions. A guard used this way decreases its AC to 18, and its hit points to 52. Three minions count as one normal at the listed challenge.

Phalanx. Any ally of the guard within 5 feet gains a +1 bonus to AC (+1 max)

ACTIONS

Multiattack (non-minion). The noble makes three rifle attacks or two bayonet attacks.

Bayonet. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+7) slashing damage and make a *rifle* attack.

Rifle. *Ranged Weapon Attack:* +12 to hit, range 200/1,000 ft., one target. *Hit:* 15 (2d8+6) piercing damage.

BONUS ACTIONS

Training. The guard has advantage on its next attack roll.

Focused (Recharge 5-6) (non-minion). The guard hits with its next attack.

WARMONGER

Medium human, any alignment

Armor Class 19 (armor) or 18 with *minion*
Hit Points 276 (24d8+168) or 69 with *minion*
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24(+7)	27(+5)	24(+7)	14(+2)	14(+3)	12(+1)

Saving Throws Str +13, Con +13
Damage Resistances cold, fire; bludgeoning, piercing and slashing from nonmagical weapons
Condition Immunity Frightened
Senses Passive Perception 13
Languages One language (usually English)
Challenge 18 (20 ,000 XP)

Minion. Warmongers can be used as minions. A warmonger used this way decreases its AC to 18, and its hit points to 52. Three minions count as one normal at the listed challenge.

ACTIONS

Multiattack (non-minion). The warmonger makes another other three attacks.

Double Shot. *Ranged Weapon Attack:* +13 to hit, range 200/1,000 ft., two targets. *Hit:* 14 (2d6+7) piercing damage.

Aimed shot. *Ranged Weapon Attack:* +15 to hit, range 200/1,000 ft., one target. *Hit:* 14 (2d6+11) piercing damage.

Undermount (non-minion). (Recharge 5-6). The warmonger launches a grenade within 100 feet. Each creature in a 20-radius of the impact point must make a DC 19 Dexterity saving throw, taking 45 (10d8) explosive damage on a failed save, or half as much damage on a successful one.

Slug. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+7) bludgeoning damage, and the target is pushed 5 feet.

BONUS ACTIONS

Strategy. The warmonger can move up to its speed, or it regains 5 hit points.

PENULTIMATE ANTAGONIST

Medium human, any alignment

Armor Class 21 (armor) or 20 with *minion*
Hit Points 294 (28d8+168) or 74 with *minion*
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24(+7)	20(+5)	22(+6)	15(+2)	16(+3)	12(+1)

Saving Throws Str +15, Con +12
Damage Resistances cold, fire; bludgeoning, piercing and slashing from nonmagical weapons
Condition Immunity Frightened
Senses Passive Perception 13
Languages One language (usually English)
Challenge 19 (22 ,000 XP)

Minion. Penultimate antagonists can be used as minions. An antagonist used this way decreases its AC to 20, and its hit points to 74. Three minions count as one normal at the listed challenge.

ACTIONS

Multiattack (non-minion). The antagonist makes two hammer shot attacks and two throttle hit attacks; the minion penultimate antagonist makes one each.

Throttle Hit. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 15 (1d10+10) bludgeoning damage, and the target is pushed 5 feet. If the antagonist scores a critical hit, it rolls damage dice three times instead of twice, and the target is pushed 10 feet.

Hammer Shot. *Ranged Weapon Attack:* +13 to hit, range 300/1,200 ft., one target. *Hit:* 15 (2d8+10) piercing damage, and the target takes half damage at the beginning of its next turn.

REACTIONS

Resilient Biology (Non-Minion). If the antagonist is hit with a non-critical attack, the attack misses.

ANTECEDENTS

Before any other evolved creatures emerged within any universe, there were the antecedent—believed to have born within the spaces between universes, in a dimension of undefined space. They are worshipped in some universes, feared in others. Each one possesses a mirror, and despite assumptions that this parallel would result in two diametrically opposed creatures, this reflection only refers to a being's composition and not its dispositions, though disagreements in ideology are not uncommon. If two antecedents were to touch, they would annihilate each other, and if one appears within a world, the other would no doubt be nearby a god, and an anti-god (an ethereal tether always keeps them bound within the same universe). This potential catastrophe has resulted in the deaths of worlds as antecedents battle for control. Alliances between similar ideologies create convergences where dozens of antecedents congregate around specific worlds in specific universes. For example, within universe 5^{43}. 45^{99}.46858^{33}, more than a hundred different antecedents vie for control, split into two equal factions. Within 3145^{44}. 7525^{66}.666^{11}, one side managed to entomb their rivals within immense pan-dimensional vaults across several worlds.

Being creatures defined by four physical dimensions, antecedents cannot fully appear in physical reality, with some unable to interact at all. Those that can often intentionally or inadvertently affect the physical world by their very presence. To look upon the impossible forms of an antecedent can often drive someone insane, and regardless of the psychological effects, no one is ever the same. The mere knowledge of this outer world has permanently warped both minds and bodies, as exposure to an antecedent or the knowledge of their abilities has resulted in mortal partially replicating a ration of their ability, subsequently creating bizarre mutations that can similarly impact the mental states of those around. There are previous few people immune to the effects of an antecedent or the sects that form around them. Despite a few exceptions, most antecedents are evil.

ANTECEDENT LEXICON

Bleeders. When an evil antecedent attempts to influence a mortal, it places a portion of itself through hyperspace within the host's mind, not unlike an ethereal puppeteer. The host must be at least partially unstable or willing to accept this unique form of parasite. A bleeder is driven to understand the dark and will go to any extreme to open a portal to that world. Often bleeders are gifted with the knowledge of hyper-dimensional resonators in hopes of spreading the corruption of the dark. The hyperdimensional parasite gifts the host with incredible power, but the invasion takes its toll, resulting in eventual death. Bleeders generally require stealth, as if their presence is made public, a champion is likely to converge. Mortal enemies, bleeders, though strong, cannot match the power of a champion…their only advantage is population, as anyone could potentially be a host.

Champion. This generic term refers to a select group of chosen warriors endorsed by benign antecedents to be hosts of their power, thus allowing their influence within a reality without driving those around insane. These chosen guardians are selected given their unnatural immunity the antecedent influence, no matter from the source. Although there may be many more creatures immune to the madness, only a few are selected to be champions. These creatures have been called archons, angels, or aeons, though champions are not otherworldly. On occasion, a champion may become a host for an antecedent wishing to interact directly with the real world. This occurs willingly and is temporary, as the champion would die within a few days. Champions exist for one purpose…to defeat the anti-gods of the dark. Being blessed by an antecedent brings eternal life, pan-dimensional travel, and ceaseless struggle as the war between light and dark will never conclude.

Column. These ancient artifacts operate as gateways into the multi-dimensional spaces employed by antecedents. Although antecedents can often shift at well, columns allow mortals to perceive and access these spaces, either allowing transport between locations or into hyper-dimensional constructs.

Cradlepoint. A human term for a floating city trapped within the dark, the actual name of Cradlepoint is unpronounceable. Alien technologies keep the city functional, and it is often seen when outsiders employ Hyper Dimensional Resonators. Those that accidentally travel outside of known reality often are displaced temporarily in Cradlepoint, where even a few seconds can inflict permanent psychological damage. It is believed Cradlepoint itself has gained sentience and its this living energy that keeps the city alive. The goggeoth inhabit the city.

The Dark. Although often referred to as hyperspace or a hyper-dimension. To those aware of the antecedents, the space between universes is called the dark. The dark is both zero and infinite; it occupies the beginning and the end in the same moment while simultaneously being everlasting. It contains boundless energy and yet exists forever in darkness. This dimensional contains the multiverse and is generally kept outside of reality. The antecedents exist within the dark, as does all paranormal activity within any reality.

Hoehloch. This trans-Neptunian super-Earth exoplanet originated within universe 475. 123^{3}.000 but was pulled out of that reality due to the resident population's obsession with antecedents. Drifting through hyperspace, the people went insane (more so), and upon their return into a new universe began to infiltrate and infect the nearest world they can find in hopes of drawing the antecedents into that reality. Hoehloch is a black world covered in abandoned temples and a population living deep within the world where technology functions to keep them alive. After they invade a world, the planet will often vanish to appear nearby another world. To see Hoehloch is a harbinger of the apocalypse.

Goggetoth. This tenant species was relatively unchanged when they all fell into the dark along with their city, Cradlepoint. It is probably of the mass migrations that their mutations all followed the same path. Goggetoth are often employed by evil antecedents in their invasion of

worlds.

Golenemnon. This destructive antecedent was sealed in a hyperdimensional vault within an icy solar system body that drifts through space. Although initially followed by a covenant of paladins bound to keep the tomb sealed, the comet has since gone missing.

HDR (Hyper Dimensional Resonator). This device, when activated, allows limited access to hyperdimensional spaces. Not as powerful as an antecedent-constructed column, an HDR allows one to view creatures and locations outside of reality. It also allows limited communication between locations and dimensions. Basic HDRs are limited to only a few feet, but larger ones have been known to affect several miles. The field has been seen to influence the minds of those within range and even pull "tenants" into the real world.

Tenants. Those pulled into the dark are known as tenants, and they quickly turn into monsters that can often reenter their original universes significantly altered. Although a few races have mutated with common traits, others are pure abominations.

ANTECEDENT BLEEDER

Medium humanoid, chaotic evil

Armor Class 18 (natural armor)
Hit Points 94 (10d8+50)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	VIG
20(+4)	16(+3)	20(+5)	20(+5)	16(+3)	18 (+4)	18 (+4)

Skills Commune +7, Detection +7, Induce +7, Intimidation +7, Investigation +8, Perception +6
Damage Resistances cold, fire, lightning, psychic.
Condition Immunities charmed, frightened, poisoned
Senses passive Perception 16
Languages one language (often English)
Challenge 5 (1,800 XP)

Dark Resistance. The bleeder has advantage on saving throws against spells and other magical effects.

Porphyrias. The bleeder is vulnerable to piercing and slashing damage (suffering double damage).

Dark Spellcasting. The bleeder has access to dark spellcasting. *Vessel:* 20; *VR:* 5; Spell Save DC 15.
River Spells: drain touch, dead life, death curse, perish.

Path of Death. When the bleeder recovers hit points, it can recover vessel instead at a rate of 1 dark:5 HP. This is a free action.

ACTIONS

Multiattack. The bleeder makes any other two attacks.

Dark Touch. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10+4) psychic damage.

Psychic Blast. *Ranged Weapon Attack:* +8 to hit, range 40/100 ft., one target. Hit: 13 (2d6+6) psychic damage, and the target is pushed 10 feet.

Dark Flare (Recharge 5-6). The bleeder emits a psychic blast in a 40-foot cone. Each creature in that area must succeed on a DC 13 Intelligence saving throw or take 22 (4d8+4) psychic damage and be stunned for 1 round.

Mutation. The bleeder's body transmutes; gain one additional feature (only one at a time)—*dark touch* reach increases by 5 feet; gain blindsight 60 ft.; increase speed by 5 feet; Strength increases to 24 (+6); gain climb 30 ft.

ANTECEDENT TENANT

Medium aberration, chaotic evil

Armor Class 16 (natural armor)
Hit Points 82 (11d8+33)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	14(+2)	16(+3)	14(+2)	14(+2)	14 (+2)

Skills Deception +4, Insight +4, Perception +4
Condition Immunities exhaustion, frightened.
Senses passive Perception 14
Languages 1 – 4 languages (including English)
Challenge 3 (700 XP)

Mutation. Each tenant possesses a unique mutation. Select one from the list below:
Claws: Increase slam damage by +2; gains climb 30 ft.
Digitigrade: The tenant has advantage on Strength (Athletics) checks when performing a jump. It can reduce a fall by 30 feet if not incapacitated.
Extended Arms: Slam reach increases by 5 feet.
Extra Arm: Gain an extra attack with *multiattack*.
Extra Leg: Speed increases by 5 ft.
Gills: The tenant can breathe underwater; gains swim 30 ft.
Mandible: The tenant's slam turns into a bite and increases damage by 1 die.
Quills: Any creature making a melee attack on the tenant suffers 2 points of damage.
Scales: Increase AC to 17.
Tail: The tenant has advantage with Dexterity (Acrobatics) checks, and its slam attack gains +2 bonus to damage.
Third Eye: Gain blindsight 30 ft.
Wings: Gain fly 30 feet.

ACTIONS

Multiattack. The tenant makes any other two attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) bludgeoning damage.

Dark Pistol. *Ranged Weapon Attack:* +6 to hit, range 40/100 ft., one target. *Hit:* 7 (1d6+4) piercing damage plus 3 (1d6) force damage.

Fearful Display. Target one creature within 30 feet; it must succeed on a DC 12 Wisdom saving throw or become frightened until the end of the tenant's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration (a target that succeeds on the saving throw is immune to this effect for the next 24 hours).

ANTECEDENT CHAMPION

Medium—Huge humanoid, chaotic good

Armor Class 18 (natural armor)
Hit Points 136 (16d8+64)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	18(+4)	18(+4)	16(+3)	20(+5)	18 (+4)

Skills Insight +8, Investigation +7, Perception +9, Persuasion +7
Damage Resistances psychic, radiant; bludgeoning, piercing, and slashing from nonmagical weapons.
Condition Immunities charmed, exhaustion, frightened.
Senses passive Perception 16
Languages 1 – 4 languages (including English)
Challenge 10 (5,900 XP)

Consecrated. The champion does not age and is immune to nonmagical disease. At the beginning of its turn, it regenerates 4 hit points if above 0 hit points.

Dark Resistance. The champion has advantage on saving throws against spells and other magical effects.

Where Needed. When the champion finishes a short rest, it can teleport anywhere on within 10,000 miles. It selects a destination and appears 3d6 miles from that point.

Bitter Rival. A champion knows the location of any antecedent-touched creature within 1 mile.

ACTIONS

Giganta. The champion can increase or decrease its size one step (Medium > Large > Huge). Large increases reach by 5 feet. Huge increases reach by 10 feet. Weapon damage increases as well. The champion can only remain larger than Medium for 10 rounds a day.

Multiattack. The champion makes any other two attacks.

Talisman. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11/16/21 (3d6+3; Large 4d6+4; Huge 5d6+5) psychic damage, and if an evil creature, the target must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute (a target that succeeds on the saving throw is immune to this effect for the next 24 hours).

Sanctified Blade. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18/24/30 (4d6+5; Large 5d6+7; Huge 6d6+9) slashing damage.

GOGGETOTH

Medium aberration, chaotic evil

Armor Class 16 (natural armor)
Hit Points 97 (13d8+39)
Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA	VIG
16(+3)	18(+4)	16(+3)	16(+3)	17(+3)	17 (+3)	18(+4)

Saving Throws Int +3, Wis +6, Cha +6, Vig +7
Skills Commune +7, Deception +7, Detection +7, Induce +7, Insight +6, Perception +6
Damage Resistances psychic; bludgeoning, piercing, and slashing from nonmagical weapons.
Condition Immunities charmed, exhaustion, frightened.
Senses passive Perception 16
Languages All
Challenge 7 (2,900 XP)

Dark Resistance. The goggetoth has advantage on saving throws against spells and other magical effects.

Dark Spellcasting. The goggetoth has access to dark spellcasting. *Vessel:* 23; *VR:* 5; Spell Save DC 15.
River Spells: blur, endothermic ray, shield, reprisal, shard thrower.

Path of Protection. If an opponent scores a critical hit on the goggetoth, its vessel regains 2.

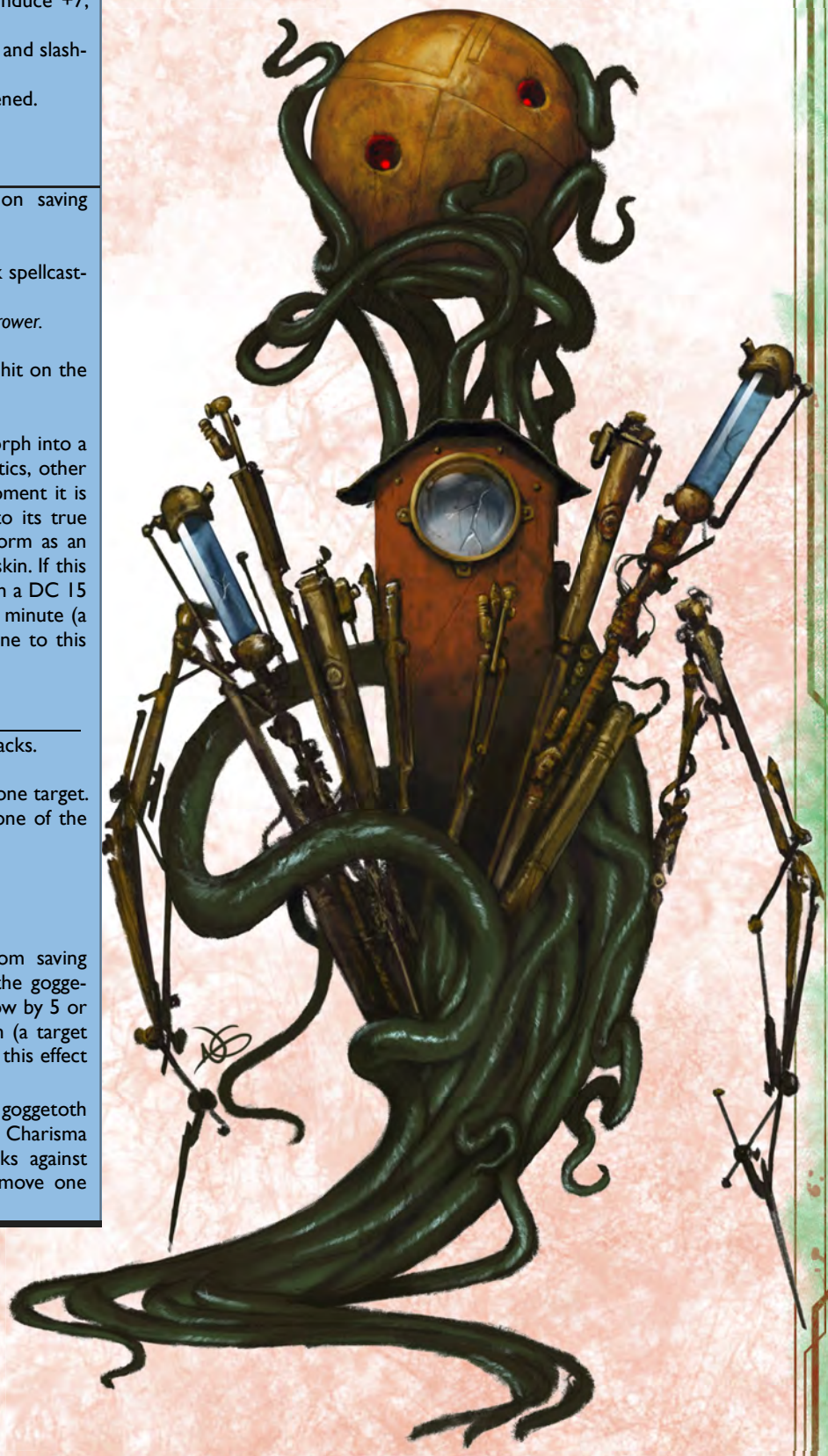
Shifter. The goggetoth can spend a minute to polymorph into a Small or Medium humanoid it has seen. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies. It can return back to its original form as an action, but this tears the goggetoth from its false skin. If this occurs, all creatures within 30 feet must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute (a target that succeeds on the saving throw is immune to this effect for the next 24 hours).

ACTIONS

Multiattack. The goggetoth makes three tentacle attacks.

Tentacle. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10+4) bludgeoning damage, and impose one of the following additional effects:

- Inflict 10 (3d6) psychic damage.
- The target is grappled (escape DC 15).
- Recover 1 to the goggetoth's vessel
- The target must succeed on a DC 15 Wisdom saving throw or become frightened until the end of the goggetoth's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration (a target that succeeds on the saving throw is immune to this effect for the next 24 hours).
- The goggetoth reads the creature's mind. The goggetoth has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target for the rest of the day and can remove one secret or hidden fact about the target.



ANTECEDENT

Gargantuan aberration, always chaotic, usually evil

Armor Class 23 (natural armor)
Hit Points 594 (29d20+290)
Speed 60 ft., climb 60 ft., swim 60 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA	VIG
30(+10)	10(+0)	30(+10)	24(+7)	24(+7)	24 (+7)	26 (+8)

Saving Throws Str +17, Dex +7, Con +17, Int +14, Wis +14, Cha +14
Skills Commune +15, Detection +15, Induce +15, Insight +14, Perception +15, Stealth +7
Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons.
Damage Resistances acid, fire
Condition Immunities blinded, charmed, exhaustion, frightened, poisoned.
Senses blindsight 120 ft., passive Perception 25
Languages All
Challenge 24 (36,500 XP)

Impossible Form. Each creature within 120 feet of the antecedent and aware of it must succeed on a DC 21 Wisdom saving throw on its turn or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the antecedent's Frightful Presence for 1 minute. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration.

Sanity Loss. Each time a creature loses a saving throw to an effect imposed by the antecedent, that target also reduces its Wisdom score by 1d4. A creature reduced to 0 Wisdom is stunned until it regains at least one point of Wisdom. The reduction lasts until the target finishes long rest, but if a creature is reduced to 0 Wisdom, its ability score is permanently reduced by 1d4.

Dark Resistance. The antecedent has advantage on saving throws against spells and other magical effects.

Dark Spellcasting. The antecedent has access to dark spellcasting. *Vessel:* 43; *VR:* 9; Spell Save DC 21.
River Spells: acid ball, acid spit, captivation, compulsion, disintegrate, dispel, dominate, electrovolt, mob rule, plague.

Legendary Resistance (3/Day). If antecedent fails a saving throw, it can choose to succeed instead.

Siege Monster. The antecedent deals double damage to objects and structures.

ACTIONS

Multiattack. The antecedent makes any three other attacks.

Claw. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10+10) slashing damage.

Tentacle. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 17 (2d6+10) bludgeoning damage, and the target is grappled (Escape DC 21). An antecedent can grapple up to six targets at a time.

Constrict. *Melee Weapon Attack:* +17 to hit, reach 20 ft., all grappled targets. *Hit:* 17 (2d6+10) bludgeoning damage.

BONUS ACTIONS

Calm. The antecedent suppresses its *impossible form* until the beginning of its next turn.

LEGENDARY ACTIONS

The antecedent can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. An antecedent regains spent legendary actions at the start of its turn.
Attack. The antecedent makes one *tentacle* attack.
Phase. The antecedent teleports up to 30 feet.
Attack (Costs 2 Actions). The antecedent regains 9 to its Vessel.

EVOLUTION

The 'evolution' within universe $9856^{11}.234^{92}.852^{298}$ is an unofficial term for 'Transmorphic Hyperspace Organic Technology'—a hybrid biotechnical organism/disease discovered via the use of the Threshold Drive. Where exactly it comes from nobody knows, but the first recorded incident occurred aboard a spacecraft while it was employing a Threshold drive, and the resulting virus appropriated and repurposed both organic and inorganic material to create new lifeforms whose only apparent purpose is to destroy and absorb everything around it. Larger examples exhibit considerable intelligence and motivation beyond mindless destruction, indicating a higher purpose, including the desire to take what has been absorbed back into Hyperspace. Some researchers fear that a larger combined organism is being created within the hyper-dimensional space employed by the Threshold.

An evolution limited to only available technology is similarly limited in its construction size; only by appropriating living organisms can it grow, with certain examples only limited by the population and available machinery. While reports of humanoid-shaped manifestations are frequent, there are additional accounts of evolutions assuming control of the entire spacecraft they invade.

An evolution will try and absorb creatures it finds, combining them with present technology to create larger forms. If it reaches a size allowing it to absorb the spaceship around it, it will either then hunt down other vessels like it, or it will flee using the vessel's Threshold drive. Once an evolution vessel enters hyperspace, it is never seen again, although much larger amalgams have exited to wreak havoc, likely the formation of numerous victims. Thankfully, if the organic ratio on board a vessel is not sufficient, an evolution infection is halted, with the creatures going dormant until another vessel makes contact. A spacecraft employing the Threshold drive is believed to have a 0.5% chance of acquiring an evolution infection.

CHARIX

The charix is not one specific creature, but several forms the evolution have been known to assume, often resembling actual creatures like birds and insects.

CHARIX

Small construct, neutral evil

Armor Class 16 (natural armor) or 15 with *minion*
Hit Points 26 (4d8+8) or 6 with *minion*
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	16(+3)	14(+2)	12(+1)	14(+2)	6(-2)

Skills Perception +4
Condition Immunities charmed, exhaustion, frightened, petrified
Senses darkvision 60 ft., passive Perception 14
Languages None
Challenge 1 (200 XP)

Minion. Charix can be used as minions. A charix used this way decreases its AC to 15, and its hit points to 5. Three minions count as one normal at the listed challenge.

Absorption. An organic creature grappled and killed by the charix is absorbed. The charix must then be nearby refined minerals. If so, it is stunned next turn for one turn and becomes a kaelos. It maintains its current hit points. Its challenge rating only changes if it has full hit points.

Buzzer. The charix has advantage with attack rolls against a creature it is grappling.

ACTIONS

Piton. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage.

Clamp. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage, and the target is grappled (escape DC 12).

BONUS ACTIONS

Spike. The charix makes a *piton* attack.

Rebuild (non-minion). If the charix is in contact with metal or refined materials, it regenerates 3 hit points.

KAELOS

The standard configuration of the evolution is this humanoid form, based on the common lifeform appropriated.

KAELOS

Medium construct, neutral evil

Armor Class 17 (natural armor)
Hit Points 93 (11d8+44)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	16(+3)	18(+4)	12(+1)	14(+2)	6(-2)

Saving Throws Str +6, Dex +5, Con +6
Skills Athletics +6, Perception +4
Damage Resistance bludgeoning from nonmagical weapons.
Condition Immunities charmed, exhaustion, frightened, petrified
Senses darkvision 60 ft., passive Perception 14
Languages None
Challenge 4 (1,100 XP)

Absorption. An organic creature grappled and killed by the kaelos is absorbed. If the kaelos does this three times, it is stunned next turn for one turn and becomes a nosis. It maintains its current hit points. Its challenge rating only changes if it has full hit points.

Leap. The kaelos' long jump is up to 40 feet, and its high jump is up to 20 feet, with or without a running start.

ACTIONS

Multiattack. The kaelos makes any other two attacks.

Implanted Blade. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) slashing damage. This attack has the AP property.

Siphon Tendrils. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) necrotic damage, the kaelos recovers half the damage, and the target is grappled (escape DC 14).

Assimilate (Recharge 4-6). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature that is Grappled by the kaelos, Incapacitated, or Restrained. *Hit:* 10 (2d6+3) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the kaelos regains Hit Points equal to that amount. The reduction lasts until the target finishes a Long Rest.

BONUS ACTIONS

Disruption. Until the beginning of the kaelos' next turn, any creature has disadvantage on attack rolls against it. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

Shift. The kaelos moves 20 feet without provoking an opportunity attack.

MONAD

Occasionally, an evolution will not vanish after it has assumed control of another spacecraft, and will linger, especially if there are nearby organic parts it can appropriate. A monad is nearly indestructible, and when encountered, most creatures hide and hope to be missed rather than defend themselves.

MONAD

Gargantuan construct, neutral evil

Armor Class 20 (natural armor)
Hit Points 289 (24d10+192)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
29(+9)	10(+0)	26(+8)	18(+4)	18(+4)	14(+2)

Saving Throws Str +15, Con +14, Wis +10
Skills Athletics +15, Insight +10 Perception +10
Damage Resistance cold, fire, force, radiant, lightning; bludgeoning, piercing, and slashing from nonmagical weapons.
Damage Immunities cold, poison
Condition Immunities charmed, disease, exhaustion, frightened, petrified, poison
Senses blindsight 60 ft., darkvision 300 ft., passive Perception 20
Languages Broken English
Challenge 20 (24,500 XP)

Blurring Lines. The monad employs nuclear engines rather than wings to remain aloft. It also sports several energy weapons pulling power from absorbs reactors. The monad flight and weapons cannot be disrupted

ACTIONS

Multiattack. The monad can use its Frightful Presence. It then makes any four other attacks.

Tentacle. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 17 (2d8+9) bludgeoning damage, and the target is grappled (escape DC 17).

Radiation Emitter. *Ranged Weapon Attack:* +15 to hit, range 300/1,500 ft., one target. Hit: 20 (2d10+9) radiant damage. This weapon has the AP property.

Drive Discharge (Recharge 6). The monad ejects radiation in an 80-foot cone from one of its absorbed engines. Each creature in that area must make a DC 22 Dexterity saving throw, taking 72 (16d8) radiant damage on a failed save, or half as much on a successful one.

Frightful Presence. Each creature of the monad's choice that is within 120 feet of and aware of the unos must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the monad's Frightful Presence for the next 24 hours.

Swallow. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target it is grappling. Hit: 22 (3d8+9) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 19 Dexterity saving throw or be swallowed by the monad. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the monad, and it takes 21 (6d6) necrotic damage at the start of each of the monad's turns; the monad regains this same amount. If the monad takes 30 damage or more on a single turn from a creature inside it, the monad must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the monad. If the monad dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

LEGENDARY ACTIONS

The monad can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The monad regains spent legendary actions at the start of its turn.

Reconstruction. The monad flies 20 feet without provoking an attack of opportunity.
Regeneration. The monad regains 5 hit points.
Attack (Costs 2 Actions). The monad makes either a *tentacle* attack or a *radiation emitter* attack.

NOSIS

The nosis is the smallest evolution that has begun appropriating the vessel around it, often including reactors and thrusters.

NOSIS

Large construct, neutral evil

Armor Class 17 (natural armor)
Hit Points 157 (15d10+75)
Speed 35 ft., fly 50 ft

STR	DEX	CON	INT	WIS	CHA
20(+5)	15(+2)	21(+5)	16(+3)	16(+3)	8(-1)

Saving Throws Str +9, Con +9, Wis +7
Skills Athletics +9, Perception +7
Damage Resistance cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons.
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, petrified, poison
Senses darkvision 60 ft., passive Perception 17
Languages None
Challenge 9 (5,000 XP)

Absorption. An organic creature grappled and killed by the nosis is absorbed. If the nosis does this six times, it is stunned next turn for one turn and becomes an unos. It maintains its current hit points. Its challenge rating only changes if it has full hit points.

Appropriated Technology. The nosis possess thrusters—to gain its fly speed, it must spend an action to activate.

ACTIONS

Multiattack. The nosis makes any other four attacks.

Piton. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (2d12+5) piercing damage.

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 12 (2d6+5) piercing damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the nosis can't bite another target.

Swallow. The nosis makes one bite attack against a smaller creature it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the nosis, and it takes 10 (3d6) necrotic damage at the start of each of the nosis's turns. The nosis regains that same number of hit points. A creature killed is absorbed. The nosis can have only one target swallowed at a time. If the nosis dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Pulse. The nosis sends out an electromagnetic pulse, causing all technology within 30-feet of it that requires an energy cell to stop working for 1 minute or until a successful DC 15 Intelligence (Engineering) check is made.

UNOS

One of the largest creatures encountered, the unos is a juggernaut of appropriated biomass and technology; these are generally only encountered within the largest spacewrecks, and when encountered, spell doom for any hapless crews, assuming any are left after the unos forms.

UNOS

Huge construct, neutral evil

Armor Class 18 (natural armor)
Hit Points 157 (15d10+75)
Speed 35 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
29(+9)	14(+2)	20(+5)	16(+3)	18(+4)	10(+0)

Saving Throws Str +14, Con +10
Skills Athletics +14, Insight +7, Perception +7
Damage Resistance cold, fire, force, lightning; bludgeoning, piercing, and slashing from nonmagical weapons.
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, petrified, poison
Senses darkvision 60 ft., passive Perception 17
Languages Broken English
Challenge 13 (10,000 XP)

Bio-Construct. As long as it is contact with refined materials and has more than 0 hit points, the unos regains 5 hit points at the start of its turn. This can include regenerating limbs.

Reconstruction. The unos can shift its melee weapons to inflict slashing, piercing, or bludgeoning damage, and all its weapons have the AP property. Also, the unos can shift two of its four arms to form two additional legs; if so, its speed increases to 45 feet. It can also shift two arms to be two wings, giving it fly 40 ft. Shifting limbs can be done via an action or a legendary action.

ACTIONS

Multiattack. The unos makes one attack from each of its four arms. This can be reduced with *reconstruction*.

Arm Attack. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 23 (4d6+9) piercing damage. This weapon has the AP property.

Spine Launcher. *Ranged Weapon Attack:* +14 to hit, range 100/500 ft., two targets. Hit: 25 (3d10+9) piercing damage. This weapon has the AP property.

Frightful Presence. Each creature of the unos's choice that is within 120 feet of and aware of the unos must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the unos' Frightful Presence for the next 24 hours.

LEGENDARY ACTIONS

The unos can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The unos regains spent legendary actions at the start of its turn.

Reconstruction. The unos performs *reconstruction*.
Regeneration. The unos regains 5 hit points.
Attack (Costs 2 Actions). The unos makes either a spine attack or an arm attack.

GARGANTUIX

It shouldn't exist, and yet it does, an immense prehistoric sea monster roused through planetary destruction and vitalized through radiation (regardless of the source). Gargantuix dwarfs castles, buildings, and spaceships, and ignores most everything not close to its size unless garnering attention via an attack. Even then, the beast is unlikely to be roused unless it suffers damage.

The ruler over many lesser monsters, Gargantuix is responsible for immeasurable amounts of damage, though it does not appear to intend destruction; instead, it is more a byproduct of its movement, in response to those attacking it out of fear, or when engaging other monsters it considers a threat.

Gargantuix measures nearly 400 feet tall and weighs close to 100,000 tones.

GARGANTUIX

Immense Monstrosity, unaligned

Armor Class 26 (natural armor)
Hit Points 1,500 (40d[20+15]+480)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
34(+12)	16(+3)	34(+12)	10(+0)	16(+3)	10(+0)

Saving Throws Str +23, Con +23, Int +11, Wis +14, Cha +11
Skills Athletics +23, Perception +14
Damage Immunities All damage from nonmagical weapons.
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses darkvision 1,000 ft., passive Perception 24
Languages None
Challenge 40 (3,265,000 XP)

Legendary Resistance (3/Day). If Gargantuix fails a saving throw, it can choose to succeed instead.

Feeder. If Gargantuix suffers force or radiant damage, he heals that amount instead of suffering damage. This functions even if Gargantuix is at 0 hit points.

Godly Resistance. Gargantuix has advantage on all saving throws.

Siege Monster. Gargantuix deals double damage to objects and structures.

ACTIONS

Multiattack. The Gargantuix makes three attacks, one with its bite, and two with its claws.

Bite. *Melee Weapon Attack:* +23 to hit, reach 30 ft., one target. *Hit:* 64 (5d20+12) piercing damage. If the target is a creature, it is grappled (escape DC 26). Until this grapple ends, the target is restrained, and Gargantuix can't bite another target.

Claws. *Melee Weapon Attack:* +23 to hit, reach 40 ft., one target. *Hit:* 44 (5d12+12) slashing damage.

Tail. *Melee Weapon Attack:* +23 to hit, reach 10 ft., one target. *Hit:* 23 (4d8+7) bludgeoning damage, and if a creature, the target must succeed on a DC 26 Strength saving throw or be knocked prone.

LEGENDARY ACTIONS

Gargantuix can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Gargantuix regains spent legendary actions at the start of its turn.

Attack. Gargantuix makes one claw or tail attack.
Rage. On Gargantuix's next turn, it gains one additional *claw* attack with *multiattack* (cumulative up to 3).
Roar (costs 2 actions). The next creature suffers disadvantage on all ability checks, attacks, and saving throws until the end of its turn.

MACHINES

These are various machines which operate either autonomously or based on the instructions of a master. They may or may not contain organic components.

ABOMINATION

This machine is believed to have been originally either a malevolent spirit, an alien mind, or artificial intelligence that became self-aware within universe $101013^{1}.5467^{2}.4654^{8}$. Alas, it had access to basic engineering, allowing it to forge for itself a twisted and grotesque robotic body for which it can wreak havoc on the world. All it desires is death, striving to rebuild itself larger so it can complete its narrow-minded task.

ABOMINATION

Large monstrosity, unaligned

Armor Class 17 (natural armor)
Hit Points 110 (13d10+39)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24(+7)	16(+3)	18(+4)	16(+3)	18(+4)	12(+1)

Skills Athletics +11, Engineering +7, Perception +8, Stealth +8
Damage Immunities psychic
Damage Resistances cold, fire, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 18
Languages broken English
Challenge 11 (7,200 XP)

Wireless. The abomination can control electronics wirelessly within 100 feet as long as the device does not possess an ability score and is not weapon or armor.

Refined. The abomination's weapons have the AP property.

Multiped. The abomination's four legs prevent it from being knocked prone. It also ignores difficult terrain.

ACTIONS

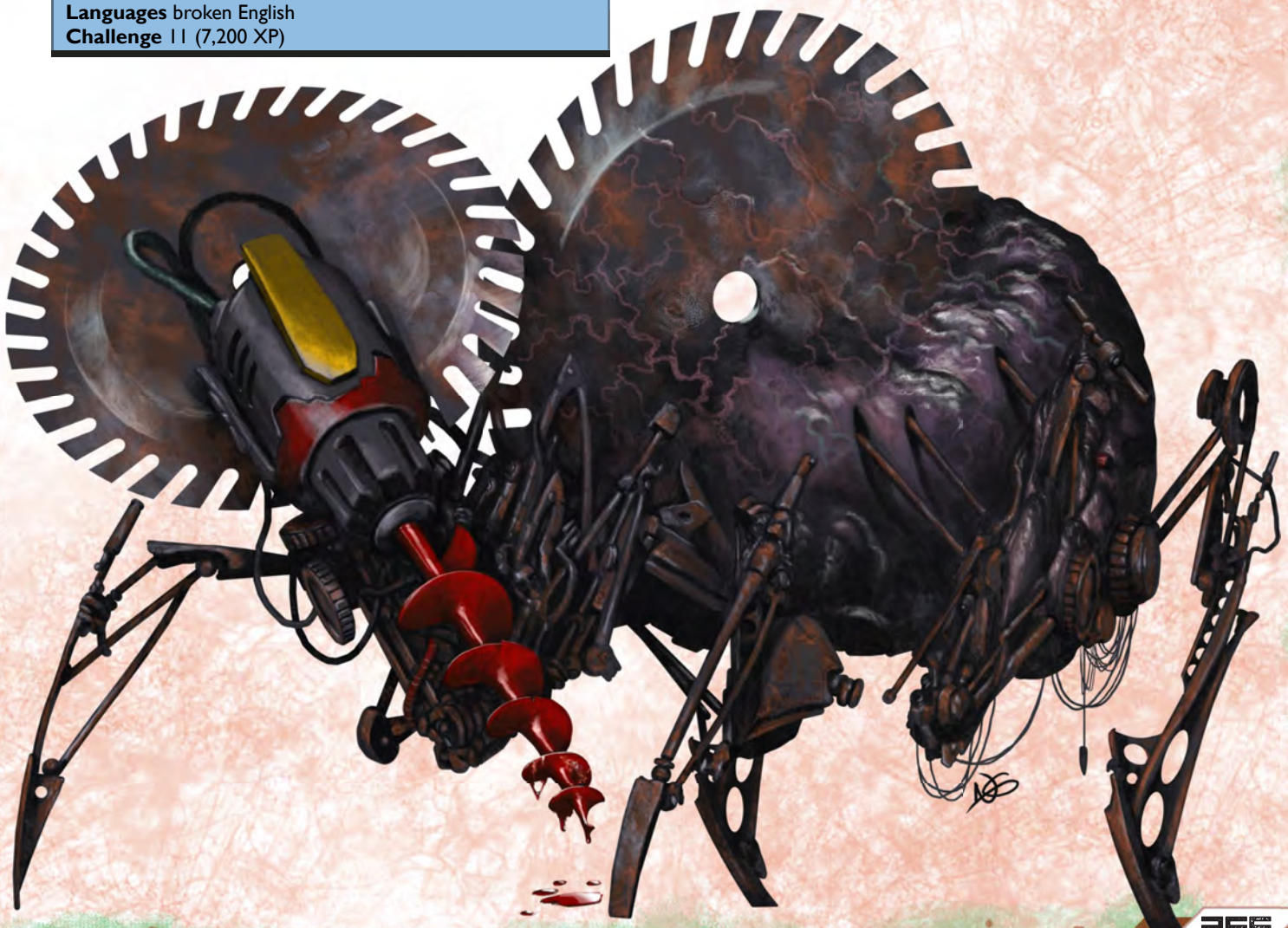
Multiattack. The abomination makes any other three melee attacks.

Saw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. Hit: 18 (2d10+7) slashing damage, and the target has disadvantage on attack rolls until the beginning of the abomination's next turn.

Drill. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 16 (2d8+7) piercing damage, and the target's maximum Hit Points are reduced by 2 (1d4) until it finishes a long rest.

Piston. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 23 (3d10+7) bludgeoning damage, and a Large or smaller target is pushed 5 feet.

Nailgun. *Ranged Weapon Attack:* +11 to hit, range 100/500 ft., one target. Hit: 14 (2d6+7) piercing damage, and the target's speed is reduced by half until the abomination's next turn (on a critical hit, the target's speed is reduced to 0).



EMPEROR

Large construct, any unaligned

Armor Class 17 (natural armor)
Hit Points 157 (15d8+75)
Speed 30ft., Fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
22(+6)	16(+3)	21(+5)	15(+2)	16(+3)	12(+1)

Saving Throws Str +10, Con +9
Skills Acrobatics +7, Athletics +10
Damage Immunities lightning, poison; bludgeoning, piercing, and slashing from non magical weapons that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses Darkvision 200 ft., passive Perception 13
Languages Common
Challenge 9 (5,000 XP)

ACTIONS

Multiattack. The emperor makes any other four attacks, though only two can be a railgun attacks.

Alpha Strike (recharge 5,6): The emperor uses the Disengage, Dash, and *multiattack* action.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+6) bludgeoning damage, and the target is knocked prone.

Arm-Mounted Dual Railguns. *Ranged Weapon Attack:* +8 to hit, range 300/1,200 ft. *Hit:* 14 (2d8+6) piercing damage, and the target is pushed 10 feet. This weapon has the AP property.

Shoulder-Mounted Missiles. *Ranged Weapon Attack:* +8 to hit (this attack has advantage), range 100/400 ft. (min 20 ft.) *Hit:* 26 (4d10+6) bludgeoning damage. *Note:* 10 capacity.

REACTIONS

Ablative Armor (once). Once the emperor is reduced to half hit points (or 80), it loses its damage immunities, both ground and fly speed increase by 5 feet, and it is healed to full hit points.

MINOTAUR BATTLE ARMOR

Large construct/vehicle, unaligned

Armor Class 13 (natural armor)
Hit Points 78 (l2d8+24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22(+6)	18(+4)	17(+3)	15(+2)	11(+0)	5(-3)

Saving Throws Str +9, Dex +7
Damage Resistances lightning, poison; bludgeoning, piercing, and slashing from non magical weapons that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses Darkvision 120 ft., passive Perception 10
Languages Common
Challenge 5 (1 ,800 XP)

Minotaur Rush. The minotaur cannot be targeted by opportunity attacks. When the minotaur moves, it ignores difficult terrain. The minotaur cannot be knocked prone.

ACTIONS

Iron Onslaught (Recharge 6). The minotaur makes a *slam* attack against each enemy in reach during its movement. On a hit, the target is knocked prone. The minotaur can only attack each target once.

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 24 (4d8+6) bludgeoning damage.

Shoulder-Mounted Micromissiles. *Ranged Weapon Attack:* +7 to hit, range 300/1,200 ft., *Hit: 19* (1d10+14) piercing damage. This weapon has the AP property.

REACTIONS

Eruption. When the minotaur is reduced below half hit points (or 47), as a reaction, the minotaur recovers from all conditions it suffers from and makes an *iron onslaught* attack.

SHELL

Large construct, unaligned

Armor Class 18 (natural armor)
Hit Points 178 (17d8+55)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
22(+6)	17(+3)	21(+5)	12(+1)	16(+3)	8(-1)

Saving Throws Str +10, Dex +7, Wis +7
Damage Immunities lightning, poison; bludgeoning, piercing, and slashing from non magical weapons that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 13
Languages Common
Challenge 11 (7,200 XP)

Regeneration. The Shell recovers 5 of its hit points at the beginning of its turn unless it has less than 100 hit points.

ACTIONS

Multiattack. The shell makes three clamp attacks.

The Clamps. *Melee Weapon Attack:* +10 to hit, reach 10ft., one target. *Hit:* 15 (2d8+6) bludgeoning damage plus a Medium or smaller target can be grappled (escape DC17). The shell has advantage on attacks against targets it is grappling. The shell can grapple two different targets or one with both clamps—if the latter, the target has disadvantage when attempting escape. If grappling a target with both clamps, shell can make a rend attack.

Concealed Pulse Rifle. *Ranged Weapon Attack:* +10 to hit, range 200/1,000 ft. *Hit:* 16 (4d6+4) piercing damage. This weapon has the AP property.

Rend. *Melee Weapon Attack:* +10 to hit, reach 5ft., one target the shell is grappling with both clamps. *Hit:* 23 (3d6+11) bludgeoning damage.

JAGANNATH

Large construct, neutral

Armor Class 19 (natural armor)
Hit Points 189 (18d8+90)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22(+6)	18(+4)	15(+2)	16(+3)	15(+2)	15(+2)

Saving Throws Str +11, Dex +9, Con +10
Skills Perception +7
Damage Immunities lightning, poison; bludgeoning, piercing, and slashing from non magical weapons that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 17
Languages Common
Challenge 15 (13,000 XP)

Direct Attack. The jagannath can use 20 ft. and make either a nuclear caster or a metal fists attack.

Phase Shield. *The* jagannath can spend 30 ft. of movement to erect the phase shield, which lasts until the beginning of its next turn. When the shield is up, the jagannath gains a +1 bonus to AC and can Disengage taking no action.

ACTIONS

Multiattack. The jagannath makes two attacks from either the nuclear caster or its metal fists..

Nuclear Caster. *Ranged Weapon Attack:* +9 to hit, range 300/1,200 ft., *Hit:* 19 (1d10+14) energy damage, and the target suffers 10 energy damage at the end of its next turn. This weapon has the AP property.

Metal Fists. *Melee Weapon Attack:* +11 to hit, reach 5ft., one target. *Hit:* 17 (2d10+6) bludgeoning damage

LEGENDARY ACTIONS

The jagannath can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The jagannath regains spent legendary actions at the start of its turn.

Nano-Reconstruction: The jagannath regains 10 hit points.
Topographical Analysis: The jagannath can take the Disengage action and move up to 20 feet.
Caster Surge: The jagannath makes a nuclear caster attack.

STRONGPOINT PLATFORM

Huge construct, unaligned

Armor Class 19 (armor)
Hit Points 200 (20d10+100)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
24(+7)	20(+5)	20(+5)	3(-4)	14(+2)	1(-5)

Saving Throws Str +10
Skills Persuasion +7
Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons.
Condition Immunities exhaustion, frightened, petrified, poisoned.
Senses darkvision 120 ft., Passive Perception 17
Languages none
Challenge 16 (15,000 XP)

Cargo Space. The strongpoint can carry 500 lb. of gear or carry up to 2 passengers.

Platform. *The platform* can mount two heavy weapons or one super-heavy weapon. As the platform is Huge, a super-heavy is counted as two-handed small arm and a heavy weapon as a one-handed small arm for the purposes of movement and attack penalties. I can carry three clips for each weapon.

Sturdy Legs. The platform does not reduce it's speed when moving through difficult terrain. Variations of the mobile platform are designed so they can support one person atop if needed.

ACTIONS

Multiattack. The strongpoint makes six attacks if it has heavy weapons or four attacks with a super heavy weapon.

Ranged Weapon. *Ranged Weapon Attack:* +12 to hit, range based on weapon, one target. *Hit:* Weapon damage +7.

Slam. *Melee Weapon Attack:* +7 (+12) to hit, reach 10 ft., one target. *Hit:* 19 (3d8+7) bludgeoning damage, and the target is pushed 10 feet.

XR-0 BODYGUARD ANDROID

Medium humanoid construct, unaligned

Armor Class 20 (armor)
Hit Points 120 (16d8+48)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
22(+6)	22(+6)	16(+3)	10(+0)	14(+2)	7(-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons.
Condition Immunities exhaustion, frightened, petrified, poisoned
Skills Perception +6
Saving Throws Dex +10
Senses darkvision 120 ft., Passive Perception 16
Languages One language (usually English)
Challenge 12 (8,400 XP)

Programmed Protector. As a bonus action, the XR-O can target one ally within five feet. Both the XR-0 and the target share the android's AC and Dexterity bonus (unless the ally's is higher). Any damage from successful attacks on either target is taken by the XR-0. The only way for the target to take direct damage is for either the target or the bodyguard android to move more than five feet away. The XR-0's defense includes area attacks.

To Safety. If the XR-0 moves, it call pull one ally within five feet of it with it. This movement does not provoke an opportunity attack.

ACTIONS

Multiattack. The XR-O makes any combination of six attacks of its *slam* or *pistol* attacks.

Slam. *Melee Weapon Attack:* +6 (+10) to hit, reach 5ft., one target. *Hit:* 11 (1d10+6) bludgeoning damage.

Pistol. *Ranged Weapon Attack:* +6 (+10) to hit, range 200/800 ft., *Hit:* 11 (1d10+6) piercing damage.

THE SKIN

The skin is the prevailing threat of universe $657766.254^{97}.85^{25654}$. It forms in the shadows and infects society is both subtle and direct ways. The skin is more of a force than a race. Its properties change depending on certain situations. It can move on its own, influence behavior, or hijack an organic host. It appears to have no intelligence, instead moving in response to stimuli, but on occasion, it has been seen to form into abominations that possess unconventional intelligence. The conditions that lead to these manifestations are not fully understood and seem to be completely random, almost as if the skin acts on a whim, further enforcing its intelligence. Some patches prefer possession, while others prefer to combine to form large abominations. These abominations, called anathema, can create complicated monstrosities with articulate limbs, hair, eyes, and jaws. Some even resemble creatures of legend, like they were pulled right out of a Monster Manual.

TRAITS OF THE SKIN

These are the traits of the skin:

Amorphous. An unformed skin can move through a space as narrow as 1 inch wide without squeezing.

Anathema. A skin mass can assume the shape of a creature (see Anathema).

Corruption. All manifestations of skin possess the annoying tendency of radiating electromagnetic radiation, disrupting nearby electronic circuits and energy cells. The skin can employ this same power to take control of simple nearby electronic devices. For the purposes of game mechanics, anything requiring power is considered an electronic device, including weapons and armor.

False Appearance. While an unformed skin remains motionless, it is indistinguishable from a pool of oil.

Hive. A manifestation of skin knows the location of all other manifestations within 1 mile.

Mass. The pool is what happens when a skin dies. If any skin drops to below zero hit points, the body collapses, and the skin tries to escape. If an anathema, the body simply turns to liquids and splashes into a puddle. If the skin is possessing a creature, the creature is released at 0 hit points (falling unconscious and making death saving throws), and the skin falls. Regardless, a skin mass forms one size smaller than the original creature. This is counted as a new creature but does not reward additional experience if killed before it can regenerate at least half its hit points. Often it tries to escape. If able, it will attempt to regenerate and reform into a stronger shape.

Merge. Separate manifestations of skin can merge to form larger creatures., effective if they wish to form larger anathema, though larger ones cannot willingly divide into smaller ones. Using an action, two creatures can merge, or one can merge into a larger form. The formula is as follows: 2 Tiny = 1 Small; 3 Small = 1 Medium; 4 Medium = 1 Large; 5 Large = 1 Huge. The creature assumes the new monster type, combining its remaining hit points (up to its maximum). Alternately, a skin can absorb another to regain hit points equal to the remaining hit points the lesser skin had while maintaining its current shape.

Reform. If a skin mass forms as a result of being defeated in a larger form, it begins with only a quarter of its maximum hit points. It then regenerates hit points at the beginning of each of its turns until at full hit points. It can then use an action to form any anathema of the same size.

Seizure. A skin mass at full hit points can envelop any paralyzed or restrained creature or a creature reduced to 0 hit points that is up to one size larger than it. The creature is hijacked, and the creature turns into skinner of that size. Generally, a skin will attempt this only if the creature is larger than it—otherwise, it will form an anathema.

SKINNER

Skinners are living creatures possessed by the skin. They display black eyes, lips, and extrude an oily substance from wounds and glands. This substance is the external manifestation of skin, which can harden to protect the target or be used to form melee weapons around the arms. Skinners rarely employ firearms.

TINY SKIN MASS

Tiny ooze, unaligned

Armor Class 8 (natural armor)
Hit Points 22 (3d10+6) or 5 with reform
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	12(+1)	14(+2)	1(-5)	10(+0)	2(-4)

Skills Perception +2, Stealth +3
Damage Resistances acid
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12
Languages –
Challenge 1/2 (100 XP)

Regeneration. The tiny skin mass regenerates 2 hp at the beginning of each of its turns as long as it has at least 1 hit point.

Wireless. The skin can control electronics wirelessly within 10 feet as long as the device does not possess an ability score and is not a weapon or armor. The skin is considered to have a +5 bonus on Intelligence (Engineering) checks.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) necrotic damage. A target reduced to 0 hit points can be immediately affected by *seizure* if the skin mass is at full hit points.

SMALL SKIN MASS

Small ooze, unaligned

Armor Class 8 (natural armor)
Hit Points 34 (4d10+12) or 7 with reform
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	12(+1)	16(+3)	1(-5)	10(+0)	2(-4)

Skills Perception +2, Stealth +3
Damage Resistances acid
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12
Languages –
Challenge 1 (200 XP)

Regeneration. The skin mass regains 3 hp at the beginning of each of its turns as long as it has at least 1 hit point.

Wireless. The skin can control electronics wirelessly within 20 feet as long as the device does not possess an ability score and is not a weapon or armor. The skin is considered to have a +7 bonus on Intelligence (Engineering) checks.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) necrotic damage. A target reduced to 0 hit points can be immediately affected by *seizure* if the skin mass is at full hit points.

MEDIUM SKIN MASS

Medium ooze, unaligned

Armor Class 8 (natural armor)
Hit Points 66 (7d10+28) or 16 with reform
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	12(+1)	18(+4)	1(-5)	10(+0)	2(-4)

Skills Perception +2, Stealth +3
Damage Resistances acid
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12
Languages –
Challenge 3 (700 XP)

Regeneration. The skin mass regains 5 hp at the beginning of each of its turns as long as it has at least 1 hit point.

Wireless. The skin can control electronics wirelessly within 30 feet as long as the device does not possess an ability score and is not a weapon or armor. The skin is considered to have a +9 bonus on Intelligence (Engineering) checks.

ACTIONS

Multiattack. The medium skin mass makes two *pseudopod* attacks.

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (3d6+3) necrotic damage. A target reduced to 0 hit points can be immediately affected by *seizure* if the skin mass is at full hit points. A random electronic device on the target is disrupted until the end of the target's next turn.

LARGE SKIN MASS

Large ooze, unaligned

Armor Class 10 (natural armor)
Hit Points 99 (9d10+45) or 25 reform
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	8(-1)	20(+5)	1(-5)	12(+1)	2(-4)

Skills Perception +4
Damage Resistances acid
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 14
Languages –
Challenge 5 (1,800 XP)

Regeneration. The skin mass regains 8 hp at the beginning of each of its turns as long as it has at least 1 hit point.

Wireless. The skin can control electronics wirelessly within 50 feet as long as the device does not possess an ability score and is not a weapon or armor. The skin is considered to have a +11 bonus on Intelligence (Engineering) checks.

ACTIONS

Multiattack. The large skin mass makes four *pseudopod* attacks.

Pseudopod. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (4d6+3) necrotic damage. A target reduced to 0 hit points can be immediately affected by *seizure* if the skin mass is at full hit points. A random electronic device on the target is disrupted until the end of the target's next turn.

HUGE SKIN MASS

Huge ooze, unaligned

Armor Class 10 (natural armor)
Hit Points 126 (11d10+66) or 31 reform
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	8(-1)	22(+6)	1(-5)	14(+2)	2(-4)

Skills Perception +5
Damage Resistances acid
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 240 ft. (blind beyond this radius), passive Perception 15
Languages –
Challenge 7 (2,900 XP)

Regeneration. The skin mass regains 10 hp at the beginning of each of its turns as long as it has at least 1 hit point.

Wireless. The skin can control electronics wirelessly within 70 feet as long as the device does not possess an ability score and is not a weapon or armor. The skin is considered to have a +13 bonus on Intelligence (Engineering) checks.

ACTIONS

Multiattack. The huge skin mass makes four *pseudopod* attacks.

Pseudopod. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 22 (6d6+4) necrotic damage. A target reduced to 0 hit points can be immediately affected by *seizure* if the mass is at full hit points. A random electronic device on the target is disrupted until the end of the target's next turn.

SKINNER

Skinners are living creatures possessed by the skin. They display black eyes, lips, and extrude an oily substance from wounds and glands. This substance is the external manifestation of skin, which can harden to protect the target or be used to form melee weapons around the arms. Skinners rarely employ firearms.

SMALL SKINNER

Small humanoid, unaligned

Armor Class 15 (natural armor)
Hit Points 30 (4d10+8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	14(+2)	14(+2)	4(-3)	10(+0)	2(-4)

Skills Perception +2
Damage Resistances acid
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft., passive Perception 12
Languages –
Challenge 1 (200 XP)

Regeneration. The small skinner regains 2 hp at the beginning of each of its turns as long as it has at least 1 hit point.

Wireless. The skin can control electronics wirelessly within 20 feet as long as the device does not possess an ability score and is not a weapon or armor. The skin is considered to have a +7 bonus on Intelligence (Engineering) checks.

ACTIONS

Melee. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8+2) piercing damage. A random electronic device on the target is disrupted until the end of the target's next turn.

BONUS ACTIONS

Morph. The skinner can adjust its melee weapon to inflict piercing, slashing, or bludgeoning damage.

MEDIUM SKINNER

Medium humanoid, unaligned

Armor Class 17 (natural armor)
Hit Points 68 (8d10+24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	14(+2)	16(+3)	4(-3)	10(+0)	2(-4)

Skills Perception +2
Damage Resistances acid
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft., passive Perception 12
Languages –
Challenge 3 (700 XP)

Regeneration. The medium skinner regains 5 hp at the beginning of each of its turns as long as it has at least 1 hit point.

Wireless. The skin can control electronics wirelessly within 30 feet as long as the device does not possess an ability score and is not a weapon or armor. The skin is considered to have a +9 bonus on Intelligence (Engineering) checks.

ACTIONS

Multiattack. The skinner makes two *melee* attacks.

Melee. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+3) piercing damage. A random electronic device on the target is disrupted until the end of the target's next turn.

BONUS ACTIONS

Morph. The skinner can adjust its melee weapon to inflict piercing, slashing, or bludgeoning damage. It can also increase its reach by 5 feet, though the attack bonus drops to +4, and the damage drops to 7 (1d8+3).

LARGE SKINNER
Medium humanoid, unaligned

Armor Class 17 (natural armor)
Hit Points 95 (10d10+40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	13(+1)	18(+4)	4(-3)	10(+0)	2(-4)

Skills Perception +2
Damage Resistances acid
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft., passive Perception 12
Languages –
Challenge 5 (1,800 XP)

Regeneration. The large skinner regains 8 hp at the beginning of each of its turns as long as it has at least 1 hit point.

Wireless. The skin can control electronics wirelessly within 50 feet as long as the device does not possess an ability score and is not a weapon or armor. The skin is considered to have a +11 bonus on Intelligence (Engineering) checks.

ACTIONS

Multiattack. The skinner makes two *melee* attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 26 (5d8+4) piercing damage. A random electronic device on the target is disrupted until the end of the target's next turn.

Melee. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (3d8+4) piercing damage. A random electronic device on the target is disrupted until the end of the target's next turn.

BONUS ACTIONS

Morph. The skinner can adjust its melee weapon to inflict piercing, slashing, or bludgeoning damage. It can also increase its reach by 5 feet, though the attack bonus drops to +5, and the damage drops to 11 (2d8+4).

SKIN CULTIST

Many believe the skin derives from a paranormal realm attempting to merge humanity into a single consciousness. They have not been fully possessed but are under the influence of the hive and benefit from certain additional abilities.

SKIN CULTIST
Medium humanoid, chaotic evil

Armor Class 17 (armor)
Hit Points 15 (2d8+6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	14(+2)	16(+3)	12(+1)	10(+0)	10 (+0)

Skills Perception +2
Condition Immunities charmed, frightened
Senses passive Perception 12
Languages one language (often English)
Challenge 1/2 (100 XP)

Shared Mind. A cultist knows the location of all other skin creatures, including other cultists, within 1 mile.

ACTIONS

Archaic Melee Weapon. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage.

Archaic Firearm. *Ranged Weapon Attack:* +4 to hit, range 75/400 ft., one target. Hit: 6 (1d8+2) radiant damage. This weapon has the AP property.

BONUS ACTIONS

Communion. The cultist selects another cultist within 30 feet to regain 1 hit point.

REACTIONS

Communion. If the cultist regains hit points outside of its turn, it can use a reaction to make a single *archaic* attack.

Skin Anathema

A skin at full hit points can form into a relatively stable shape, often imitating other lifeforms, including extinct creatures, cryptids, and mythological beings.

Forming. As an action, as long a skin mass has full hit points, it can form into any anathema of the same size.

Destabilizing. An anathema reduced to 0 hit points turns back to a mass with a quarter of that mass's max hit points (see Skin Mass). An anathema can voluntarily shift to being a mass as an action as well, but its current hit points are halved as a cost.

Limitations. An anathema inherits the physical attributes of the monster it is imitating along with physical attacks, including armor class and movement. It does not inherit magical abilities, spells, or attacks that inflict a damage type other than bludgeoning, piercing, or slashing damage. Any other damage type is converted to necrotic as long as it is melee. It also does not inherit special defenses other than those listed below.

Common Traits. All anathema share the following traits: *Damage Resistances* acid; *Condition Immunities* blinded, charmed, deafened, exhaustion, frightened, prone; *Senses* blindsight 120 ft. (blind beyond this radius); the skin mass also inherits its regeneration and wireless ability based on its original skin mass.

Type. All anathema are considered monstrosities.

Anathema Examples

Skin Basilisk

Medium Monstrosity, unaligned

Armor Class 15 (natural armor)
Hit Points 52 (8d8+16)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	9(-1)	15(+2)	1(-5)	10(+0)	2(-4)

Damage Resistances acid
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 12
Languages –
Challenge 3 (700 XP)

Disruption. Each time the basilisk hits with an attack, a random electronic device on the target is disrupted until the end of the target's next turn.

Regeneration. The skin regains 5 hp at the beginning of each of its turns as long as it has at least 1 hit point.

Wireless. The skin can control electronics wirelessly within 30 feet as long as the device does not possess an ability score and is not a weapon or armor. The skin is considered to have a +9 bonus on Intelligence (Engineering) checks.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) piercing damage plus 7 (2d6) necrotic damage.

Skin Chimera

Large monstrosity, unaligned

Armor Class 14 (natural armor)
Hit Points 114 (12d10+48)
Speed 30., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19(+4)	11(+0)	19(+4)	1(-5)	12(+1)	2(-4)

Skills Perception +4
Damage Resistances acid
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 14
Languages –
Challenge 6 (2,300 XP)

Disruption. Each time the chimera hits with an attack, a random electronic device on the target is disrupted until the end of the target's next turn.

Regeneration. The skin regains 8 hp at the beginning of each of its turns as long as it has at least 1 hit point.

Wireless. The skin can control electronics wirelessly within 50 feet as long as the device does not possess an ability score and is not a weapon or armor. The skin is considered to have a +11 bonus on Intelligence (Engineering) checks.

Actions

Multiattack. The chimera makes three attacks: one with its bite, one with its horns, and one with its claws.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

Horns. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 10 (1d12 + 4) bludgeoning damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

SKIN TYRANNOSAURUS

Huge monstrosity, unaligned

Armor Class 13 (natural armor)
Hit Points 136 (13d12+52)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
25(+7)	10(+0)	19(+4)	1(-5)	12(+1)	2(-4)

Skills Perception +4
Damage Resistances acid
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 14
Languages –
Challenge 8 (3,900 XP)

Disruption. Each time the tyrannosaurus hits with an attack, a random electronic device on the target is disrupted until the end of the target's next turn.

Regeneration. The skin regains 10 hp at the beginning of each of its turns as long as it has at least 1 hit point.

Wireless. The skin can control electronics wirelessly within 70 feet as long as the device does not possess an ability score and is not a weapon or armor. The skin is considered to have a +13 bonus on Intelligence (Engineering) checks.

ACTIONS

Multiattack. The tyrannosaurus makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. Hit: 33 (4d12+7) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the tyrannosaurus can't bite another target.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. Hit: 20 (3d8+7) bludgeoning damage.

SKIN WORM

Gargantuan monstrosity, unaligned

Armor Class 18 (natural armor)
Hit Points 247(15d20+90)
Speed 50 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
28(+9)	7(-2)	22(+6)	1(-5)	12(+1)	2(-4)

Saving Throws Con + 11,Wis +4
Skills Perception +4
Damage Resistances acid
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 120 ft. (blind beyond this radius), tremorsense 60 ft., passive Perception 14
Languages –
Challenge 8 (3,900 XP)

Disruption. Each time the worm hits with an attack, a random electronic device on the target is disrupted until the end of the target's next turn.

Regeneration. The skin regains 15 hp at the beginning of each of its turns as long as it has at least 1 hit point.

Tunneler. The worm can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

Wireless. The skin can control electronics wirelessly within 100 feet as long as the device does not possess an ability score and is not weapon or armor.The skin is considered to have a +15 bonus on Intelligence (Engineering) checks.

ACTIONS

Multiattack. The worm makes two attacks: one with its bite and one with its stinger.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. Hit: 22 (3d8+9) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 19 Dexterity saving throw or be swallowed by the worm. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the worm, and it takes 21 (6d6) necrotic damage at the start of each of the worm's turns. If the worm takes 30 damage or more on a single turn from a creature inside it, the worm must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the worm. If the worm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Tail Stinger. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. Hit: 19 (3d6+9) piercing damage, and the target must make a DC 19 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

SKIN WYVERN

Large monstrosity, unaligned

Armor Class 13 (natural armor)
Hit Points 110 (13d10+39)
Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19(+4)	10(+0)	16(+3)	1(-5)	12(+1)	2(-4)

Skills Perception +4
Damage Resistances acid
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 14
Languages –
Challenge 6 (2,300 XP)

Disruption. Each time the wyvern hits with an attack, a random electronic device on the target is disrupted until the end of the target's next turn.

Regeneration. The skin regains 8 hp at the beginning of each of its turns as long as it has at least 1 hit point.

Wireless. The skin can control electronics wirelessly within 50 feet as long as the device does not possess an ability score and is not weapon or armor. The skin is considered to have a +11 bonus on Intelligence (Engineering) checks

ACTIONS

Multiattack. The wyvern makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. Hit: 11 (2d6+4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 13 (2d8+4) slashing damage.

Stinger. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. Hit: 11 (2d6+4) piercing damage. The target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

XENOBITES

Although initially believed the xenobites invading the planet within universe $89765^{43}.5624^{94658}.46858^{46539}$ derived from outer space, in truth, their origin points below, into previously undiscovered subterranean catacombs that snake through the planet. The species is an advanced form of arthropod, possessing a rigid exoskeleton, a segmented body, and numerous appendages, many of which are mutated to form a variety of weapons. Xenobites operate via a hive structure, including drones, guards, and queens, the latter possessing the majority of the intelligence. They harvest creatures for a food source and to convert them to "bioclay"—the foundation of all xenobite construction. The central aspect of xenobite biology is their silicon-based cellular structure and their electrochemical blood, making them fundamentally battery-powered, an evolved race of organic machines.

XENOBITE DRONE

Medium aberration, neutral evil

Armor Class 16 (natural armor)
Hit Points 85 (9d8+45)
Speed 40 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	20(+5)	20(+5)	4(-3)	14(+2)	2(-4)

Saving Throws Dex +8, Con +8
Skills Acrobatics +8, Perception +5, Stealth +8
Damage Resistance bludgeoning, piercing, and slashing from nonmagical weapons.
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 15
Languages None
Challenge 6 (2,300 XP)

Camouflage. If the xenobite does not move, it has advantage on Stealth checks.

Leap. The drone's long jump is up to 40 feet, and its high jump is up to 20 feet, with or without a running start.

Organic Configuration. When born, a drone is equipped with one weapon from the following list—scythe, impaler, spinerifle.

ACTIONS

Multiattack. The drone makes any other two attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) piercing damage, and the target is grappled (escape DC 15). The drone can only grapple one target at a time, and while grappled, it cannot use *bite*.

Scythe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) slashing damage.

Impaler. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) piercing damage; this weapon has the AP property.

Spinerifle. *Ranged Weapon Attack:* +8 to hit, range 50/250 ft., one target. *Hit:* 12 (2d6+5) piercing damage; this weapon has the AP property.

BONUS ACTIONS

Rip (Recharge 6). The drone makes a multi-attack against a target it is grappling

XENOBITE NOBLE

Large aberration, neutral evil

Armor Class 17 (natural armor)
Hit Points 190 (20d8+100)
Speed 40 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	22(+6)	20(+5)	8(-1)	16(+3)	2(-4)

Saving Throws Dex +10, Con +9
Skills Acrobatics +10, Perception +7, Stealth +10
Damage Resistance bludgeoning, piercing, and slashing from nonmagical weapons.
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 120 ft., passive Perception 17
Languages None
Challenge 10 (5,900 XP)

Camouflage. If the xenobite does not move, it has advantage on Stealth checks.

Organic Configuration. When born, a noble is equipped with one weapon from following list—claws, boneblade, biopulse, flesh-flechette, spore launcher.

ACTIONS

Multiattack. The noble makes any three other attacks.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (1d10+6) slashing damage. One a critical hit, make one additional claw attack (max 1/turn)

Boneblade. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8+6) slashing damage; this weapon has the AP property.

Biopulse. *Ranged Weapon Attack:* +10 to hit, range 100/450 ft., up to two targets within 5 feet of each other. *Hit:* 13 (2d6+6) force damage; this weapon has the AP property.

Flesh-Flechette. *Ranged Weapon Attack:* +11 to hit, range 300/1,000 ft., one target. *Hit:* 13 (2d6+6) piercing damage; this weapon has the AP property.

Spore Launcher (Recharge 5-6). The noble selects a point up to 300 feet away it can see, which then erupts in plasma. Each creature in a 20-foot radius sphere centered on that point must make a DC 15 Dexterity saving throw, taking 35 (10d6) radiant and fire damage on a failed save or half as much on a successful one.

BONUS ACTIONS

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 11 (26+5) piercing damage.

Wing Shield. The noble wings wrap around its body to boost protection; its AC increases to 18, but it cannot fly. These effects last until the beginning of the noble's next turn.

XENOBITE QUEEN

Huge aberration, neutral evil

Armor Class 19 (natural armor)
Hit Points 311 (23d10+184)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25(+7)	18(+4)	26(+8)	14(+2)	16(+3)	16(+3)

Saving Throws Str +13, Dex +10, Con +14, Int +8, Wis +9, Cha +9
Skills Acrobatics +8, Perception +5, Stealth +8
Damage Immunities poison
Damage Resistance bludgeoning, piercing, and slashing from nonmagical weapons.
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 120 ft.
Languages None
Challenge 17 (18,000 XP)

Gestalt. All drones and nobles within 120 feet of the queen can use her saving throws bonuses instead of their own.

Refined. All of the queen's attacks have the AP property.

ACTIONS

Multiattack. The queen makes three attacks, two with its *claws* and one with its bite.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 23 (4d8+7) piercing damage, and the queen has advantage on her next attack roll against the same target.

Claws. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 16 (2d8+7) slashing damage. One a critical hit, make one additional claw attack (max 1/turn).

Tail. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 23 (4d8+7) slashing damage, and if a creature, the target must succeed on a DC 21 Strength saving throw or be knocked prone.

BONUS ACTIONS

Direct. One xenobite within 120 feet makes a single melee attack.

LEGENDARY ACTIONS

The queen can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The queen regains spent legendary actions at the start of its turn.
Multiped. The queen can stand up from prone.
Tail Attack. The queen makes a tail attack.
Attack (Costs 2 Actions). One xenobite within 120 feet makes a single melee attack.

ELEVEN: ULTRAMAX

UltraMax is an optional set of alternative rules meant to increase the realism of a modern or futuristic setting while also decreasing the more game-like elements signature to both 5th Edition and traditional *Ultramodern5*. These rules add another layer of complexity and require some pre-planning as many opponents require modification before their inclusion in an encounter. Here are the broad strokes of *UltraMax5*:

ARMOR

Armor protects you if hit, but it does not prevent you from suffering a hit. Armor is now listed with a Hardness value that reduces incoming damage. Armor can be "strong" against certain types of attacks or "weak" against others.

ARMOR CLASS

Advantage/Disadvantage rules cannot adequately cover all the variables that can affect one's defense. The objective in *UltraMax5* is to not get hit, as hit points are decreased and weapon damage is increased. Armor no longer adjusts Armor Class—armor only adds resistance to hits. AC can be adjusted with Defense Modifiers.

HIT POINTS

Although characters gain more hit points at first level, they gain fewer hit points with level progression. Hit Points also include rules for "wound categories." Taking damage is never good.

WEAPONS

Weapon damage values have all been increased.

The objective of *UltraMax5* is to create a grittier and more realistic alternative to the baseline rules. It takes inspiration from numerous uncompromising and realistic role-playing games, and its baseline philosophy is to not be beholden to traditional 5th Edition philosophy. *UltraMax5* is meant to show what you can do if you use 5th Edition as only a launching pad in developing more alternative rules.

BATTLE MAP

UltraMax5 rules affect how characters are played. They will appear more powerful in certain fields, especially when it comes to attacks and relevant specialized skills. However, because Hit Points are a precious commodity, it is far easier for characters to be overrun and killed without proper strategy. As such, despite 5th Edition not openly endorsing the use of miniatures and a battle map, with *UltraMax5*, it highly recommended.

NEW AND ALTERED RULES

ACTION POINTS

When you finish a long rest, you gain one action point. When used, it is gone. After taking a long rest, you lose any action points you haven't spent, but you start fresh with 1 action point. If your character accomplishes something that significantly progresses the story, or engages in behavior faithful to its spirit, the GM may award one additional action point. The GM may only award one point this way to a member of a party between long rests. By using an action point as a free action, you set your next d20 roll to a natural 20. That die roll is also considered to have advantage.

ADVANTAGE AND DISADVANTAGE

Advantage & Disadvantage operates as normal with one single amendment—gaining multiple uses of the same condition can now compound. This means if a character has advantage and gains it again, the character rolls three d20s and takes the highest result. This works with Disadvantage as well. There is no limit on how much an effect can stack.

AMBUSH AND SURPRISE

Traditionally, surprise involves one side of combat gaining an action before initiative is resolved. Opponents now have advantage against targets affected by surprise. Opponents also have advantage with initiative rolls if all opponents are surprised.

Additionally, one side is no longer compelled to immediately attack. If one side in an encounter has advantage due to their opponents being surprised, don't roll initiative. Only when combat occurs is initiative resolved, and even though the non-surprised side may lose their free action, they still have advantage with all attack rolls on their first turn as well as initiative (the latter being only if all opponents are surprised). However, after one minute, if initiative has not been rolled after targets are surprised, advantage is lost.

ARMOR AND HARDNESS

Armor no longer adds a bonus to AC; instead, it offers a damage resistance known as Hardness. A hardness value is a number that is removed from the damage value of every attack that hits. Unless otherwise stated, this value is fixed; however, certain types of armor can be "immune," "strong," "weak," or "useless" against certain types of attacks (with the listed value being "normal"). A weapon with Armor Piercing reduces the armor's effectiveness: *Immune to Strong to Normal to Weak to Useless.*

Normal. Normal is the listed Hardness rating against any hits.

Strong. The armor's hardness rating is doubled against hits from listed damage types under strong.

Weak. The armor's hardness rating is halved against hits from listed damage types under strong.

Useless. The Hardness values does not resist any incoming damage to this type of attack.

Immune. Attacks of this type cannot harm someone wearing this armor.

Note: All armor, unless stated otherwise, is useless against the following damage types—necrotic, poison, and psychic.

RESISTANCES AND VULNERABILITIES

Standard 5th Edition rules regarding resistances and immunities apply. In regards to how *UltraMax5* operates, resistances and vulnerabilities apply a creature's natural physiology, and as such when a creature possesses them, it is in addition to any armor they wear. For example, a creature with resistance to bludgeoning damage and wearing armor with a Hardness value of 5 will remove 5 damage first, and any remaining damage is halved. *UltraMax5* armor feature neither resistances nor vulnerabilities. They operate exclusively with their Hardness values.

DRAWBACKS

Armor generally always has drawbacks. In classic terms, these can include a maximum value of your Dexterity bonus you can add to your AC and making it more challenging to use Stealth. Other drawbacks can include the size of the armor (like advanced) and weight. They can now also limit your speed, skill checks, and your capacity to employ Defense Modifiers.

ARMOR REDUCTION

If armor suffers a hit and is penetrated (damage goes through), its hardness value is reduced by 1. If a critical hit with penetration, hardness is reduced by 2. Thankfully, this can be repaired with an Intelligence (Engineering) check and recovered in the same way as one would repair hit points.

Note: Based in the setting, this rule can be ignored, but by default, it should be implemented.

ARMOR CLASS

Don't look at the Armor table to establish your Armor Class—it no longer helps you. All armor can do is resist against damage when it occurs. Only your Dexterity modifier (or whatever ability score you employ to add to your AC) adds to your AC. The base AC value for everything is now 14 instead of 10.

DEFENSE MODIFIERS

How does one modify his or her Armor Class outside of this? By using Defense Modifiers. Defense Modifiers are also added to Dexterity Saving throws.

DEFENSE MODIFIERS

Defense Modifiers (Affects AC and Dexterity Saving Throws)	Target AC Modifier
Defender	
Concealment, partial	+2
Concealment, heavy	+5
Concealment, total	+8
Cover, half	+2
Cover, three-quarters	+5
Cover, complete	+8
Dash action	+1
Dodge action	+Dex bonus
Invisible	+8
Kneeling	+1
Parry	+Attack bonus
Prone (unless within 5 ft. from attacker)	+2/+3
Size, same	0
Size +/- 1 category	+/-1
Size +/- 2 categories	+/-2
Size +/- 3 categories	+/-3
Size +/- 4 categories	+/-4
Size +/- 5 categories	+/-5
Size +/- 6 categories	+/-6
Size +/- 7 categories	+/-7
Size +/- 8 categories	+/-8
Size +/- 9 categories	+/-9
Size +/- 10 categories	+/-10
Vehicle has 41-80 ft. of carryover speed*	+1
Vehicle has 81-120 ft. of carryover speed	+2
Vehicle has 121-250 ft. of carryover speed	+3
Vehicle has 251-300 ft. of carryover speed	+4
Vehicle has 301-350 ft. of carryover speed	+5
Vehicle has 351-400 ft. of carryover speed	+6
Vehicle has 401-450 ft. of carryover speed	+7
Vehicle has 451-500 ft. of carryover speed	+8
Attacker	
Aimed Location Limb/Wheel	+2
Aimed Location Center Mass/Torso	+1
Aimed Location Head	+3
Range over 30 ft. and less than 60 ft.	+1
Range over 60 ft. and less than 100 ft.	+2
Range over 100 ft. and less than 200 ft.	+3
Range over 200 ft. and less than 1000 ft.	+4
Range over 1000 ft.	+5

All defense modifiers compound, so a target with a Dexterity attribute bonus of +3 using the Dodge action gains a +3 bonus to AC; it finishes its turn behind three-quarters cover, it gains another +5—the target gains a +8 bonus to AC until the beginning of its next turn. With few exceptions, each source can offer only one bonus. For example, something cannot offer both cover and concealment, or two types of cover simultaneously. Likewise, exercise some common sense—if a target suffers from the blinded condition or has some form of blindsense—concealment bonuses do not apply. A target cannot gain the benefits of a Dodge action while grappled or restrained. Unless otherwise stated, conditions supersede defense modifiers unless the condition has been modified to be a defense modifier, like being invisible or prone.

DESCRIPTIONS

Defense modifiers are split between modifiers imposed by the target and those imposed by the attack. Most of the time, the defender dictates most of the defense modifiers.

Concealment. Concealment works similarly as cover, except targets within and on opposing sides of concealment all gain its benefits, no matter which is closer to it. Some types of concealment only affect certain targets when used, while others can be ignored with certain types of technology. For example, basic smoke grenades can be circumvented with infrared goggles, so anyone wearing them can disregard the benefit it offers an opponent.

Partial Concealment: This is a lightly obscured area or in dim lighting.

Heavy Concealment: This is in a heavily obscured area or in almost complete darkness.

Total Concealment: This is the same as being invisible (and is the exception to the compounding rule above—you can benefit from total concealment or invisibility, but not both). Targets cannot be seen at all. This is a completely obscured area.

Cover. Cover operates the same as normal, except total cover now offers a +8 to AC and saving throws—it does not prevent attacks. Cover acts differently depending on what the cover is made of and how high it is with respect to the target hiding behind it. For example, if an obstruction is offering a Medium-sized target half cover, it may not provide cover to a Large target at all. If the cover is fragile, and the attack misses by margin defined by the cover defense modifier, the attack strikes the cover and may damage or destroy it. Understandably, the cover does not help a Dexterity saving throw if the target is on the same side of the cover as the effect.

Dash. The Dash action offers a +1 bonus to AC and Dexterity saving throws in addition to its normal function.

Dodge. The Dodge action no longer imposes disadvantage to incoming attack rolls. It now grants a bonus to your AC equal to your Dexterity bonus (or whatever ability score modifier you add to your AC). This effectively doubles your attribute bonus to AC. The bonus with the Dodge action is still limited by the Max Dex Bonus when wearing Medium or Heavy armor (meaning if you are wearing heavy armor, the Dodge action is useless).

Kneeling. As part of your move, you can spend 5 feet of movement and kneel. By kneeling, you gain a +1 bonus to AC until you move again. To stand from a kneel costs 5 feet of movement (so it can be a preferred compromise from going prone. If you move while kneeling, it is the same as crawling (1 additional foot of movement required to move 1 foot).

Invisible. Like the Dodge action, being invisible no longer imposes disadvantage on attackers. Instead, you gain a +8 bonus to AC. An invisible target still has advantage against opponents.

Parry. Parry is not action but a passive effect all targets in melee combat benefit from. If you suffer a melee attack and possess a melee weapon you are proficient with, you can add the ability modifier you employ for that weapon and add it to your AC. If your unarmed attacks count as

melee weapons, you can only parry against other unarmed attacks unless you wear some form of arm protection. You cannot parry ranged attacks (unless you possess a special ability that enables you to do so) unless you are 5 feet or closer to the attacker, in which case you are parrying hand movement and not bullets (Yes, a monk benefits from three ability modifier bonuses to her AC).

Prone. Instead of simple advantage and disadvantage, being prone offers a +2 bonus to AC against ranged opponents 10 feet away or further, and a +3 bonus against targets 30 feet away or further. Being prone provides no bonus to AC against ranged attacks closer than 10 feet. Attackers attempting melee or ranged attacks at 5 feet or closer to prone targets still have advantage. If prone, you are no longer have disadvantage with one- or two-handed small arms you are proficient with.

Size. The size of the target does make it easier or more difficult to hit. However, given the inclusion of giant robots and mecha, it is essential to adjust perceptions of size modifications. Now the size modifier only applies based on the difference between attacker and defender. If the defender is larger, it gains a penalty to AC; if it is smaller, it gains a bonus to AC.

Vehicle Speed. The only way for a person to increase their AC via movement is by the Dash action. As characters can start their turn after previously moving standing still, how far they move the previous turn does not affect their AC. However, vehicles have carryover speed based on their speed the previous turn, thus they are more difficult to be hit. A vehicle must be moving faster than 40 feet to benefit from a Defense Modifier.

Note: In situations where characters, either through special abilities or powered armor, can move faster than 40 feet as either part of their move or as part of an action (stressing "either," and not combined via the Dash action), then they to gain the benefits of vehicle speed defense modifiers. (For example, in the Dias Ex Machina game APEX, a character with the Dash Plus talent can move more than 120 or more feet in a single action.) In this case, add up the total feet covered by the character to determine his or her defense modifier.

Attack Modifiers

Attack modifiers are imposed by the attacker when targeting a creature. The defender has no way to control attack-determined defense modifiers, despite benefiting from them.

Aimed Shot. An attacker may attempt to aim at a specific location on the target. This can affect how armor is utilized (no helmet, no protection) as well as what kind of wounds a target suffers based on how many hit points are lost from the hit (See Wounds). Aimed locations include arms/legs, the torso, and the head. Even more specific locations like fingers and eyes can be technically targeted, though generally won't affect the result (targeting an arm forces a target to drop whatever it's holding; targeting a hand will do the same).

Range. There are now two modifiers when determining the success of hitting a target with a ranged weapon. The first if the effectiveness of the weapon; the second is the attacker's capacity to aim at that distance. Ranged weapons still have disadvantage when attacking a target beyond normal range—this describes how effective the weapon is at striking targets at that distance. However, the distance can still make a target more difficult to hit. Targets 30 feet away or more gain defense modifiers to their AC. This modifier is determined at the moment the attacker rolls for attack, meaning if the target is pushed back or the attacker, thus change position between attack rolls, this modifier may change. This defense modifier is counted as an attack modifier as the attacker can nullify range penalties by either possessing abilities that reduce this effect or employing technology, like a scope. For example, a sniper using a scope against a target ignores ALL range penalties save for having disadvantage when firing beyond normal range. However, using scopes or other range reducing technology limits an attacker's own maneuverability (See Gear).

Hit Points and Wounds

In *UltraMax5*, characters will have more hit points at first level and less through character progression. Damage output is also increased, meaning it is far easier to get severely hurt. Characters can either wear armor to avoid damage or just avoid getting hit altogether. They will still get hit eventually, and its effects cannot be immediately ignored.

First Level

All characters start off at 1st level with a number of hit points equal to their Constitution score (not modifier) plus their Hit Dice maximum; this number is then split into four equal categories (wound tiers). If the total cannot be divided evenly, assign the remaining points one at a time so that the tiers are as even as possible.

Subsequent Levels

When characters gain a level, they gain 1 hit point in each wound tier.

For Example, a face at 1st level would now gain hit points equal to 8 + the character's Constitution ability score, and 1 hit point at each wound tier on every subsequent level. Hit Dice are still d8.

Hit Dice

Characters still gain hit dice when gaining levels, but can only spend them in the following manner:

During A Short Rest (without medical treatment). For every hit die spent, you recover 1 hit point (do not roll.)

During A Short Rest (with medical treatment). For every hit die spent, you recover 2 hit points.

During A Long Rest (without medical treatment). For every hit die spent, you recover 2 hit points.

During A Long Rest (with medical treatment). You can roll hit dice as normal and recover hit points as normal.

MEDICAL TREATMENT

Medical Treatment involves someone proficient in Wisdom (Medicine) and possessing at least a First Aid Kit spending most of his or her short or long rest performing medical care on a target. There is no limit on the number of targets someone can treat (subject to common sense; one person can't attend an entire hospital). However, a target spending his or her time using medical treatment cannot gain the benefit of a short or long rest (unless they then take another afterward). It is not necessary to actually make any Wisdom (Medicine) checks for routine care.

TEMPORARY HIT POINTS

When you are given temporary hit points, do not split it into quarters for wound tiers—only add it to the Light wound tier.

WOUNDS

If you are hit by an attack and armor does not resist the damage, that is when you suffer hit point loss, but losing hit points is now more serious. There are now wounds; each tier splits your total hit points into quarters. If the split is uneven, then the lighter categories gain the additional hit points. These are the various Wound categories:

Light. The first wound tier, Light, is minor damage only. There are no ill-effects taking hit point loss in this tier. Hits are mostly grazes.

Serious. The second wound tier, Serious, follows Light. When your hit points drop into Serious, you are hurt and hampered. When you first enter this tier and each time you suffer damage but remain in this tier, you must make a DC 10 Constitution saving throw; if you fail, roll once on the Wound Table.

Critical. The third wound tier, Critical, follows Serious. When your hit points drop into Critical, you are crippled and not combat effective. Your injuries cannot be concealed. When you first enter this tier and each time you suffer damage but remain in this tier, you must make a DC 15 Constitution saving throw; if you fail, roll once on the Wound Table.

Mortal. The fourth wound tier, Mortal, follows Critical. When your hit points drop into Mortal, you are nearing death. You are no longer effective in combat and require serious medical attention. When you first enter this tier and each time you suffer damage but remain in this tier, you must make a DC 20 Constitution saving throw; if you fail, roll once on the Wound Table.

Dying. When you are reduced to zero hit points or lower, you are dying. Roll once on the wound table as a mortal injury. You also must make a DC 15 Constitution saving throw; if you fail, you fall unconscious (at which case you follow traditional 5th Edition rules regarding Death Saving Throws). If awake, you must make an identical saving throw at the beginning of each turn. You can force a pass of that saving throw by taking 2d4 damage. When you take damage that reduces your current hit points to your Constitution ability score (not modifier) expressed as a negative number, you die. However, you still gain additional turns equal to your Constitution modifier that you can use to do whatever you want (combat, rousing speech, etc.) before you die. However, the moment you suffer one point of additional damage, or when time runs out, you drop dead. If you fall unconscious (willingly or unwillingly) from lost hit points, you suffer 1 point of damage at the beginning of your turn until healed or killed.

WOUND DAMAGE TABLE

Roll on the Wound Damage table below to see where the wound is located. An attacker can also attempt an aimed shot to a specific location, in which case do not roll. Each location includes different wounds based on if the damage is from the Serious, Critical, or Mortal tier. Only roll on the following table if suffering damage and the target fails its Constitution saving throw.

WOUND DAMAGE (Roll 1d10)	
1-2:	**Arm.** Roll D6: 1-3, left arm; 4-6, right arm (unless it is an aimed shot). *Serious*—You drop whatever you are holding in that limb. *Critical*—Same as Serious, plus you suffer a -2 penalty to all attack rolls using that arm until hit points are raised above Serious. *Mortal*—The limb is crushed. It cannot be used until hit points are raised back to full. If you suffer another wound at this location or suffer this wound while dying, the limb is severed.
3-4:	**Leg.** Roll D6: 1-3, left leg; 4-6, right leg (unless it is an aimed shot). *Serious*—You fall prone. *Critical*—Same as Serious, plus your speed is halved until hit points are raised above Serious (if both legs are struck with separate wounds, speed is quartered). *Mortal*—The limb is crushed. Your speed is quartered (if already quartered, it is 0). It cannot be restored until hit points are raised back to full. If you suffer another wound at this location or suffer this wound while dying, the limb is severed.
5-9:	**Torso.** *Serious*—No effect. *Critical*—You are stunned until the beginning of your next turn. *Mortal*—Same as Critical, plus you develop an internal bleed, taking 1 point of damage at the beginning of each turn and until you are killed or restored to full hit points. If you suffer another wound at this location or suffer this wound while dying, increase the bleed by 1. Only a successful DC 15 Wisdom (Medicine) check with a surgical kit can stop this bleed.
10:	**Head.** *Serious*—You are stunned until the beginning of your next turn. *Critical*—Same as Serious, plus the hit that triggered this wound increases by 2 Hit Dice. *Mortal*—Same as Serious, plus the hit that triggered this wound increases by 4 Hit Dice. If you suffer an additional hit at this location or suffer this hit while dying, you must make a DC 15 Constitution saving throw. If you fail, roll 1d6. 1-2, you lose an eye and are blinded until raised until full hit points (you still lost the eye); 3-5, you are knocked unconscious; 6, you die.

DEATH

There are three ways to die in *UltraMax5*.

1—You can fail a DC 15 Constitution saving throw after suffering a mortal head injury when dying.

2—You are reduced to a hit point value equal to your negative Constitution ability score.

3—You fail three Death Saving Throws before being stabilized.

These supersede rules regarding instant death in traditional 5th Edition rules. If you die via the third route—failing Death Saving Throws—you can still be brought back to life through normal methods such as modern medical technology. However, if you are reduced to negative Constitution, regardless if you are conscious or unconscious when this occurs, you drop dead permanently…

…well, let's not say *eternally* permanently, but at this point, only magical methods or extremely advanced technology (which appears close to magic) can resurrect you. Have a good speech ready because you are about to visit the choir invisible.

KNOCKOUT

If hitting with a weapon inflicting bludgeoning damage, and if you impose a critical or mortal wound (the target failing its Constitution saving throw), you can ignore the wound damage table effect and instead knock the target unconscious until the beginning of your next turn.

MONSTERS

It would be impossible to list every 5th Edition monster and opponent with the required changes to balance them with *UltraMax5*. Here is a list of the guidelines to follow when converting monsters to UltraMax.

HIT POINTS

If the target is a normal creature, human or human-like, its hit points are adjusted as above, adding its Constitution score to the maximum value of one hit die, then adding 1 hit point for every additional hit die. However, you do not need to split the hit points into wound tiers—that's only for characters. Instead, whenever a monster suffers either a critical hit or is reduced past half its hit points—its **bloodied value**—roll on Wound table as a critical wound. If the same location suffers another wound, increase to a mortal wound. Bosses and singular powerful opponents can still have their hit points separated into tiers and operated the same as characters.

ARMOR CLASS

Setting a new Armor Class is easy—14+ the creature's Dexterity bonus. Opponents still need to utilize Defense Modifiers as characters do.

HARDNESS

Hardness depends on numerous factors. Subtract the creature's old AC from its new AC, and you have the creature's starting normal Hardness value. If the creature has a hit die higher than d8, increase that Hardness value by the difference between its current maximum hit die value and 8 (so a creature with d12 hit dice adds 4 to its Hardness). If the creature has any damage immunities, the Hardness value becomes "strong" against that damage type as well. Damage immunities and damage resistances remain unchanged. As a creature's Hit Dice increase, the difference between its normal hit points and its new hit points widens; as such, hardness may increase depending on the opponent.

ATTACKS

If the monster has any attacks that deal only 1 or 2 dice of damage, increase the damage dice by 1 but do not increase their fixed damage bonuses. Attack bonuses and Save DCs are unaffected.

OTHER ABILITIES

These rules cannot account for all abilities a monster can have, so its best up to the GM to figure out what's best for an encounter. These rules were also designed for *Ultramodern5* opponents, and more work may be required to convert fantasy monsters to this system if the need arises. Here are a few other suggestions to consider when adapting monsters:

- When fielding creatures with damage resistances but not damage immunities to bludgeoning and piercing, don't adjust the Hardness to strong, just increase the Hardness base value by 2.
- Creatures with legendary actions should have their hit points split into the four wound tiers.
- Extremely powerful area effects that inflict more than 50 points of damage (or 8+ damage dice) should have their saving throw DCs reduced by 2.
- Creatures with natural attacks are assumed to have arm protection to parry other melee attacks.
- Realistically, creatures with an Intelligence score 4 or less are not smart enough to strategize combat, thus are unlikely to employ many or any Defense Modifiers (zombies cannot parry).

SAVING THROWS

Like Armor Class, Dexterity saving throws (and only Dexterity saving throws) receive the same benefits from the Defense Modifier tables, with certain amendments:

Aimed Attack. Area effects cannot target specific locations; these modifiers do not apply to Dexterity saves.

Cover. Cover bonus only applies to Dexterity saving throws if the source of the attack originates on the opposite side of the cover.

It is implied that a target that succeeds at a saving throw has either avoided the attack directly OR the attacker has missed with the intended attack, and the blast has gone wide. The GM should adjust the blast combat area accordingly to ensure the rolls reflect the impact point.

This can involve shifting the blast radius position or moving targets out of the way. If the area is moved, it does not affect additional targets that may be in the new area.

Cleared Save. If your saving throw roll is 5 or higher than the Dexterity saving throw DC, and the effect inflicts half damage on a save, you suffer no damage. You are counted as having cleared the blast zone or avoided its effects without any consequences.

WEAPONS

Unlike Armor, weapons only have a few minor changes, all of which deal with their damage—they all get an increase. Here are the guidelines for altering weapons:

- Increase damage dice by 1 for all weapons (or basic, 1-2 dice attacks for monsters).
- Double any fixed damage amounts with Super-Heavy Weapons.
- Increase damage multipliers (with mecha) by +1.

For example, a Low Caliber Autoloader inflicts 2d4, while an SPP Rifle inflicts 2d8+2 (adding in the TL), a Mass Driver inflicts 2d10+20, and a mecha weapon inflicting 1d10(x2) inflicts 2d10(x3).

Magic. Basic spells have their damage adjusted in line with weapons; any spell that deals 1-2 dice of damage has its damage increased by 1 die. Saving throw DCs are unaffected.

ARMOR PIERCING

Armor Piercing in *Ultramodern5* (or AP) ignores a target's resistance to the weapon's damage type (e.g.: a piercing weapon ignores resistance to piercing). If the target has fantasy damage resistances, the weapon also counts as magical, silver, and adamantine. If an opponent has immunity to the weapon's damage type and the weapon has the AP property, the opponent has only resistance to that weapon instead of immunity.

In *UltraMax5*, weapons with the Armor Piercing property reduces the effectiveness of armor down one step, from immune to strong to weak to useless, thus affecting the armor's Hardness rating in regards to that damage. Armor in *UltraMax5* does not have resistance in the traditional 5th Edition format, though creatures still can. Thus, a weapon with an AP value can penetrate armor more effectively and reduce a target's natural resistance as well.

LADDERS

Here are the modifications to ladders when employing UltraMax.

JUGGERNAUT

Unstoppable. Additionally, you also gain 1 additional Hit Die at this level, and you gain 3 additional hit points at each wound tier at this level.

Built Like a Truck. Additionally, you gain 3 additional hit points at each wound tier at this level, and you gain a damage bonus with melee attacks against incapacitated targets or immovable objects equal to your primary juggernaut ability modifier. You also have advantage on saving throws against being poisoned or stunned.

SURVIVOR

Tough It Out. Additionally, you can also increase your exhaustion level by 1 and select one of the bonuses below. Once you use one of the following abilities, you cannot use that same one again until you finish a long rest (though you can select the others, each time increasing your exhaustion level).

Hit Points: As an action, you gain temporary hit points equal to your primary survivor modifier + half your level.

Critical Hit: As part of an Attack action, you can turn a hit into a critical hit and inflict additional damage equal to twice your level.

AC Bonus: As an action, you gain a +1 bonus to AC for 1 minute (10 rounds).

Combat: As an action, you gain a +1 bonus to attack rolls for 1 minute (10 rounds).

Dead Man Walking. Additionally, if reduced below 0 hit points, you can remain conscious and standing at the cost of your minimum exhaustion level. If you already have levels of exhaustion, they increase accordingly. Increase your exhaustion level by one to make any Constitution saving throw required to remain conscious—you don't have to suffer damage to force a success on the roll.

CLASSES

Here are the modifications to classes when employing UltraMax.

FACE

Bulletproof Ego. Starting at 1st level, if using the Dodge or Dash action, or if you have cover or concealment, you gain an additional +1 to AC.

GROUNDER

Cauterize. You can use your action to heal an injured ally. The target recovers hit points equal to 1 / your level. When you use this feature, you cannot use it again until you finish a short or long rest.

Take a Knee. Starting at 2nd level, you can crouch quickly and brace your elbow against your knee for a secured firing position. Spend 30 feet of movement and make an additional ranged attack as part of an Attack action this turn. You cannot use this feature if you are within reach of an enemy or an enemy is in reach of you. While kneeling, you also gain a +1 bonus to AC.

MARTIAL ARTIST

COMBO CHAIN

Tier	Unarmed Damage	Finishing Moves
1	2d4	None
2	2d6	Bone Breaker, Circular Attack, Ground & Pound, Surging Punch
3	2d8	Counter, Soul Fist, Spinning Attack, Ranbu
4	2d10	The Zone, Touch of Death, Drop Hammer, Xian
5	2d12	Ultra, Falcon Punch, Sun-Goku-Satsu, Limit Break

MEDIC

MEDICAL APPLICATIONS

Live, Damn You. You use your Medical kit on a willing creature and spend a Hit Die. If the target has been reduced to 0 hit points or less, the target gains 1 hit point. If above 0 hit points, the target recovers hit points equal to your proficiency bonus + 1. This increases to 2 at 10th level.

1ST LEVEL EXPLOITS

Emergency Patch. Target one living creature. The target regains hit points equal to your proficiency bonus + your Wisdom modifier. At 10th level, you can either increase hit points recovered to triple your Wisdom bonus, or you can target two creatures instead of one.

2ND LEVEL EXPLOITS

Medical Master. Target you and one living creature OR two living creatures. The target regains hit points equal to your proficiency bonus + your Wisdom attribute modifier. The target also has advantage on Constitution ability checks and saving throws for five minutes. At 15th level, you can target up to 4 creatures, but every two targets require an action: you can sacrifice the action on your next turn to affect all targets this turn.

Natural Healer. Target you or one living creature. The target regains hit points equal to double your proficiency bonus + double your Wisdom attribute modifier. At 15th level, increase to triple your proficiency bonus and attribute modifier.

3RD LEVEL EXPLOITS

Analeptic Injection. Target one unconscious living creature. The target wakes up. If at 0 or fewer hit points, the target is brought to 1 hit point and wakes up. The target is also immune to sleep effects until you finish a long rest. At 15th level, you can target up to 2 creatures, but each requires an action: you can sacrifice your next turn to administer both injections this turn.

Minor Medical Miracle. Target one creature that has been reduced to 0 hit points or less or killed by failing death saves in the past five minutes. The target returns to life with hit points equal to your proficiency bonus + your Wisdom attribute modifier.

4TH LEVEL EXPLOITS

Exotic Concoction. Target up to 6 creatures (which can include you). Each target gains temporary hit points equal to double your proficiency bonus + double your Wisdom attribute modifier. At 20th level, target gains +2d4 additional temporary hit points.

Major Medical Miracle. Target one living creature. The target recovers from all of the following conditions: blinded, charmed, deafened, diseased, paralyzed, poisoned, and stunned. Its fatigue level is reduced to 0, and it recovers hit points equal to double your proficiency bonus + double your Wisdom attribute modifier + your level.

Playing God. Target one ally killed by failing death saving throws in the past 30 minutes. The target returns to life with 1 hit point, and they awaken.

ARCHETYPES

BRAWLER

Head-Butt. Starting at 7th level, while grappling a creature your size or smaller, you can inflict 2d6 damage + 1d6 per level on the target as a bonus action. Once you use this feature, you cannot use it again until you take a short rest or long rest.

Head Slam. Starting at 11th level, if you have one grappled creature in each hand, you can use a bonus action and make an unarmed melee attack against each target. A hit deals 4d6 + your Strength modifier damage to each target.

Bear Hug. Starting at 15th level, when grappling a target your size or smaller with two hands, you may attempt a bear hug. Make an unarmed strike as your action (or one of your attacks). A hit inflicts 4d6 + your Strength modifier damage.

FIELD MEDIC

Physician Heal Thyself. Starting at 7th level, once per turn, you can use a bonus action to recover hit points equal to your Wisdom modifier.

In the Presence. Starting at 15th level, every ally within 5 feet of you can take a bonus action to recover as many hit points as your proficiency bonus. You can use your action to double this hit point recovery until the beginning of your next turn.

GRANDMASTER

Drunken Boxing. In your enemy's eyes, you just appear to stumble around, luring your enemies in a false hope of a comfortable victory. The more chaotic you look, the deadlier you are. You must be inebriated to activate this discipline, and after doing so, gain the following bonuses:

- You gain temporary hit points equal to twice your level.
- You do not inflict double dice damage when scoring a critical hit. Instead, you gain two additional unarmed

melee attacks as part of the same action. There is no limit on the number of additional attacks you can gain this way in a turn.
- Each time a creature misses, your AC increases by +1 (max +4); if a creature misses you at your max AC bonus, this bonus reverts to 0, and you gain an unarmed melee attack as a reaction against the triggering target.
- After you select this discipline a third time, you gain three additional unarmed attacks instead of a critical hit instead of two.

Karate. Your strength comes from your empty hand—the word's literal meaning. After activating, you gain the following bonuses:
- Use an action to focus your discipline: until the end of your next turn, you have advantage on unarmed attack rolls.
- You can spend 30 feet of movement to gain a +1 bonus to AC until the beginning of your next turn.
- Use an action to make a single kick attack. This is an unarmed attack that inflicts 2d8 + Strength modifier damage. You gain a +7-damage bonus for each additional attack you would normally make with an Attack action.
- After you select this discipline a third time, your kick attack inflicts 2d10 damage instead of 2d8, and your AC bonus increases to +2.

Iron Shirt. The only way to survive some encounters is to not worry about how many times you are hurt. After activating, you gain the following bonuses:
- You have a Hardness value of 4 and are strong against slashing and bludgeoning damage.
- You can spend Hit Dice to recover hit points as if taking a short rest without medical attention while in the middle of a fight. You can use any number of Hit Dice up to half your level as an action.
- If you suffer 1/4 or more your total hit points in damage before the beginning of your turn, you have advantage on your next attack roll.
- After you select this discipline a third time, hardness is strong against piercing damage as well.

Muay Thai. A variation of kickboxing, there is not a limb you possess that is not used in direct physical attacks. You are a stand-up fighter with a huge repertoire of attacks. After activating, you gain the following bonuses:
- Instead of a simple unarmed attack, you must select which attacks you wish to make. The damage dice listed cannot be adjusted by any other abilities.

  Punch: Damage—1d4; make two punch attacks in place of one normal attack you would normally make (max 2 uses per Attack action); you must hit with both attacks to increase your Martial Artist chain bonus tier.

  Elbow: Damage—2d6; if you use an elbow once as part of an Attack action, roll damage dice twice and take the higher value.

  Jump Kick: Damage—2d8; you must move at least 10 feet towards your target before making this attack.

  Roundhouse Kick: Damage—3d8; you suffer a –2 penalty to your attack roll.

  Knee: Damage—1d10; and you can shove the target 5 feet. If the target hits an obstacle, it takes +2 damage.
- After you select this discipline a third time, if you hit a creature three times or more with an Attack action, the target has disadvantage on attacks against you until the beginning of your next turn.

Taekwondo. More defined by its powerful leg movements than hand strikes, your opponents should always keep their eyes on your feet. After activating, you gain the following bonuses:
- If you are not grappled or your legs otherwise restrained , your unarmed attacks increase their damage die by one step (1d4 > 1d6 > 1d8 > 1d10 > 1d12 > 2d6 > 2d8 > 2d10 > 2d12 > 3d8). These are kick attacks. This does not affect your martial artist combo chain tier.
- If you move at least 20 feet towards a creature and make an unarmed (kick) attack as your Attack action, you have advantage on the attack.
- Once per discipline activation, if you score a critical hit against a target your size or smaller, you inflict maximum damage.
- After you select this discipline a third time, you can inflict maximum damage with a critical hit twice per activation.

MILITARIST

Coordination. Beginning when you choose this archetype at 3rd level, you receive Tactical Points (TPs) each time something unfortunate happens to you or an ally. As these points compound, you can counter with positive effects. Points are lost when you take a short rest or long rest or when you roll for initiative. Spending points usually takes either a bonus action or a reaction. You receive 1 point when each of the following occurs.

· An ally you can see or communicate with rolls a natural 1 on an attack roll.
· An ally suffers a critical hit.
· An ally suffers a wound.
· An ally is reduced to zero hit points or less.
· Three or more allies suffer damage from an area effect.

PISTOLERO

Point Shot. Starting at 3rd level, as an action, you can make a single ranged attack with a non-auto one-handed small arm against a creature 20 feet or closer. You inflict an additional 2d6 damage on a hit, increasing this damage by one step at 7th, 11th, 15th, and 18th level (2d6 > 3d6 > 4d6 > 5d6 > 6d6 > 7d6 > 8d6 > etc.). Any additional effects which increase damage this way, including other pistolero abilities, are compounded.

ARMOR

Armor	Hard	Immune	Strong	Weak	Useless	Drawbacks
Light Armor						
Starting Armor						
Leather / Textile	2	—	--	Piercing, Fire	Lightning	Head exposed
Ballistics Armor	3	—	Slashing	Bludgeoning, Lightning	—	—
Synthetic Weave	2	—	Slashing	Bludgeoning, Lightning	—	Head exposed
Advanced Armor						—
Ballistics Armor, Mk 2	4	—	Slashing	Bludgeoning, Lightning	—	—
Biosuit	4	Poison	Acid, cold, fire, bludgeoning, piercing, slashing	—	—	Armor mode only
Synthetic Weave, Mk2	3	—	Slashing	Bludgeoning, Lightning	—	Head exposed
Spider-Silk Suit	2	—	Lightning, slashing	—	—	—
Medium Armor						
Starting Armor						
Force Body Vest	4	—	—	—	—	—
Aramid Combat Suit	5	—	Fire, slashing	Bludgeoning, lightning	—	—
Aramid Survival Suit	6	Poison	--	Lightning	—	—
Advanced Armor						
Aramid Combat Suit, Mk2	6	—	Fire, slashing	Bludgeoning, lightning	—	—
Aramid Survival Suit, Mk2	7	Poison	Bludgeoning	Lightning	—	—
Blinder-Mail	5	—	—	—	—	—
Nanotech Armor	6	—	Fire, cold, bludgeoning, slashing	Thunder	—	—
F.A.S.T.	6	Poison	Acid, cold, fire, bludgeoning, piercing, slashing	—	—	—
Plus Suit (Mark 1)	6	—	—	—	—	—
Space Suit (Medium)	3	—	Force, radiant	—	—	—
Heavy Armor						
Starting Armor						
Flak Longcoat	7	—	—	—	—	—
Carbide Armor	7	—	Bludgeoning, fire, cold	—	—	—
Tactical Body Armor	8	—	—	—	—	—
Advanced Armor						
Advanced Wasteland	8	Poison	Fire, cold, bludgeoning, slashing	—	—	—
Carbide Armor, Mk2	7	—	Bludgeoning, fire, cold	—	—	—
Full Combat Warrior	9	—	Bludgeoning, fire, slashing	—	—	—
Molten Mail	8	—	Cold, fire, bludgeoning	—	—	—
Plus Suit (Mark 2)	7	—	—	—	—	—
Space Suit (Heavy)	4	—	Force, radiant, bludgeoning	—	—	—
Tactical Body Armor, Mk2	8	—	Bludgeoning, fire, slashing	—	—	—
Tech-Mail	9	—	Bludgeoning, cold, fire, slashing, piercing	—	—	—
Yowie Suit	5	—	Cold, fire	Bludgeoning, piercing	—	—
Yowie Suit, Mk2	6	—	—	—	—	—
Exo-Armor (Light)						
Living Carapace (Light)	4	—	Acid, cold, fire, necrotic, psychic, thunder	—	—	—
VR-052F Superlight	4	Poison	Acid, cold, fire, bludgeoning, piercing, slashing	—	—	—
YF-21 Skinsuit	7	Poison	Acid, cold, fire	—	—	—
Exo-Armor (Medium)						
Combat Exoskeleton (TL4)	8	—	Acid, cold, fire, bludgeoning	—	—	—
Combat Exoskeleton (TL5)	9	—	Acid, cold, fire, bludgeoning	—	—	—
Living Carapace (Medium)	9	—	Acid, cold, fire, necrotic, psychic, thunder	—	—	—
VF-1 Power Suit	9	—	Acid, cold, fire, bludgeoning, slashing	—	—	—
Utility Exoskeleton	9	—	Bludgeoning	—	—	—
101A Vulture	7	—	Acid, cold, fire, bludgeoning			
Exo-Armor (Heavy)						
ATAC-01 God Mech	12	Poison	Acid, cold, bludgeoning, fire, piercing	—	—	—
ATH-Q58 Vertical Tank	11	—	Acid, cold, bludgeoning, fire, piercing, slashing	—	—	
AV-98 Mecha	11	Poison	Acid, cold, bludgeoning, fire, slashing	—	—	—
Living Carapace (Heavy)	11	—	Acid, cold, fire, necrotic, psychic, thunder	—	—	—
Mobile Motor Armor	10	—	Acid, cold, fire, bludgeoning, slashing	—	—	—
RX-78 Motor Slave	12	Poison	Acid, cold, fire, bludgeoning, piercing, slashing	—	—	—
Unit 01 Power Armor	10	Poison	Acid, cold, fire, bludgeoning, piercing, slashing	—	—	—
Active Dissuasion System	2	—	—	—	—	—
Deployable Shield	2/4	—	—	—	—	—
Energy Envelope	2	—	—	—	—	—
Forced Defense Shield	1	—	—	—	—	—
Kinetic Baffle	4	—	Piercing	—	—	Ranged only
Repulsor Engine	3	—	—	—	—	—

GROUND VEHICLES

Name	Hardness	Immune	Strong	Weak
4-wheel ATV	2	—	—	—
APC	14	Cold, fire, slashing	Acid, bludgeoning, piercing, thunder	—
Armored Truck	13	Cold, fire, slashing	Acid, bludgeoning, piercing, thunder	—
Automobile, Wheeled				
Car, Hyper	4	—	Cold, slashing	—
Car, Luxury Sedan	4	—	Cold, slashing	—
Car, Sedan	4	—	Cold, slashing	—
Car, Sporty	4	—	Cold, slashing	—
Car, Sports Sedan	4	—	Cold, slashing	—
Car, Sports	4	—	Cold, slashing	—
Car, Super	4	—	Cold, slashing	—
Semi-Trailer Truck	5	—	Cold, slashing	—
Sport Utility Vehicle	4	—	Cold, slashing	—
SUV, Luxury	4	—	Cold, slashing	—
Truck	5	—	Cold, slashing	—
Van	5	—	Cold, slashing	—
Bike, Wheeled				
Chopper	3	—	Cold	—
Cruiser	3	—	Cold	—
Dirt / Motorcross	3	—	Cold	—
Enduro	4	—	Cold	—
Scooter	3	—	Cold	—
Superbike	3	—	Cold	—
Touring / Dual Sports	3	—	Cold	—
Trike	3	—	Cold	—
Buggy, Wheeled	2	—	Cold	—
Earth Crawler	15	Poison	Acid, cold, fire, thunder	—
Haul Truck	8	Poison	—	—
Hot Tank	10	Poison	Acid, cold, fire, lightning, thunder	—
Hover Vehicles				
Hovercar	3	—	—	—
Hoverbike	2	—	—	—
Hovertruck	4	—	—	—
Land Yacht / Bus	5	Poison	Cold, fire	—
Mobile Base	12	Poison	Acid, cold, fire, lightning, thunder	—
Multi-Ped Vehicle, Light	10	Cold, fire	Acid, bludgeoning, thunder, piercing, slashing	—
Multi-Ped Vehicle, Heavy	14	Cold, fire	Acid, bludgeoning, thunder, piercing, slashing	—
Personal Transporter	1	—	—	—
Planetmover	20	All damage	—	—
Sprung Train	10	Poison	Acid, cold, fire, lightning, thunder	—
Tank	16	Cold, fire, poison	Acid, bludgeoning, piercing, slashing, thunder	—

GRENADES AND EXPLOSIVES

USING GRENADES

Impact Point. Any creature within the same space as an exploding grenade takes double dice damage from a grenade attack (so a 2d6 concussion grenade will inflict 4d6 to any creature occupying the same space as the grenade when it detonates).

USING DEMOLITIONS

Damaging Structures, Inanimate Objects, and Helpless Creatures. Anything in range that does not have a Dexterity score and is not moving takes double dice damage as well as maximum damage from the blast. Animated targets that are helpless against the blast (for instance, if the explosive is attached to them) cannot make saving throws and also take double dice and maximum damage.

Nerve Toxin. A deadly and illegal weapon, this grenade expels a potent gaseous mixture blending a batrachotoxin and taipoxin, and several other agents produces a toxic gas that causes complete paralysis of all muscles by stopping the release of acetylcholine. By blocking nerve pulses to the muscles, the subject dies from asphyxiation or heart failure.

Nerve toxin grenades are a gas effect that only affects living creatures. After detonation, the area continues to affect any creature that starts its turn in or enters the target area for 1d4 minutes. After detonation, the nerve toxin grenade fills a 10-foot cube, expanding to 20 feet at the top of the next round and 30 feet on the round after that.

Targets are poisoned and suffer 4d6 damage each turn. At the beginning of its turn, the target can make a DC 15 Constitution saving throw. It must pass two consecutive saving throws to recover from this effect.

ARMOR

ARMOR MODIFICATIONS

Bulletproof. Your hardness rating becomes strong against bludgeoning. Select this modification a second time, and it becomes strong to slashing. Select this modification a third time, and it becomes strong to piercing. If you already have previous modifications, you can skip them.

Increased Armor. The armor gains a bonus to hardness

AIRCRAFT

Name	Hardness	Immune	Strong	Weak
Advanced Aerial Vehicle	10	Poison	Acid, bludgeoning, cold, fire, piercing, slashing	—
Attack Helicopter	9	Poison	Acid, bludgeoning, cold, fire, piercing, slashing	—
Blimp	5	Poison	Acid, bludgeoning, cold, fire thunder	—
Buzzboy	7	Poison	Acid, bludgeoning, cold, fire, piercing, slashing	—
Flying Supercar	4	Poison	Acid, cold, fire	—
Flying Car	4	Poison	Acid, cold, fire	—
Helicopter	7	Poison	Acid, cold, fire	—
Helicopter	8	Poison	Acid, cold, fire, thunder	—
Leviathan	12	Cold, bludgeoning, fire, poison, slashing	Acid, piercing, thunder	—
Rocket Yacht	10	Cold, fire, poison	Acid, bludgeoning, piercing, slashing, thunder	—
Swoosh Bike	3	Cold, fire	—	—
Tilt-Fan	8	Poison	Acid, bludgeoning, cold, fire, slashing, thunder	—
Tilt-Rotor	8	Poison	Acid, bludgeoning, cold, fire, slashing, thunder	—
Tilt-Jet	8	Poison	Acid, bludgeoning, cold, fire, slashing, thunder	—

between +2 and +6.

Increased Resistance. When you purchase this upgrade, select a damage type from the following list: acid, cold, fire, lightning, or thunder. Your armor is strong to that type. If already strong, it becomes immune.

Larger Gauntlets (exo only). Increase the damage dice of the armor's gauntlets by one step (2d8 > 2d10 > 2d12 > 4d6 > 4d8 > 4d10).

Structural Reinforcement (exo only). The armor gains additional hit points. These hit points do not stack with other levels of Structural Reinforcement. Each level also grants an increase in threshold.

Mk1: +5 hit points and a +1 bonus to threshold.

Mk2: +10 hit points and a +3 bonus to threshold.

Mk3: +15 hit points and a +5 bonus to threshold.

CYBERNETICS

Linear Frame. *Alpha:* You gain +5 hit points +1 additional hit point per character level in addition to normal level rewards. *Beta:* You gain +15 hit points plus 1 hit point for every character level.

Nanite Injection. When you finish a long rest, you recover lost hit points equal to your Constitution modifier.

Pain Implant. You gain +5 hit points.

Thick Hide. You gain 4 hardness.

VEHICLES ARMOR CLASS

Like armor, vehicles allow you to add either your Dexterity or Intelligence bonus to your vehicle's AC. Some vehicles either limit the bonus (like +2 with Medium armor) or prohibit it altogether.

VEHICLE MODIFICATIONS

Complete Composite Retrofit. When you purchase this upgrade, select a damage type from the following list: acid, cold, fire, lightning, or thunder. Your hardness rating becomes strong to that damage type. If already strong, it becomes immune.

Electronic / Physical Counter Measures (EPCM). *Level I:* +2 bonus to the vehicle's hardness; *Level II:* +4 bonus to the vehi-

cle's hardness; *Level III:* +6 bonus to the vehicle's hardness.

Reinforced Chassis. *Level I:* Vehicle gains +10 hit points; *Level II:* Vehicle gains +50 hit points. Vehicle must have at least 20 hit points for this modification; *Level III:* Vehicle gains +75 hit points. Vehicle must have at least 40 hit points for this modification; *Level IV:* Vehicle gains +80 hit points. Vehicle must have at least 50 hit points for this modification.

Interlaced Armor Plating. *Grade I Property:* Hardness becomes strong to slashing. If already strong, it becomes immune; *Grade II Property:* Hardness becomes strong to bludgeoning. If already strong, it becomes immune. The vehicle's speed is reduced by 5 feet; *Grade III Property:* Hardness becomes strong to piercing. If already strong, it becomes immune. The vehicle's speed is reduced by 5 feet.

SELF SHIELDS

Self-Shields are a great inclusion in an *Ultramodern5* game attempting to emulate many popular modern video games. In many of these titles, personal shields without any additional armor (at least effective armor) are commonplace. If the setting in question is meant to emulate these settings, self-shields can be assigned immediately at 1st level. These increase player survivability and radically shifts the gameplay from traditional 5E roots. If the brutality of base UltraMax is too much, employing self-shields can be viewed as an alternative.

Combining self-shields with randomized loot rules would certainly match these rules with those found in many online shooter video games. As such, self-shields are not modified if implemented in UltraMax.

MECHA

As we have repeatedly noted, mecha are not remotely realistic. However, to make them fall in line with UltraMax, you may implement these modifications.

ARMOR

Armor no longer is spread evenly across the mecha and must now be purchased for each location. Armor provides hardness to a location. It still does not take up space.

Mix/Matching. Obviously, it would be possible to add medium armor to one servo and light armor to another. When calculating if a pilot can add its ability score to its AC, compare how many limbs have each armor type. The majority of armor types is that overall armor's specification as long as it is one less than the heaviest armor.

For Example, if all limbs have light armor but the torso has medium armor, that mech is counted as having light armor. If the torso has heavy armor, the mech is counted as having medium armor (even though it has no medium armor, it is one less than heavy).

Strong (TL2). With the listed damage type, this armor is strong.

Immunity (TL3). With the listed damage type, this armor is immune.

Weak. With the listed damage type, this armor is weak. You cannot combine vulnerability with the same resistance or immunity. This makes armor cheaper.

LIGHT ARMOR

Level	Cost	Hard
1	10	3
2	22	4
6	115	5
10	295	6
14	550	7
18	1,000	8

MEDIUM ARMOR

Level	Cost	Hard
1	11	4
2	35	5
3	55	6
4	90	7
7	195	8
11	420	9
15	900	10
19	1,250	11

HEAVY ARMOR

Level	Cost	Hard
1	10	6
2	22	7
3	35	8
4	55	9
5	90	10
9	295	11
13	550	12
17	1,000	13
21	2,050	14

ARMOR MODIFICATIONS

Type	Cost
Strong (Acid)	x1.2
Strong (Cold)	x1.2
Strong (Fire)	x1.2
Strong (Radiant)	x1.2
Strong (Lightning)	x1.2
Strong (Bludgeoning)	x1.2
Strong (Piercing)	x1.2
Strong (Slashing)	x1.2
Immunity (Acid)	x1.7
Immunity (Cold)	x2.0
Immunity (Fire)	x2.5
Immunity (Radiant)	x3.0
Immunity (Lightning)	x3.0
Immunity (Bludgeoning)	x3.2
Immunity (Piercing)	x3.2
Immunity (Slashing)	x3.2
Weak (Acid)	x0.8
Weak (Cold)	x0.8
Weak (Fire)	x0.7
Weak (Radiant)	x0.7
Weak (Lightning)	x0.7
Weak (Bludgeoning)	x0.7
Weak (Piercing)	x0.6
Weak (Slashing)	x0.7
Energy Absorption	x1.5
EMP Shielding	x1.5

SHIELDS

Standard. Hardness 3 and up shields come with a -5 feet penalty to speed and a +2 Max Dexterity bonus. Shield hardness can be modified like armor.

Reactive. By default, a reactive shield's buffer and hit points are 10/40. When dealing with armor-piercing and attacks counted as magical, the shield buffer is counted as half, and the shield absorbs all the incoming damage without resistance.

SHIELDS

Type	Cost	Hardness	Space
Standard	10	2	1
Standard	20	3	2
Standard	500	4	3
Standard	840	5	4
Active	110	3	1
Active	230	4	1
Active	590	5	1
Reactive	590	--	5+

SHIELD MODIFICATIONS

Modification	Cost
Energy Absorber	x1.5
Energy Cache-Divert	x1.3
Energy Only	x0.75
Lifespan (3-Round)	x0.5
Lifespan (4-Round)	x0.6
Lifespan (5-Round)	x0.7
Pinpoint Barrier (1)	x0.7
Pinpoint Barrier (2)	x0.8
Physical Only	x0.75
Ranged Only	x0.75
Reactive Upgrade (13/45)	x2.0
Reactive Upgrade (16/50)	x3.0
Reactive Upgrade (19/60)	x5.0
Reset (3-Round)	x2.0
Reset (4-Round)	x1.5
Surge	x2.5

OPPONENT EXAMPLES

BASIC COMBATANT

Medium human, any alignment

Armor Class 15 (armor) or 14 with *minion*
Hit Points 23 (5d8) or 5 with minion
Speed 30 ft.
Hardness 5

STR	DEX	CON	INT	WIS	CHA
14(+2)	12(+1)	11(+0)	10(+0)	10(+0)	10(+0)

Senses Passive Perception 10
Languages One language (English usually)
Challenge 1/2 (100 XP)

Minion. Combatants can be used as minions. A combatant used this way decreases its AC to 14, and its hit points to 5. Three minions count as one normal at the listed challenge.

ACTIONS

Knife. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4+2) slashing damage.

Firearm. *Ranged Weapon Attack:* +4 to hit, range *50/100* ft., one target. *Hit:* 9 (2d6+2) piercing damage.

BRUTAL THUG

Medium human, any alignment

Armor Class 16 (armor) or 15 with *minion*
Hit Points 28 (6d8+12) or 7 with *minion*
Speed 30 ft.
Hardness 6

STR	DEX	CON	INT	WIS	CHA
14(+2)	14(+2)	15(+2)	10(+0)	12(+1)	10(+0)

Senses Passive Perception 11
Languages One language (English usually)
Challenge 2 (450 XP)

Minion. Brutal thugs can be used as minions. A thug used this way decreases its AC to 16, and its hit points to 10. Three minions count as one normal at the listed challenge.

ACTIONS

Rifle Butt. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (2d6+3) bludgeoning damage

Rifle. *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target. *Hit:* 13 (3d6+3) piercing damage.

BAND BROTHER

Medium human, any alignment

Armor Class 18 (armor) or 17 with *minion*
Hit Points 35 (12d8+36) or 9 with minion
Speed 30 ft.
Hardness 8

STR	DEX	CON	INT	WIS	CHA
16(+3)	16(+4)	16(+3)	14(+2)	10(+0)	12(+1)

Senses Passive Perception 10
Languages One language (usually English)
Challenge 6 (2,300 XP)

Minion. Band brothers can be used as minions. A band brother used this way decreases its AC to 17, and its hit points to 23. Three minions count as one normal at the listed challenge.

ACTIONS

Multiattack (non-minion). The band brother makes two assault rifle attacks, and a non-minion band brother selects one band brother in line of sight to have advantage on its next attack roll.

Assault Rifle. *Ranged Weapon Attack:* +10 to hit, range 100/400 ft., one target. *Hit:* 13 (2d8+4) piercing damage.

Rifle Butt. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) bludgeoning damage

TWELVE: ADVENTURING

Ultramodern5 supports multiple styles of gaming, from long-running campaigns to fast run-and-gun missions and can service just about any modern or sci-fi genre from high-stakes espionage to the zombie apocalypse. Because it is built on the 5th Edition framework, many of the same considerations that go into planning a fantasy game apply to *Ultramodern5*. Of course, it differs in a few ways as well.'

TEAMWORK

An *Ultramodern5* character is usually part of a team. Character creation should take that into account, and be a collective experience, each member discussing their concept and finding their niche. Be sure the players broadly understand what sorts of challenges they can expect to run across, and make sure the GM understands what sorts of action the players are interested in facing.

THE REWARDS ARE STILL SWEET

In *Ultramodern5* games, enemies rarely come with convenient treasure drops. The best way around this is to include a financial reward system which is paid out after the end of an adventure. These would come in the form of raw credits, not paintings, jewels, or magic items. If the player takes an item as loot (a piece of equipment or a weapon, for example), the value of that item is deducted from that character's share of the group's financial reward at the end of the adventure.

TREASURE

Depending on the setting in question, a GM may decide to use traditional treasure rules. This is certainly common in games aiming to replicate video games where the goal is less the progression of a plot and more the acquisition of random loot. As such, just the same as in a traditional fantasy game, much of the acquired treasure will be often replaced throughout level progression.

The following tables are intended to replicate those found in the official 5E publications. Instead of Magic Item Tables, replace them with Tech Item Tables, matching the letters (if a roll refers to Magic Item Table E, instead refer to Tech Item Table E).

Swapping. These tables offer considerable randomization, but the resulting roll may result in loot anachronistic or inappropriate for the setting. In situations like this, shift one row lower and continue doing so until reaching an item that matches the setting. The first entry on every table (except A) is a random loot & shoot entry.

Loot and Shoot. Several entries refer to general loot &

shoot weapons. As will be explained later, these are weapons that include random elements to create any number of unique weapons. Roll on later tables to determine the specific weapon. A GM may use random loot & shoot weapons for any or every item dropped (see later).

Self-Shields. If the implemented setting employs Self Shields, and if one is awarded, then also roll once on the benefits table to see which special feature is included with the device.

TECH ITEM TABLE A

D100	Tech
01-10	Basic Power Cell
11-20	Brass Knuckles
21-25	Medium Power Cell
26-30	Collapsible Baton
31-35	Plug Bayonet
36-40	Grenade, Smoke Screening
41-45	Leather Armor
46-50	Low-Calibre Autoloader
51-55	Grenade, Fragmentation
56-60	Grenade, Flashbang
61-63	Fighting Knife Bayonet
64-65	Vigor Injection (Stock)
66-68	Dark Brew (Stock)
69-71	Grenade, Concussion
72-74	Synthetic Weave
75-77	Ballistics Armor
78-80	Synthetic Weave
81-83	High Power Cell
84-86	Grenade, HEAT
87-89	Medical Kit
90-92	Vigor Injection (Greater)
93-95	Dark Brew (Greater)
96-97	Force Body Vest
98	Grenade, Riot
99	One-Handed Grappling Hook
00	Capsicum Spray

TECH ITEM TABLE B

D100	Tech
01-10	Loot & Shoot
11-20	Grenade, EMP
21-30	Grenade, Booster
31-40	Grenade, Tag
41-45	Vigor Shooter
46-50	Grenade, Shockwave
51-54	Spike Bayonet
55-57	Targeting Scope
58-59	Engineering Kit (TL0)
60-61	Rover Robot
62-63	Grenade, Smoke Signal
64-65	Two-Handed Grappling Hook
66-67	Flak Longcoat
68-69	Grenade, Mother
70-71	The Arch
72-73	Air Dart Pistol
74-75	Revolver
76-77	Pocket Pistol
78-79	Grenade, White Phosphorous
80-81	Carbide Armor
82	Grenade, Gravity Well
83	Suspension Filament
84	Implant Vessel (Mark 1)
85	Engineering Kit (TL1)
86	Aramid Combat Suit
87	Linked Vessel (Mark 1)
88	Piton-Gauntlet
89	Combine Rifle
90	Grenade, Magnetic Mine
91	Grenade, Nerve Toxin
92	Nano-Healer
93	High-Calibre Autoloader
94	Rocket Launcher
95	Vigor Injection (Superior)
96	Carbide Armor, MK2
97	Dark Brew (Superior)
98	Grenade, Seeker
99	Forced Defense Shield
00	Assault Rifle

TECH ITEM TABLE C

D100	Tech
01-20	Loot And Shoot
21-25	Basic Sniper Rifle
26-28	Net Gun
29-31	Break-Action Shot Pistol
32-34	Bolt Rifle
35-37	Aramid Survival Suit
38-40	Machine Pistol
41-43	Semi-Automatic Rifle
44-46	Medium Machine Gun
47-49	Libration
50-52	Submachine Gun
53-55	The Immortal
56-58	Tactical Body Armor
59-61	Machine Light Cannon
62-64	Shotgun
65-67	Heavy Grappling Hook
68-70	One-Handed Grenade Launcher
71-72	Darkephrine
73-74	Grenade Light Weapon
75-76	Punch Gun
77-78	Engineering Kit (TL2)
79-80	Grenade, Plasma
81-82	Grenade, Singularity
83-84	Caseless Rifle
85	Electroshock Gun
86	ESP Rifle
87	Crankgun
88	Shield Brace
89	Rotary Cannon
90	Angel River
91	Mortar
92	Sniper Cannon
93	Caseless Pistol
94	Machine Shotgun
95	Carbon Crossbow
96	Light Machine Gun
97	Gas Mask
98	Compound Longbow
99	Linked Vessel (Mark 2)
00	Implant Vessel (Mark 2)

TECH ITEM TABLE D

D100	Tech
01-29	Loot And Shoot
30-34	Engineering Kit (TL3) 800
35-39	Ballistics Armor MK2
40-42	Rocket Launcher MK2 1000
43-45	Dark Brew (Supreme)
46-48	Big Ear
49-51	Autocannon
52-54	Vigor Injection (Supreme)
55-57	Acid Thrower
58-89	Flamethrower
60-61	Mifune Self-Shield
62-63	Psycho Self-Shield
64-65	Somatic Surrogate
66-67	Sigil Projector
68-69	Vocal Proxy
71-72	Spider-Silk Suit
73-74	Viper Self-Shield
75-76	Lie Detector
77-78	Battle Drill
79-80	Aramid Combat Suit, MK2
81-82	Tesla Glove
83-84	Chainsaw
85-86	Flash Goggles
87-88	Engineering Kit (TL4)
89-90	Moses Self-Shield
00	Taidan Self-Shield

TECH ITEM TABLE E

D100	Tech
01-20	Loot And Shoot
21-23	Laser Sight
24-26	Tech-Mail
27-29	Yowie Suit
30-32	Portable Jammer
33-35	ET/M Scope
36-37	Tactical Body Armor, MK2
38-39	Union Cannon
40-41	The Demigod
42-43	Grip Gloves
44-45	Engineering Kit (TL5)
46-47	Space Suit (Medium)
48-49	Permatek
50-51	Bradbury Self-Shield
52-53	Aramid Survival Suit, MK2
54-55	Infinity
56-57	Buzz Baton
58-59	Cyclotron Rifle
60-61	River Expansion
62-63	Sonic Stunner
64-65	Blinder Mail
66-67	Super Heavy Grappling Hook
68-69	Darktech Regenerator
70-71	Boom Gauntlet
72-73	Covenant Rifle
74-75	Power Hooks
76-77	Rocket Hammer
78-79	Electro-Optical Sensor
80-81	Nanotech Armor
82-83	Fatal Volley
84-85	Advanced Wasteland Armor
86-87	Molten Mail
88-89	Space Suit (Heavy)
90-91	Gravity Lens
92-93	Cambion
94-95	Energy Shield
96	ESP Pistol
97	Sick Stick
98	Yowie Suit MK2
99	SPP Pistol
00	SPP Rifle

TECH ITEM TABLE F

D100	Tech
01-20	Loot And Shoot
20-26	Sabazios Self-Shield
27-32	Linked Vessel (Mark 3)
33-38	Infrared Goggles
39-45	Implant Vessel (Mark 3)
45-50	Force Shield
51-55	ESP Maelstrom
56-60	Full Combat Warrior
61-65	Charge Pistol
66-70	Sonic Focus Rifle
71-75	Restrainment Field
76-78	Nuclear Pulse Rifle
79-81	SPP Vortex
82-84	SPP Sensor Gun
85-87	Alphaden Self-Shield
88-89	Grub Gun
90-91	Ion Rifle
92-93	Gods Eye Sniper Gun
94-95	Kinetic Flash Rifle
96-97	Light Coilgun
98-99	Plus Suit MK1
00	Accelerator Rifle

TECH ITEM TABLE G

D100	Tech
01-19	Loot And Shoot
20-25	Ultrasound Goggles
25-30	Ion Cannon
31-37	Necrotizer
38-42	Barrel Blaster
43-47	Deployable Shield
48-51	Nuclear Pellet Pistol
52-55	Coil Pistol
56-59	Coil Light Gun
60-62	Nuclear Particle Lance
63-65	Endothermic Rifle
66-68	Light Bender
69-71	Smart Pistol
72-74	Holographic Generator
75-77	Repulsor Engine
78-80	Proton Wand
81-83	Rail Pistol
84-86	Nailgun
87-89	Linear Collider
90-91	Solid Laser Pistol
92-93	Harmonic Blade
94-95	F.A.S.T.
96-97	Punch Laser Gun
98	Solid Laser Rifle
99	Arc Rifle
00	Biosuit

TECH ITEM TABLE H

D100	Tech
01-17	Loot And Shoot
18-25	Marathon Self-Shield
26-33	Solid Laser Cannon
34-41	Xeno-Stranger
42-48	Volley Gun ESP
49-54	Cannonballer
55-59	Ground Heavy Gun
59-63	X-Beam
64-67	Gravity Gun
68-71	Micromissile Launcher
72-73	Field Manipulator
75-76	Atomizer
77-79	Blade Launcher
80-81	Displacement Device
82-83	Capacitor Plasma Pistol
84-85	Plasma Pistol
86-87	Railgun
88-89	Thumper Laser Pistol
90-91	Thumper Laser Rifle
92-93	Ultimate Sniper Rifle
94-95	Energy Dome Mk1
96-97	Kinetic Baffle
98-99	Gauss Repeater
00	Assembly Assault Anachronism

TECH ITEM TABLE I

D100	Tech
01-10	Loot And Shoot
11-15	Thor Cannon
16-20	Railcannon
21-25	Particle Beam Bun
26-30	Super-Kill Sniper
31-35	Venom Splitter
36-40	Morita Limited Self-Shield
41-45	Smartgun
46-50	Shift-Nano Modulator
54-56	Plus Suit, MK2
57-59	Punch Plasma Gun
60-62	Mind Phazer
63-65	Energy Dome Mk2
66-68	Vapor Rifle
69-70	Sonic Devastator
71-72	Shift-Energy Modulator
73-74	Caustic Cannon
75-76	Plasma Sword
77-78	Laser Leash
79-80	Pulse Mini-Gun
81-82	Energy Envelope
83-84	Disruptor
85-86	Energy Dome Mk3
87-88	Pico-Positron
89-90	Plasma Rifle
91-92	Dense Plasma Focus Cannon
93-94	Mass Driver
95-96	Plasma Artillery
97	Demiurge
98	Linked Vessel (Mark 4)
99	Implant Vessel (Mark 4)
00	Spirit Systems Self-Shield

LOOT AND SHOOT

A strange aspect of universe $215^{4}.1845^{6}.1812^{2}$, enemies exist for the express purpose of dropping treasure. At least it's called treasure in fantasy settings; in modern and futuristic settings, we call it loot. Enemies have this predilection of tossing out numerous weapons upon their death, firearms they never used in combat, and even weapons they couldn't physically use.

In traditional games where monsters are present but so are guns, a GM may elect to include these loot & shoot rules. Start with the type, which is the only roll that cannot be modified, then roll for rarity. After which each additional moniker will add additional features. By the end, you'll have created—hopefully—a unique firearm.

Unlike purchasing a weapon, a weapon dropped comes with only one fully loaded magazine. Additional magazines, if they can be found, cost 10% of the weapon's purchase price.

WEAPON COST

A weapon cost is based on its tech level and its type. Multiply its tech level times 10 then multiply that result by the base cost to find its purchase price. Rarity will also affect cost. Most likely, this weapon was not purchased, but instead found, so this helps generate a cost on which to base a selling price.

WEAPON TYPE

This table determines the broad type of weapon, from a one-handed small arm to a super heavy weapon. This sets the base damage, cost, range, and weight. It also applies certain common qualities all weapons of that type share. Magazine modifiers multiply the base magazine side determined by rolling the company (most magazines are either 15 rounds or 20, so a super heavy weapon would expand that to 60 or 80).

WEAPON RARITY

This table determines how good the weapon is, though unlike other tables, certain powerful weapons will be difficult to attain without modifiers.

Compare the challenge rating of a monster with the average character level of the group; if the difference is positive, then it is a modifier to the rarity roll.

An additional modifier to rarity is based on the average character level.

1-5. No modifier.

6-10. +1

11-15. +3

16-20. +6

Weapon rarity will determine any bonuses to attack and damage as well as dictate how many times you roll on the company, line, and model tables to determine the weapon's abilities. When rolling multiple times on a table (for masterwork and legendary), either combine all the names together or select which name to adopt.

Cost. Rarity will also add a multiplier for weapon cost.

WEAPON TYPE

d20	Weapon Type	Damage	Base Cost	Range	Weight.	Properties
1-5	One-handed small arm	1d6	250	50/200	3 lb.	Light
6-10	Two-handed small arm	1d8	350	100/400	12 lb.	x2 magazine
11-15	Heavy weapon	1d10	550	200/800	40 lb.	x3 magazine, heavy
16-20	Super heavy weapon	1d6+6	750	300/1200	150 lb.	x4 magazine, heavy, AP

WEAPON RARITY

d20	Rarity	Benefit	Table Rolls	Cost
1 – 7	Common	None	1 company	0
8 – 13	Uncommon	+1 attack and +1 damage	1 company, 1 line	x2
14 – 18	Rare	+1 attack and +2 damage	1 company, 1 line, 1 model	x5
19 – 22	Epic	+2 attack and +3 damage	1 company, 1 line, 1 model	x10
23 – 25	Masterwork	+2 attack and +4 damage	1 company, 1 line, 2 model	x30
26 – up	Legendary	+3 attack and +5 damage	1 company, 2 line, 2 model	x60

COMPANY

d20	Company	Damage Type	Magazine	TL
1	Mifune	Acid	Reload Cell 15	4
2	Gunsmith	Cold	Reload Cell 15	4
3	Viper	Fire	Reload Cell 15	4
4	Moses	Pincher (lightning)	Reload Cell 15	3
5	Seburo	Sonic (thunder & bludgeoning	Reload Cell 15	3
6 – 10	Federated Firearms	Traditional bullet (piercing)	Reload 20	2
11 - 12	NecroTech	Nuclear (radiant)	Reload Cell 20	3
13 – 14	Alphaden	Laser (fire)	Reload Cell 20	4
15 – 16	Marathon	Plasma (radiant & fire)	Reload Cell 20	5
17 – 18	Morita Limited	Magnetic (piercing)	Reload 20	3
19	NecroTech	Necrotic	Reload Cell 20	3
20	Spirit Systems	Force	Reload Cell 20	3

MODEL

d20	Model	Benefit
1	X-T-R	Ricochet
2	2000	Chain
3	DL-44	Lingering
4	M-99	Gunner
5	90K	Rifling
6	Special	Defense
7	Cannon	Caliber
8	Model One	Regeneration
9	VC5	Blade
10	EX	Velocity
11	Pearl	Expensive
12	VF	Tracking
13	PPP	Rust
14	GG	Void
15	1337	Extension
16	E-Tech	Criticality
17	ZF-1	Replay
18	101	Echo
19	XM-18	Polymer
20	EM-1	Vigor

LINE

d20	Line	Additional Property
1-2	Arc	Sniper (+1)
3-4	Super	Sniper (+2)
5-6	Detective	Armor Piercing
7-8	Annihilator	Auto
9-10	Enforcer	Feed
11-12	Omega	Auto-heavy
13-14	Tactical	Explosive
15-16	Dragoon	Shotgun
17-18	Performance	Undermount
19-20	Seraphim	Guided

RANDOM SELF-SHIELD BENEFITS

d100	Model	Benefit
01-11	Asclepius	Feedback
12-17	Boom-Box	Burst
18-23	Breadbasket	Power
24-29	Buzzz	Channel
30-35	Cackle	Collapse
36-40	Ceraunoscopy	Transform
41-45	X-TRO	Leach
46-50	Godspeed	Speed
51-55	Hachiman	Linger
56-59	Zaptacular	Response
60-63	Necromonger	Necrotic
64-67	Puff-Puff	Pulse
68-71	Firefly	Lightning
72-75	Hammer	Thunder
76-79	Freshmaker	Acid
78-81	Darkside	Force
82-85	Old-Man	Cold
86-89	Fatman	Health
90-93	Thermoptix	Stealth
94-96	Loverboy	Radiant
97-99	Fuji	Fire
00	Triple-A	Flash

COMPANY

A company determines the weapon's damage type, which is an all-encompassing attribute representative of that corporation. It also determines the magazine type and size. Most weapons employ energy cells. For one-handed and two-handed small arms, these are M cells; for heavy and super-heavy weapons, these are H-cells.

Element weapons (acid, cold, fire, necrotic, force) employ a magnetic bubble similar to plasma but enclose a different energy type. Pincher, sonic, nuclear, laser, plasma, and magnetic are the same as listed previously.

LINE

The line is a standard set of products a company offers. These offer additional properties that determine more accurately what a firearm actually is. It could be a sniper weapon or an automatic weapon. If instructed to roll twice on this table, you can reroll the second result if it makes no sense with the first one (be creative, there may be solution).

Sniper. This weapon gains a sniper scope and the sniper

property at either +1 or +2. You cannot gain more than a +3 total from a sniper bonus through multiple rolling.

Armor Piercing. If you already gain this property from being a super heavy weapon, re-roll.

Auto/Auto-Heavy. The increased damage from employing this property is based on the original damage improved by one step (1d4 > 1d6 > 1d8 > 1d10 > 1d12 > 2d6 > 2d8 > 1d6+6 > 1d8+8 > 1d10+10 > 1d12+12). Increase magazine size (x3 for auto, x5 for auto-heavy).

Explosive. If you hit a target with a direct attack (not an area effect), all creatures within 5 feet of the initial target must make a DC 15 Dexterity saving throw or suffer damage equal to half the damage you inflicted. A success still suffers half damage (one-quarter of initial damage). If using an area effect with this weapon, the saving throw DC increases by 1.

Shotgun. The weapon gains the shotgun property, which is not particularly useful with the sniper property.

Undermount. This weapon is actually the undermount of another weapon. Roll one additional weapon of decreased rarity (if this weapon is uncommon, roll a common). If this weapon is common, roll another common.

Guided. You gain the guided property.

MODEL

This table adds specific features that sets this model of weapon from others. Some of these can be very peculiar in their application.

Ricochet. If a target is within 5 feet of indestructible terrain and you miss with your initial hit, you can make a second attack and inflict half damage. If you impose a Dexterity saving throw, increases the DC by 2.

Chain. If you score a critical hit on a target, make a second attack against one creature within 20 feet (your choice) of the first one.

Lingering. If you score a critical hit on a target, it suffers additional damage equal to your attack ability modifier at the beginning of your next turn.

Gunner. Increase magazine size by 100%; reduce attack bonus by 1 (min 0).

Rifling. Reduce magazine size by 60% (round down); increase attack bonus by 1 (max +3).

Caliber. Reduce magazine size by 60% (round down); increase damage by one step (1d4 > 1d6 > 1d8 > 1d10 > 1d12 > 2d6 > 2d8 > 1d6+6 > 1d8+8 > 1d10+10 > 1d12+12).

Regeneration. No matter the magazine size or type, at the beginning of your turn, you regenerate one round. Increase the tech level of the item to 4 (unless already higher).

Blade. Your weapon is equipped with a blade either as an undermount or as part of the barrel. One-handed and two-handed small arms gain any one light weapon. Heavy weapons can have a two-handed weapon, and a super heavy weapon can have up to a heavy weapon (for some reason).

Velocity. When inflicting a critical hit, roll all damage dice thrice instead of twice.

Expensive. This is a well-made weapon; its base cost is tripled for the purpose of selling it.

Tracking. Spend a bonus action to lock onto a target you can see; you have advantage with all attack rolls against the target until the beginning of your next turn. Increase the tech level of the item to 4 (unless already higher).

Rust. If you hit a nonmagical ferrous metal object not being worn or carried, you destroy a 1-foot cube of it. If you score a critical hit on armor, it takes a permanent and cumulative -1 penalty to AC. Armor reduced to an AC of 10 or a Shield that drops to a +0 bonus is destroyed. Increase the tech level of the item to 4 (unless already higher).

Void. As an action, your weapon assembles in your hand/s from a warp pocket contained in a bracelet you wear. A two-handed or larger weapon requires two bracelets. Stowing your weapon also takes an action. Increase the tech level of the item to 5 (unless already).

Extension. Increase normal range by 100%; increase maximum range by 200%

Criticality. You inflict a critical hit with a natural 19 or 20. With area affects, you score a critical hit if the target rolls a natural 1 or 2 and fails the save.

Replay. If you score a critical hit on a target, you have advantage to attack rolls against that same target until you change targets or miss. Increase the tech level of the item to 4 (unless already higher).

Echo. Once per turn, if you hit a target, make an identical attack against that same target.

Polymer. Reduce the weapon's weight by 75%. It is considered one class of weapon smaller (super heavy weapon > heavy weapon > two-handed small arm > one-handed small arm). Its combat stats do not change. It can lose the heavy property or gain the light property.

Vigor. If you hit a target with this weapon or a target fails a save against you, you recover 1 hit point. This can only occur during your turn, and the maximum number of hit points recovered this way depends on your level (1st-5th level—1 hit point; 6th-10th level—2 hit points; 11th-15th level—3 hit points; 16th-20th level—4 hit points). Increase the tech level of the item to 5 (unless already).

SET PIECES

Ultramodern5 can be about plot, or it can be about gunplay. Occasionally, a group may find itself involved in a life or death struggle including several encounters back to back. Even though the intervals between encounters might not be considered a "short rest," they can count as one, allowing the resetting of abilities and the spending of Hit Dice. You can then jump right back into another combat encounter and stack these quick battles into one large action scene. These action "set pieces" usually occupy a single session. Set pieces are not episodes but can often be the hook or climax of one. You can also extend the sequence of events and expand into an entire episode. This can be especially helpful after an adventure with little to no gunplay. The useful thing about set pieces is variety. You can use the same map in several different ways.

Here are only a few examples:

SP1—THE RUINED CITY

Unlike the urban city map, the ruined city map is a congested powder keg. The characters have found themselves (intentionally or accidentally) in a confined city block with little room to maneuver and enemies, real or imagined, hiding in every corner.

AREA A—TOWER

This is a bell or clock tower seven floors high. It is the highest location on the map. Entering from the east takes one right to the stairs. The outlook is only two squares wide. The ledge grants cover against all attacks. From this altitude, characters from this location have a clear line of sight to any target on the map not in a building. Targets in buildings may have normal or superior cover depending on each situation. For example, targets in Area B can be attacked as there is no roof, but the southern walls are intact, offering cover depending on how close targets are to the wall.

Hit Points. 100, and the building collapses. Those on the top floor fall 70 feet to the ground.

AREA B—GUTTED

This building has taken a shell or has suffered a bomb detonation. The southern and western walls are still intact, but the roof and most of the north and eastern walls have collapsed. Although there are no functional stairs, characters can still climb to the second and third levels. Level 3 has a concrete barrier, offering cover from Area A (the tow-

er). Vehicles attempting to escape by driving through this building (around the bus in Area E) will find themselves stuck for up to 10 rounds (or until cleared).

Hit Points. Doing 50 damage to any functional walls (south or west) will bring the second and third levels down like a pancake (10 foot and 20-foot drop respectfully). Creatures within must make a DC 15 Dexterity saving throw or suffer 10 bludgeoning damage from falling debris on a failed save or half as much on a successful one.

AREA C—BLOCKADE

Three vehicles are blocking the road to the west. They are placed in such a way that ramming any of them would be futile (as the vehicle behind is too large to be moved when struck by the other two). This assumes players are not driving a tank, as that will be able to smash through pretty much anything.

The vehicles might drive into position to block the way, starting the encounter, or they might have been there to begin with. The vehicles don't have accessible keys and cannot be easily moved. Vehicles grant cover.

Hit Points. 40 for each vehicle but destroying one does not remove the obstruction. If destroyed, the vehicle bursts into flame, immediately inflicting 7 (2d6) bludgeoning damage to every target that moves through or enters an area the vehicle occupies and for 5 feet around. This lasts five minutes.

AREA D—IMPASSIBLE

A hastily erected obstruction occupies this entire road, end to end. Half of it is stacked garbage, and the other half is larger chunks of debris that have been covered in gasoline and lit on fire. Rushing this barricade is useless. It cannot be destroyed and absorbs all damage inflicted. The fire inflicts 7 (2d6) fire damage to every target that moves through or enters a square the fire is occupying and for every adjacent square. This effect lasts for the entire set piece's duration.

AREA E—BUS

A large, weathered, and aged city bus has been wedged across this street, operating as a barricade similar to Area C. It is still intact and functional but is even more difficult to move than the trucks in Area C. Targets can have up to superior cover from anything on the other side. The top of the bus is 10 feet up, allowing cover against opponents at ground level.

Hit Points. 60. If it is destroyed, it explodes. The fire inflicts 7 (2d6) fire damage to every target that moves through or enters a square the fire is occupying and for every adjacent square. This lasts for the entire set piece's duration. Destroying the bus does not remove the obstruction.

AREA F—CAFE

This tiny café has been gutted from weapon fire. The door to the south has broken down, and there's a large gap to the sky above. The stairs have collapsed, forcing characters to climb to the roof on level 2. On the other hand, the moderate walls to the west and south offer cover. From the roof, characters have view of the road, and to the roof of the building in Area G. They also have cover against every attack except those originating in Area L.

Hit Points. 100 as this building is reasonably well made. If someone really wants to punish it, the southern and western walls can collapse (50 each), but this still won't bring down the roof. Reducing the entire structure to 0 hit points will bring the roof down (10 foot and 20 foot drop respectfully). Creatures within must make a DC 15 Dexterity saving throw or suffer 10 bludgeoning damage from falling debris on a failed save or half as much on a successful one.

AREA G—UNDAMAGED

This small house has managed to escape damage. It has three rooms, including a bathroom and a kitchen. A set of stairs lead to the roof. Regardless of the application of the set-piece, characters will find a family here (father, mother, and daughter). The roof grants cover against every attack except those from the roof in Area L. There are few windows on the lower level and the flaming car in front blocks line of sight to the south.

Hit Points. 100, and reducing the entire structure to 0 hit points will bring the roof down (10-foot drop). Creatures within must make a DC 15 Dexterity saving throw or suffer 10 bludgeoning damage from falling debris on a failed save or half as much on a successful one. The family members are non-combatants, and if caught in the collapse, they will die.

AREA H—DROP

This house is very similar to the one in Area G except that this one was not as lucky. Building decay or an explosive has brought down the center of the roof. There are still three rooms, but the house is abandoned. Roof access is still available via a ladder. The roof grants cover from every opponent.

Hit Points. 100, and reducing the entire structure to 0 hit points will bring the roof down (10 foot and 20-foot drop respectfully). Creatures within must make a DC 15 Dexterity saving throw or suffer 10 bludgeoning damage from falling debris on a failed save or half as much on a successful one.

AREA I—NOT MUCH

This building has been completely destroyed. A set of stairs leads up to a second floor, except that the second floor is gone save for a small patch by the south. Luckily, all four walls are still standing, granting cover to those behind. However, it doesn't take much to bring one of these walls down. The real threat comes from the roof in Area J, which has a clear line of sight to anyone not against the southern wall.

Hit Points. 40 for each wall, and it collapses.

AREA J—LOOMING

This area is on the southern edge of the combat area, so it's not detailed in its lower level. Its top-level, 30 feet up, has a clear line of sight to the entire road except areas blocked by the building in Area K. It grants cover against attacks except those in the tower in Area A (unless a character moves right against the ledge barrier.

Hit Points. 150 as this building is virtually intact. Destroying this building will cause it to collapse. Those on the roof, fall 30 feet. Those within must make a DC 15 Dexterity saving throw or suffer 10 bludgeoning damage from falling debris on a failed save or half as much on a successful one.

AREA K—OFFICE

The largest building in the block, this area has only one functional floor, as both the stairs and elevator shaft have collapsed. The structure is intact with thick concrete walls.

K1 – Restaurant. There are tables and a bar in the southeast corner. The windows are large and don't offer much for concealment.

K2 – Kitchen. This area is well-stocked with a functional fridge. Characters can find various kitchen implements from knives to stand mixers.

K3 – Women's Restroom. The water flows, and the toilets flush.

K4 – Men's Restroom. The water does not flow, and the toilets do not flush.

K5 & K6 – Hallway. Broken windows supply access points but not much of a firing angle. Buildings in Area I and Area J block line of sight.

K7 – Conference Room. Scattered tables and chairs can be used as cover or stacked to form a barricade in a pinch. A rear door provides access.

K8 – Storage. Characters will find food for days. There are hundreds of cans and cartons of various non-perishables.

Hit Points. 500. This building cannot be hurt by small arms fire and has resistance to bludgeoning and slashing damage. If destroyed, creatures within must make a DC 15 Dexterity saving throw or suffer 15 bludgeoning damage from falling debris on a failed save or half as much on a successful one.

AREA L—LOOMING 2

This area is on the northern edge of the combat area, so it is not detailed on its lower level. Its top-level, 30 feet up, has clear line of sight to the entire road except from areas immediately in front of the buildings in Areas F, G, and H. It grants cover from all attacks except from those in the tower in Area A.

Hit Points. 150 as this building is virtually intact. Destroying this building will cause it to collapse. Creatures within must make a DC 15 Dexterity saving throw or suffer 10 bludgeoning damage from falling debris on a failed save or half as much on a successful one.

AREA M—BUNKER

This building has been fortified by sandbags and garbage. It used to be a remarkable structure, but the entire front window, once a glass curtain wall, has since shattered, opening this side of the building. A concrete hedge still grants cover. It has a second-floor roof with no protective walls, granting cover against attacks from ground level.

Hit Points. 100 as this building is reasonably well made. It has resistance to bludgeoning and slashing damage. Reducing the entire structure to 0 hit points will bring the roof down (10-foot drop). Creatures within must make a DC 15 Dexterity saving throw or suffer 15 bludgeoning damage from falling debris on a failed save or half as much on a successful one.

AREA N—STREET

The street is wide and vulnerable. Two vehicles are on fire, immediately inflicting 7 (2d6) fire damage to every creature that moves through or enters a square the vehicle occupies and for every adjacent square. This effect lasts for the set piece's entire duration. One vehicle is overturned but not on fire while another is functional near the eastern edge. Undamaged vehicles can be destroyed or even operated.

Hit Points. 30 for each vehicle but destroying one does not remove the obstruction. If destroyed, the vehicle bursts into flame, immediately inflicting 7 (2d6) fire damage to every creature that moves through or enters the area square the vehicle occupies and for five feet in every direction for five minutes.

AREA O—INTERSECTION

A turkey-shoot, this area is open and dangerous. There are no obstructions. Vehicles stopped here are sitting ducks, taking fire from all directions.

SP2— THE HIGHWAY

This long stretch of road can either be congested or empty. It features a small bend, concrete dividers, and a nearby abandoned house. The road is elevated on a verge. In a pinch, this road can be redrawn as a bridge. Simply state that at the border of the verge and shoulder is a 200-foot drop.

AREA A— JERSEY WALL

Crash barriers and water-filled barrels protect this opening in the jersey wall. The wall is three feet high, and grants cover to anyone using it. They have resistance to bludgeoning, slashing, and piercing damage. The barrels are not as effective. Tanks are the only vehicles that can cross the wall, forcing others into the one single opening. The barrier is difficult terrain for all creatures.

Hit Points. 50 for each square of wall, 20 for each barrel. Destroying a barrier allows ground vehicles to cross, but it is still considered difficult terrain.

AREA B—VERGE

The road is seven feet above the lower ground. The verge is the patch of manufactured land the road is built upon. Those at the base of the road have basic cover from attacks on the road. The same is true for prone targets at the road's edge. Vehicles driving off the road must make a DC 20 vehicle control check or roll.

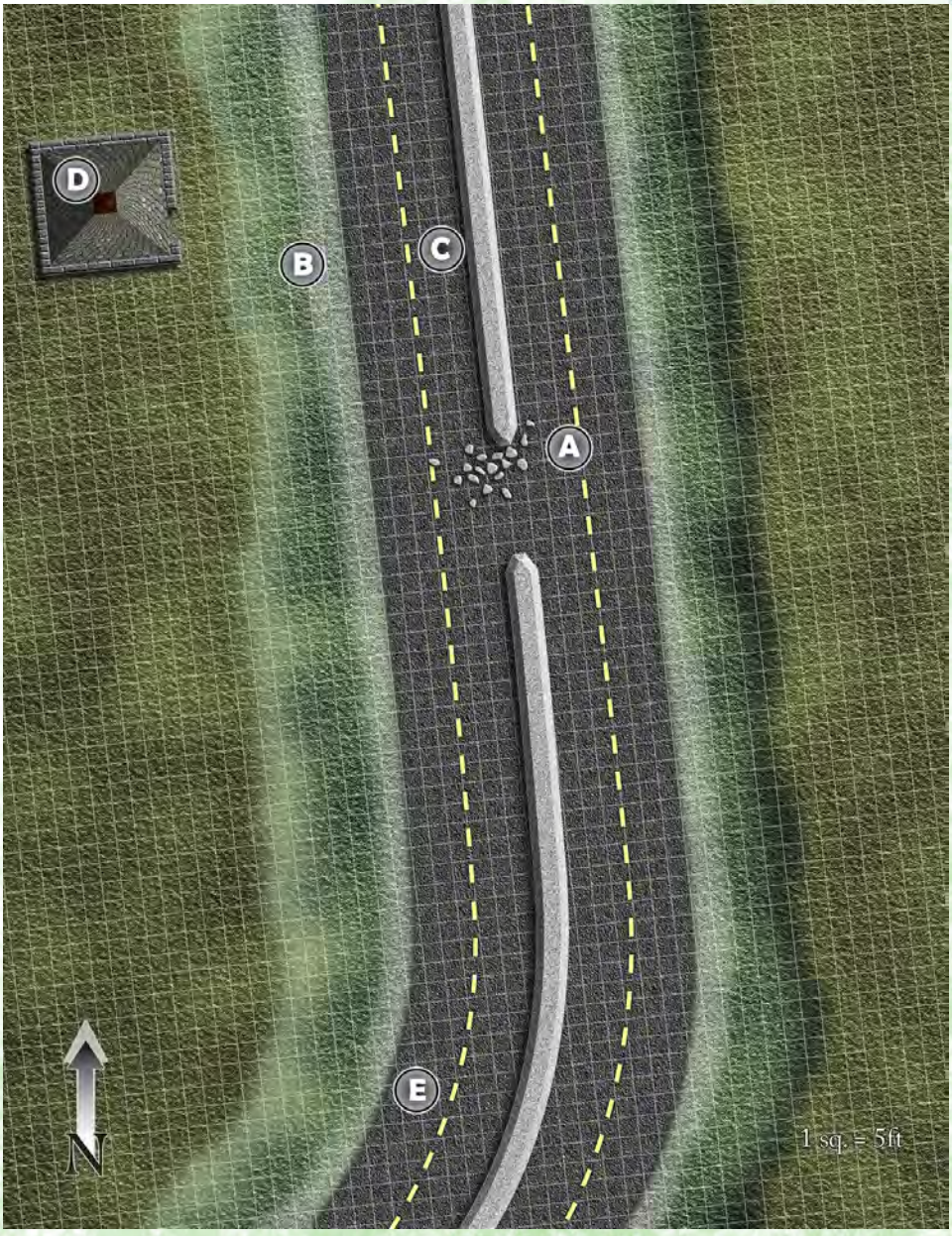
AREA C—HIGHWAY

This is a major road between two locations. The tarmac is in good condition and features a center jersey wall, two lanes, and a ten-foot hard shoulder. Other than the jersey wall, the highway is exceptionally vulnerable. There are no vehicles on the map by default, allowing the GM to place any obstacles along the way. This can include moving and stopped traffic as well as barricades and wrecks.

AREA D—HOUSE

There is a single house in this wide-open area. It has two floors and is high enough that the roof has line of sight to anyone on the road. The ledge wall grants cover. Unfortunately, the house is not very well built.

Hit Points. 100, and reducing the entire structure to 0 hit points will bring the roof down (10-foot drop). Creatures within must make a DC 15 Dexterity saving throw or



suffer 15 bludgeoning damage from falling debris on a failed save or half as much on a successful one.

AREA E—BARRIER

An old-fashioned steel barrier prevents cars from going off the road. It grants cover the same as the jersey wall. It has resistance to bludgeoning, slashing, and piercing damage.

Hit Points. 10 for each square of wall.

SP3—OFFICE BUILDING

The office map is of any floor of any building the characters may find themselves in. Unlike other maps, the main walls here are all alike. Squares with furniture are considered difficult terrain and grant cover or concealment if the character is in an adjacent square. Doors are locked but weak.

DOORS

All interior doors have 20 hit points. Being behind one grants cover.

FURNITURE

Tables and chairs have 10 hit points. Being behind one grants cover, but only to adjacent squares.

WALLS

Outer walls have 25 hit points per square. Inner walls have 15 hit points per square.

ELECTRONICS

Several offices may have computers or other electronic devices. If used as cover and shot, the electronic device is instantly destroyed and rendered useless.

FLAMMABLE

Most furniture is flammable and if lit on fire, will do 7 (2d6) fire damage to all creatures entering or within a square occupied by the flames. The fire lasts until the end of the encounter and may also ignite adjacent items.

AREA A—RECEPTION

The counter grants cover. This entrance assumes a ground-level entrance. If not, then this area can lead from the elevators.

AREAS B-F—OFFICES
The offices are filled with furniture and electronics.

AREA G—SERVICE
This area includes storage as well as photocopiers. It is very confined.

AREA H—CONFERENCE
The conference room has a paper-thin divider separating the two tables. The southern wall is also removable. These walls are thinner (10 hit points).

AREA I—CUBICLES
The cubicles have short walls granting concealment but have no hardness or hit points. They can be pushed aside with a DC 20 Strength check.

AREA J—CONFERENCE
Another conference room, though much smaller than the one in Area H.

AREA K—KITCHEN
This may be stocked with food. Various implements, including knives and pans, can be found here. There is a fridge and a microwave but no stove. Most of the food is non-perishable.

AREA L AND M—VARIOUS
These are miscellaneous rooms with desks and tables. One might be a lunchroom while another could be computer terminal room. Two storage closets lay east of Area M.

AREA N AND O—WASHROOMS
Both fully functional.

AREA P—TERRACE
This open area can serve as an access point or an escape route. This can be especially useful with encounters where the set-piece is located several floors off the ground. There is a thick transparency around the eastern and southern walls.

Hit Points. 5, and the transparency shatters.

AREA Q AND R—STAIRS
These areas can be ignored depending on where the set-piece is located.

SP4—RURAL
Much smaller than the city map, this set piece is designed for engagements where characters must move between rooms and houses. Action scenes can take place inside a specific room and move slowly into the street or start outside and work in. Characters may also be held up inside one house, pinned from outside opponents.

AREA 1 AND 2—HOUSES
These houses can be lived in or not. You can populate them with a TV or kitchen appliances. If there is furniture, it may be used as cover. Tables and chairs have 5 and 10

hit points. Being behind one grants cover, but after only a few hits, they get destroyed.

Hit Points. 100, and reducing the entire structure to 0 hit points will bring the roof down. The houses have resistance to bludgeoning and slashing damage. Creatures within must make a DC 15 Dexterity saving throw or suffer 10 bludgeoning damage from falling debris on a failed save or half as much on a successful one.

AREA 3—ROAD

The road here is two lanes with a single line. It features extra-wide shoulders for parking. The vehicles here may be functional or not. They are all simple sedans. No sports cars or armored transports. Being behind or in one grants cover.

Hit Points. 20 for each vehicle but destroying one does not remove the obstruction. If destroyed, the vehicle bursts into flame, immediately inflicting 7 (2d6) fire damage to every creature that moves through or enters the area the vehicle occupies and for 5 feet in every direction.

AREA 4—BUILDING

This larger structure would obviously be the center point of the encounter. Characters need either to break in or break out safely.

Each area can be filled with furniture and people, depending on the building's purpose. If an office building, it may be better to use the office map instead.

Tables and chairs have a hardness of 4 and 10 hit points and only grant cover to adjacent creatures.

Hit Points. 100, and reducing the entire structure to 0 hit points will bring the roof down (10-foot drop). Creatures within must make a DC 15 Dexterity saving throw or suffer 15 bludgeoning damage from falling debris on a failed save or half as much on a successful one.

SPS—COMPOUND

Deep in the wilderness or just a few blocks out of town, lays this secluded building. There is an open plain, surrounded on all sides by forest. More than likely, the characters will be forced to raid the compound, assassinate or rescue someone inside, and make their escape. Vehicles have been placed, which can be stolen or destroyed.

TENTS

These covered areas block line of sight from above. Other than that, they grant no cover from ground fire unless barricades are placed.

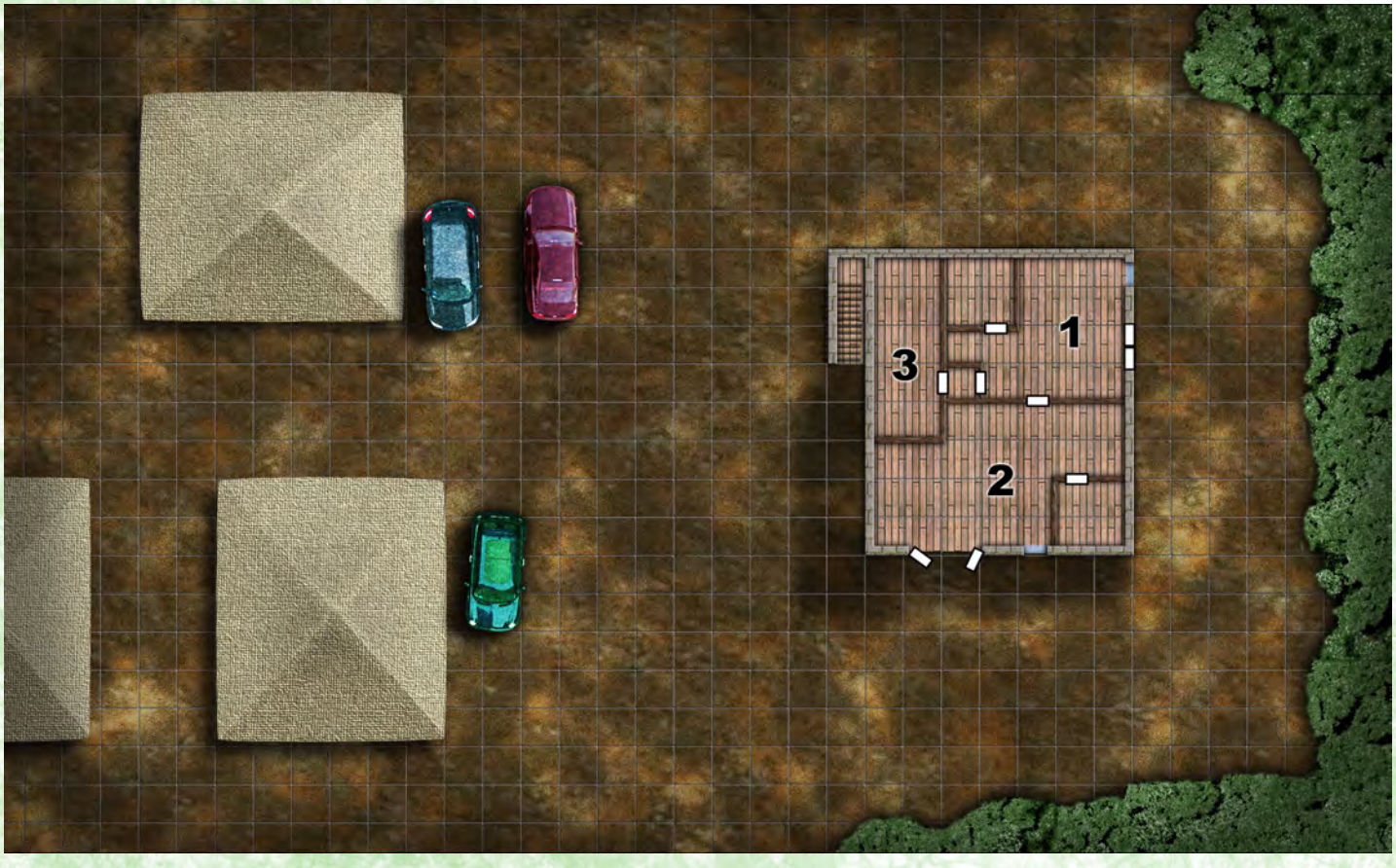
VEHICLES

The vehicles are basic sedans, but they can be replaced with armed vehicles to fight against or steal. If basic sedans, they follow the same rules as other vehicles.

Hit Points. 20 for each vehicle but destroying one does not remove the obstruction. If destroyed, the vehicle bursts into flame, immediately inflicting 7 (2d6) fire damage to every creature that moves through or enters the area the vehicle occupies and for 5 feet in every direction.

COMPOUND

The main facility is broken up into three rooms, two en-



trances, and an outside set of stairs leading to a flat roof. This roof doubles as a helicopter landing pad. There is no other protection on this roof, but prone characters are granted cover against ground attacks. The compound has weak inner walls, so if on a rescue, take precautions.

Hit Points. 200 and reducing the entire structure to 0 hit points will bring the roof down Creatures within must make a DC 15 Dexterity saving throw or suffer 10 bludgeoning damage from falling debris. The compound has resistance to bludgeoning, slashing, and piercing damage. If the helicopter is on the roof, it crashes and explodes, resulting in a second DC 15 Dexterity saving throw or suffer 20 bludgeoning damage. The building is also on fire. A creature moving in and out of any square the compound occupies suffers 6 fire damage.

SP6—WASTELAND

The wasteland is a massive open space, the results of a recent explosion or centuries of decay. Although exposed with scant cover, there is considerable difficult terrain. The wasteland is often utilized for an climactic battle with an oversized end-boss.

WALLS

The few walls, in both the south east and north east corner are six-feet tall and grants cover to anyone using them. They have resistance to bludgeoning, slashing, and piercing damage. Tanks can drive through the walls, destroying them.

Hit Points. 50 for each square of wall. Destroying a barrier allows ground vehicles to cross, but it is still considered difficult terrain.

DIFFICULT TERRAIN

Every square with rubble is considered difficult terrain. Most of this resides in the west and eastern sides, with a few patches scattered throughout.

If the GM wishes, a square of difficult terrain may be considered cover for Small targets or targets that are prone.

DOWNLOADING

All the maps presented in this chapter can be found and downloaded from our official website at www.diasexmachina.com.

APPLICATIONS

The following are generic plot events that can be woven in your adventures. Each one can be tailored to suit your needs.

Level. The challenge rating for this application.

Landscape. The map this application employs.

Objective. The purpose behind the adventure.

Setup. How to organize the map to begin the first encounter.

Encounters. Specific combat and non-combat encounters as they occur. These encounters assume a five-person party. The XP offered with each encounter is adjusted based on perceived advantages the players may have.

HOW LONG TO WAIT

Level. 8

Landscape. SP2-Highway

Objective. The characters find themselves in the middle of a long and empty road. They have been waiting for hours for the passing of a convoy they will need to strike. There is something or someone they need to acquire. The road is isolated. The group must strike fast and safely retrieve the objective from opposing forces.

Setup. The characters have unlimited time in order to prepare for the ambush. They may not know which vehicle contains the precious cargo. There is a house nearby the group may take possession of. The enemy convoy consists of three sport utility vehicles, fully crewed. The players need to prevent the vehicles from driving away without damaging the target vehicle.

ENCOUNTERS

INITIAL STRIKE

The characters initiate the start of an encounter by striking first. They are granted a surprise round. To add to this, enemy units must take move actions to exit disabled or destroyed vehicles. Because of this preliminary attack (probably accompanied by explosives), the initial encounter is a powerful one. A DC20 Wisdom (Perception) check is required to notice the last vehicle sagging on its rear suspension.

ENCOUNTER-XP 15,200

Lead Vehicle

9 band brother minions with the regimented unit trait

Middle Vehicle

3 flesh fortresses with the regimented unit trait
3 band brother minions with the regimented unit trait
1 machine gun menace with the regimented unit trait
1 cell lieutenant with the regimented unit trait

The characters may take notice that no one is emerging from the rear vehicle. The target of the assault is located in this vehicle.

The vehicle will attempt to get away if it can. It must be disabled or it will escape.

SUV

Maneuver Disadvantage
Speed 30 ft.
AC 17
Resistances fire and cold damage, as well as bludgeoning, slashing damage, and piercing damage. (with reinforced plating)
Hit Points 50
Size Large

Even though the encounter ends, and players may have a short rest, the second encounter actually occurs immediately after.

A FINAL HAZARD

The final vehicle's doors blow off.

ENCOUNTER-XP 3,600

2 minotaur battle armors

After the minotaurs have been destroyed, the cargo can be retrieved.

NOT A GOOD PLACE FOR AN AMBUSH

Level. 13

Landscape. SP1-The Ruined City

Objective. The characters are escorting a caravan through a war-torn city. These could be refugees, supplies, or oil tankers. Mercenaries have staged an ambush. The characters must fend off the attackers and find a way out of the ambush.

Setup. Don't place the map until the encounter begins. Let the caravan approach the intersection when three trucks drive up to block the road. The garbage barricade is already in place. If the group attempts to turn south, the bus will arrive; otherwise, the bus will block the road one turn later. The caravan will be clumsy to turn around. The drivers may be NPCs.

ENCOUNTERS

AMBUSH

The caravan is forced to stop as enemy units emerge from opposing vehicles. These opponents are not untrained peons.

ENCOUNTER-XP 20,000

9 advanced combatant minions with the trained trait
1 force commander with the trained trait
1 Emperor
1 pyrophiliac

Two advanced combatants can be found in each vehicle (with the rest in the bus). The force commander is hiding in Area M, behind cover. The emperor will literally tear itself from inside the bus on round 4. The caravan will be stopped if it attempts a ram any blockade. If the players make an earnest attempt to drive backwards or turn

around, another vehicle will drive up behind them to stop their escape.

Even though the encounter ends, and players may reset abilities and spend Hit Dice, the second encounter occurs immediately after.

ESCALATION

With the initial attack proving unsuccessful, the mercs will have to double their efforts.

ENCOUNTER XP-30,000

3 Land Whales
1 Emperor

Even though the encounter ends, and players may reset abilities and spend Hit Dice, the third encounter occurs immediately after.

NO MORE PLAY

Eventually, the players should be able to turn or reverse from the ambush. When that happens, the finale encounter will emerge from Area N.

ENCOUNTER XP-7,200

1 Shell

The shell ensures the job succeeds. He will force vehicles off the road that attempt to rush past him.

NEGOTIATIONS ARE FAILING

Level. 6

Landscape. SP2-Office Building

Objective. Terrorists have secured hostages on the tenth floor of an office building. They have issued demands that cannot be met. For reasons which are clear (and varied), the players are the only hope to settle the situation without further innocent loss of life.

Setup. Obviously, a very specific motivation would be needed for the terrorists. If this is politically motivated, there are hundreds of possibilities. Regardless, the player characters are the ones to call. The characters will need to infiltrate and determine enemy strength before formulating a plan. Do not place enemy forces until character locate them. This set piece only has one encounter.

ENCOUNTERS

INSERTION

Enemy units are scattered throughout the level. They have taken precautions and deactivated the cameras, as well as shut down the elevators and locked off both flights of stairs. They are fanatical terrorists but are untrained. They are not all on active watch. If the main group in area H is alerted to the raid, they will start executing hostages. There are ten civilian minions kneeling and being used as cover. Enemies will alert others if they see a character or witness an ally being shot or killed. If alerted, make a save at the beginning of the terrorists' next turn. Upon a failure, they will execute one hostage. On their second turn after failing, they will kill two more, then two on the third turn, and so on.

ENCOUNTER XP-13,000

21 band brother minions with the fanatic trait.
1 force commander

This is the breakdown of enemy placement:

2 in Area A
1 in each office from Area B, C, D, and E
1 in Area G
6 in Area H
3 in Area I
2 in Area J
2 in Area K
1 in Area N
3 on the terrace in Area P

The terrorist leader is in Area H but will not directly kill a hostage. In a raid, he will attempt an escape with a hostage in tow.

The opposition does not expect an attack nor do they have a ready action prepared. Opponents will be surprised if characters make successful Stealth checks (at least until an alert is issued). The south wall of Area H can be destroyed with ease.

Once it becomes clear a raid is happening, the remaining terrorists will swarm into Area H.

SEARCH, RESCUE, PROTECT, SURVIVE

Level. 7

Landscape. SP1-The Ruined City

Objective. An aircraft has crashed in an urban wasteland. This could be a combat vehicle which as has been brought down by enemy fire. The characters are the only ones available to render assistance. They must fight their way to the crash site, secure it, and hold out until help arrives.

Setup. The wreck is a large object placed in the middle of the intersection in Area O. Characters enter from the eastern side of the map. If they try to airdrop, numerous of enemies will emerge, forcing the aircraft to set down a block away.

ENCOUNTERS

INITIAL AMBUSH

When the group passes the flaming car in Area N, the opposition strikes.

ENCOUNTER XP-18,000

30 x band brother minions with the guerrilla trait.

Place enemy units in Area F, G, H, and I, firing from windows and rooftops. Place a few behind non-flaming vehicles. If the group takes cover in Area K, several enemies will emerge as the players enter, firing on readied

actions. No more than two band brothers will emerge from cover to get a closer shot. The remainder will continue to be cautious.

Do not put all enemy forces on the table. Only place ones that fire at the group or ones the players have line of sight on. If the party fights on, introduce more enemies as combat migrates towards the wreck. After 30 opponents are defeated, the enemy retreats, ending the encounter.

DEFENDING EXPOSED

The characters reach the crash. The default for the application has the party finding two survivors. one pilot, and one VIP. If part of a larger story-arc, perhaps the VIP contains vital information. The pilot is pinned and requires five to ten minutes of cutting to remove him (depending on party resources). A crowd of rebels emerge, sweeping into the street. They don't bother with cover. Hidden among them are three larger opponents.

ENCOUNTER XP-18,000

3 machine gun menaces with the mob trait.
30 ammo waster minions with the mob trait.

Place 10 enemy units on the map around areas C, D, and E. Opponents seldom take cover. Two turns later, place 10 more and two turns later, place the remaining 10. Each time, insert one machine gun menace within the crowd.

A DC20 Wisdom (Perception) check will locate the larger opponent. The crowd is actually much larger but when the required number of enemies has been defeated, the others will flee until the evening.

THE ELITE THREAT

The survivors have been freed but it is far too dangerous to walk them through the street. The players may attempt to cross the road or wait for ground transport. The sun will set, limiting non-enhanced vision to 100 feet. During sunset, or if the players attempt to race back to the aircraft, an elite mercenary team will intervene.

ENCOUNTER XP-10,000

1 force commander with the trained trait.
1 bell tower sniper with the trained trait.
2 flesh fortresses with the trained trait.
3 band brother minions with the trained trait.

These opponents will not immediately exit from cover. They will begin from Area M. The bell tower bastard will not move from his position in Area A. If the sniper is the last opponent, he will not wait for the players to converge. He will make his escape using Stealth to the roof in Area J. There, he will wait and enter the final encounter at full hit points. He can be hunted down separately.

HELP OR ESCAPE

Regardless if the group is escaping to the aircraft or waiting for an armored carrier, the mercenary's commander will emerge as the player characters attempt their escape.

ENCOUNTER XP-18,000

1 minotaur battle armor or 1 force commander with the guerrilla trait.
24 x band brother minions with the guerrilla trait.
1 bell tower bastard (if still alive)

The players need not kill every opponent. If they make it out of the map, the set piece is over.

SMASH AND DASH

Level. 7
Landscape. SP5-Compound
Objective. The characters are tasked to infiltrate an enemy compound and steal or kill a specific target.
Setup. Enemies are patrolling the compound but can be surprised if approached using Stealth. Feel free to replace the vehicles with transport trucks or SUVs. The characters will be able to keep their distance and monitor targets throughout the map, enabling their awareness of enemy locations outside the main building.

ENCOUNTERS

RAID

The characters may attack from any direction but the greater distance contains fewer opponents

ENCOUNTER XP-9,000

1 force commander with the guerilla trait
21 band brother minions with the guerilla trait

Place 10 band brothers on the eastern side of the compound, near the forest. Place 5 on the western side. The remaining 6 and force commander are inside the building. Obviously, when the gunfire breaks out, alerts will sound and bring the other adversaries.

GETAWAY

Players may reset abilities and spend Hit Dice. When the characters locate their objective, the sound of three vehicles will be heard outside. Three more SUVs have arrived and enemy units have begun to file out.

ENCOUNTER XP-10,000

9 band brother minions with the guerilla trait
1 pyrophiliac with the guerilla trait
2 flesh fortress with the guerilla trait

The characters will have cover inside the compound while the enemies outside will only have the vehicles' (and not all of them will benefit from such cover).

STREET SWEEPER

Level. 4
Landscape. SP4-Rural
Objective. An opposing force has infiltrated this small town. Characters must work through the town, clearing out opposition.
Setup. This bizarre application involves one large encounter the characters move through. Place enemies as they become visible to the characters. Choose a random insertion point for the party.

ENCOUNTERS

CLEANSE

Enemies out of sight only appear as the characters move in close. Each player character has an awareness range of close burst 10, with enemies appearing the moment the characters move into the area. They must appear from behind cover.

ENCOUNTER XP-7,000

36 brutal thug minions with the drone trait
2 cell lieutenants with the trained trait

The gang fillers are robots—automated drones under control by an unknown third party. Place down up to 10 gang fillers within 15 squares of the player group. As the characters move between and through buildings, place more opponents on the table, adding in a cell lieutenant for every 10 opponents killed.

VULNERABLE LOCATION

Level. 2
Landscape. SP2-Highway
Objective. The characters are travelling across a bridge when enemy vehicles block the road ahead and behind. At the same time, an aircraft rises to eliminate the characters.
Setup. The highway is now a bridge, running end to end of the map. There is now a railing between the shoulder and the verge as well as the shoulder and the road. It grants cover (hardness 10, 10 hit points per square).
Two SUVs block the north side of the map, one in each lane. The same happens at the south edge.

ENCOUNTERS

HOLDING GROUND

Enemies appear from both sides of the bridge, utilizing cover from vehicles. They will not move from cover unless forced to.

ENCOUNTER XP-4,400

27 brutal thug minions with the trained trait
1 phallic compensator with the trained trait

Check line of sight since both sides will most likely not have line of sight on a single character. Also check ranges

as both sides may suffer from attack penalties. The vehicles are large and hard to move but moving closer to one side will force the enemies from the opposite side to move from cover to converge.

Even though the encounter ends, and players may reset abilities and spend Hit Dice, the next encounter occurs immediately after.

HIGH GROUND

Just before it seems the players may be able to make their escape, an aircraft full of enemy reinforcements arrive.

ENCOUNTER XP-4,500

2 bell tower snipers with the trained trait
1 qualified combatant with the trained trait
1 flesh fortress with the trained trait

The transport plane closes in to drop off the flesh fortress and the man with pipe wrench. The plane will then remain ten squares out from the bridge, where the bell tower bastards will fire from their secured position. The transport grants cover. The characters may try to take down the transport but it will be hard (and unnecessary). Taking out the snipers inside will be easier.

Tilt-Jet Transport
Maneuver —
Speed 40 ft.
AC 18 (with driver Dexterity)
Hit Points 100
Size Huge

Movement Mode. A tilt transport in hover-mode cannot move faster than x8 its speed. If it attempts to move faster, it enters overland mode, and the tilt transport counts x14 it's speed as x8.

Resistances. Tilt transports have resistance to acid, cold, fire, and thunder damage, as well as slashing and bludgeoning damage.

When the opposition is killed, the tilt-jet will make its escape.

WHERE THE HEART IS

Level. 7
Landscape. SP2-Office Building
Objective. The player characters have finally crossed the wrong opponent. This foe has hired a mercenary team to remove their threat once and for all. Perhaps, as an alternative, these attackers seek something and have arrived to take or destroy it. Characters must survive consecutive encounters as enemies converge on home turf.
Setup. This is the character's base of operations (or it is

the location the characters are at currently when the ambush occurs). There are civilians that may (and probably will) get caught in the crossfire. The characters may be undergoing a briefing when the attack occurs. They are not prepared for the attack when it begins so it is doubtful they are armed.

ENCOUNTERS

PRINCIPLE ASSAULT

The initial attack comes way of an incursion through the southern windows. Place a dozen civilian ill-equipped combatants with the mob trait around the office. These must be targeted in order to be killed. Two tilt-jet transports in stealth mode have positioned themselves above the building.

ENCOUNTER XP-19,000

9 advanced combatant minions with the regimented trait
2 flesh fortress with the regimented trait
2 machine gun menaces with the regimented trait

Place 2 advanced combatants in Area A through E as they smash through windows. One flesh fortress will arrive in Area A with another in Area B. The machine gun menaces will fly into Areas C and D. They will immediately start killing all minions in line of sight, gaining the characters' attention. This is the initial strike force.

Even though the encounter ends, and players may reset abilities and spend Hit Dice, the next encounter occurs immediately after.

FIRE TEAM

The secondary team, the main force, having used the principle attack in order to get into position, makes their move.

ENCOUNTER XP-24,000

2 Land Whale
6 advanced combatant minions with the trained trait

The second team all arrives in Area P. They approach by stealth, if possible, then attack targets in Area I as the players search the fallen members of the initial strike.

Even though the encounter ends, and players may reset abilities and spend Hit Dice, the next encounter occurs immediately after.

INSURANCE POLICY

In typical boss-fight fashion, the enemy commander, controlling all the robots from the aircraft, crashes his most expensive acquisition through the walls into Area J.

ENCOUNTER XP-15,900

1 Merc Leader
2 Emperors

The emperors plow through walls, stepping over chairs. Make sure you indicate which areas have been destroyed to aid in player maneuvers and line of sight.

WITHOUT A SHOT

Level. 2
Landscape. SP2-Office Building
Objective. The players must infiltrate a secured building and retrieve a person or vital piece of data contained in a flash drive. Unlike other set pieces, this single encounter is far too powerful for this level. The players must infiltrate and use stealth.

Setup. The entry points are in Area A, E, Q, or R. The destination should be on the opposite wall (Area E, G, or M). Characters can only locate opponents via cameras or Perception. This can include deactivating security measures.

ENCOUNTERS

INFILTRATION

The characters insert into their starting location and must use stealth in order to reach their goal. Remember, the characters need to escape as well.

ENCOUNTER XP-4,000

6 qualified combatant minions with the trained trait
9 brutal thug minions with the trained trait

Don't differentiate between qualified combatants and gang fillers. Place the figures randomly around the map. At the start of the enemy's turn, have them wander and move about the facility. Killing or submission is acceptable but if an opponent has an opportunity to alert others, the entire level of enemies will converge to the characters' positions.

If a character attempts a full combat encounter without stealth, add additional enemies and put the party through a meat grinder.

THIRTEEN: NECROPOLIS

In the distant future of universe $657766.254^{97}.85^{25654}$, after a literal darkness has flooded the world, a small band of heroes will fight to prevent the extinction of the human race from an emerging force known only as 'the skin.'

But is the world worth saving? Is it too little, too late? Mankind has rendered the planet nearly inhospitable to life and only maintains its survival via technology and the emerging supernatural abilities of certain survivors.

Towers of industry replaced forests; moisture collectors and reservoirs supplanted oceans. A permanent fog sits under a ceiling of carbon and steel from whence a blue sky once beamed. Humanity foresaw its fate centuries ago, yet did nothing to stop the will of greed and power. Those who ruled would see the world destroyed rather than sacrifice their supremacy.

Regardless, some know of the evil oozing from below and fight to save a world not worth saving.

SETTING SUMMARY

Necropolis is a customizable game setting set in a dark future where global weather control technology attempts to keep the planet livable despite the mass extinction of most animal and plant life. A subsequent reduction in the human population resulted in swaths of abandoned buildings, blocks, and entire municipalities, with only islands of light within a seemingly never-ending expanse of devastation.

A VARIABLE WORLD

Necropolis does not enforce any single way of play—it only presents its core tenets in hopes of encouraging unique interpretations within each campaign. How characters are created will depend on the elements of *Ultramodern5* implemented.

Characters can be built using rules from other UM5-related products like *NeuroSpasta* or *Apex* if the GM wishes. It may include mutants or those gifted with paranormal talents such as racially bound abilities or even spellcasting.

A group of characters may encompass a wide range of origins, from cybernetically-enhanced soldiers to spellcasters to shapechangers. The world of *Necropolis* is naturally weird, so nothing would be out of the ordinary.

The default campaign that follows assumes some amount of paranormal inclusion.

THE PITCH

In *Necropolis*, characters are employed as members of the elite anti-skin organization "Caldera," funded privately by the multi-national corporation Kantis-Neuri, which is itself a member of the BLOC—an alliance of corporations aware of the growing threat of the skin. Operated by Mark O'Reilly, Caldera is only a small force attempting to uncover the truth of this ever-increasing threat and how it can be defeated.

CHARACTER EXAMPLES

These characters can be used as backgrounds by players or employed by game masters as non-player characters.

BABADOOK

From parts unknown, Babadook may be hundreds of years old and thought to be dozens of different people, though in the end is only one man. Similar in legend to the Slenderman, reports of Babadook have popped up in every market, initially connected to unnatural acts of paranormal terrorism—tied to his talent of drawing the very life essence from his victims. It was only later that investigators tracking Babadook discovered that he was, in fact, protecting people—children specifically—from the threat of skin. Babadook may be the oldest enemy of the plague sweeping the world. However, he is still only one individual against the spread of the skin. Caldera began tracking Babadook's movements across the world and came close to encountering him on more than one occasion. They finally intercepted Babadook in Paris, though the offer to join Caldera was initially declined. When Babadook failed to save the life of a child from a skin cult, Caldera reencountered the stranger, and this time, the offer was accepted. Babadook soon became a loyal member of the organization, though his past and personality are still shrouded in mystery.

GERTRUDE HONEYBEE

A 28-year old cybernetically-enhanced special services officer from the Foreign Relations Authority, "Puresse" began her life in the wastelands of Turkey, specifically in the ruins of Istanbul. As an orphan, she learned to drift from place to place to survive. During a battle to control the region's still valuable resources, Puresse was discovered by "Woody," who took her back to Kantis-Neuri. She was promptly accepted by R&D. Eventually, she joined the FRA and reunited with Woody on missions to the very lands she escaped from. She and Woody were the only survivors of their unit from the Rough Bargain. After this, she returned to the Bloc and was drafted into Caldera. She insisted Woody come as well, as he was due to be retired and dismantled. Since their first encounter, Puresse has come to admire Woody and feels obligated to save his life as he once saved hers (despite popular opinion stating that he has no life). They have formed a strong emotional attachment, stronger than with any other members of Caldera.

IVAN MISKOVICH

A 17-year old blossoming spellcaster that grew up on the streets around the Dagger, Ivan lacked significant education, having lost his mother to NEC when Ivan was still a child. Since his father had vanished before Ivan was even born, the youth fell into gangs, committing minor offenses until being caught and drafted into the Bloc Watch by its enigmatic leader, the Akkadian. The strange leader of the private security group taught Ivan ethics and basic education, and eventual the supernatural ability to cast spells from the Dark. The Watch kept law in order in a relatively small section around the Dagger. The Akkadian became the de facto leader of hundreds of people.

MARK O'REILLY

One of the founding members of Caldera, Mark used his influence to convince the powers that be to fund his anti-skin organization. After his father drank himself to death, Mark entered the military with his two brothers. In an early engagement with the skin, Mark was forced to eliminate his family as they succumbed to the infestation. Since then, Mark rose up in the ranks in Kantis Neuri, achieving the rank of Colonel, the youngest person to ever achieve that position. Since then, he's been using his influence to request funds to run Caldera.

FRANK FINGER

The bookkeeper and human resources manager of Caldera, Frank is a wunderkind, able to run high-level computations in his head. A non-combatant, Finger was poached from Axis Mundi and had his memories of his employment mind wiped. Now, Finger is an ordinary bureaucrat that coordinates activity between Fyrene's board and Caldera. He coordinates the budget and tries to keep Caldera in line. He recently was promoted to chief of "Alternative Operations" and as such is technically in charge of Caldera despite not infringing on O'Reilly's authority of ground operations.

JONAS FERDINAND KENSINGTON (JFK)

The same as Finger and Karma, Jonas Ferdinand Kensington is a non-combatant. His talents in designing and retrofitting technology are unsurpassed and was brought into

Caldera specifically to investigate the skin's capacity to disrupt technology and infect creatures. JFK has been instrumental in discovering ways to recover regions brought down by skin disruption. JFK is adamant that given enough time and resources, he'll be able to provide a permanent solution to the skin's most dangerous advantage.

JFK's other unique ability is that he more than 400 years old. When he dies, he regenerates his body, losing his memories in the process. However, he doesn't lose his general knowledge or skill set. JFK is somewhat unkempt and pines for memories of past lives he's lost. Only his skills offer him any evidence of his previous vocations. As a result, JFK flies the Caldera AAV, called the Botanachi, handles most engineering concerns, and is an acclaimed painter, sculptor, and violinist. He is also a master poker player and has been banned from ever playing competitively with his friends.

KATANA ARMASTAD ("KARMA")

Katana is the daughter of the senior vice president of Cabala Energy Macrosystems (CEM) and, as such, is the most valuable member of Caldera—she cannot be placed in any danger despite her willingness to be so. She barely knows her father despite being a genetic duplicate of him. Her abilities have plagued her since she was born, claiming to have memories of both her birth and memories foreseeing her own birth before she was born. Her abilities to predict events are exceptionally random and totally out of her control, emerging at indiscriminate moments, foretelling minor events and traumatic ones in equal ratio. They also occur infrequently and, as such, are nearly impossible to depend on. No experiment (and there have been a few) has ever managed to provoke a premonition. However, her talent in reading areas, seeing what cannot be seen, and tracking where something or someone has been, has developed for years, and she is a vital tool in uncovering and analyzing regions where skin disruptions occur. Katana is nine years old and is heavily protected by Babadook and Puresse, the latter of whom she idolizes.

"WOODY"

Woody is a polite but deadly bodyguard android on loan from KN's Self Defense Authority. Woody is defined as a Class A PerSim—or a Personality Simulation—meaning that even though his responses were based on logarithms and automated systems, he is the closest the Bloc has to genuine artificial intelligence, and many believe the Class A's blur the line between automation and legitimate personalities. He has already shown signs of independent thought, perhaps the result of the Rough Bargain, where he and Gertrude Honeybee were the only survivors of their unit.

THE AKKADIAN

The leader and founder of the Bloc Watch—the public security force founded by the citizens of baseworld—the Akkadian encourages freedom of opinion and civil responsibility. To him, the various emerging skin cults are more a threat than the roaming gangs. He feels education and a reliable food supply would curb the popularity of the gangs, but cults cannot be negotiated with. Of those, he considers the skinfolk to be the most dangerous. The Akkadian also wishes to wipe out the threat of NEC across the city and has single-handedly commanded raids to break up operations, often rescuing slaves from distribution facilities. The most loyal members of the Bloc-Watch were such rescues.

The Akkadian proved so popular that several corporations in the Bloc have secretly funded his efforts, delivering non-perishable food and "signature" weapons coded to only function to the Akkadian and his loyal retinue.

MARKETS

BASTION

Out of the ruins of the Middle East and Western Asia, Bastion had the highest hill to climb for recovery. It paid considerable money to Sentinel for the nuclear miracle in an effort to clean the radiation from eradicated lands once cherished as the cradle of humanity. After which, with nearly depleted resources and subsequent ethnic fighting, Bastion continues to fight its own population. Outside of its towering cities are expanses of ruins and radioactive exclusion zones. It possesses the most significant percentage of people living below the coal, and it's been suspected that the skin is running rampant there. This has forced people from the baseworld into these exclusion zones, preferring radiation sickness to skin corruption.

Certain areas, like many old cities, have been cleaned of radiation but have not been repopulated. Since the skin likes appearing around areas saturated with technology, the underclassed has been able to survive in a somewhat agrarian lifestyle. Alas, these very same cities, overgrown with vegetation, are also beds of military conflict, as Bastion lacks the manpower to defend these caches from neighboring markets. Bastion is power-starved as it requires nuclear fuel, unclouded skies, and offshore energy sources. It pays hefty prices to the Union for its needs. Intelligence suggests that Bastion has lost control over the skin plague and may resort to more drastic actions to clean up its mess. In the modern age, Bastion and the land it sits upon is a flicking candle to the flame it used to be. Officially, Bastion has no anti-skin force, preferring to utilize its general military and private military contractors (PMC).

The World
of
NECROPOLIS
WESTERN HEMISPHERE
EASTERN HEMISPHERE
Plymouth
Confederate
Federation
China
Bloc
Free
Market
League
Bastion
Union
Sentinel
N
W
E
S
SOLAR SYSTEM

BLOC

The Bloc is an Eastern European-based affiliation of several multi-national corporations. They operate as the government within their region of control. Members of the Bloc include Kantis Neuri, Cabala Energy Macrosystems, Bohemia Resource Industries, Axis Mundi, Colonial United, Pentatron, and Clavius Planatics. Each corporation is specialized in a specific field, with Kantis Neuri responsible for Bloc security. The dominant characteristic of the Bloc is its use of enclosed city-sized skyscrapers known as arcs. Although arcs can be found across the globe, they saturate and overshadow the sprawl around Bloc territory.

Axis Mundi. Axis Mundi is a specialized material / pharmaceutical corporation formerly of more than a dozen smaller companies that later merged to form the Axis Mundi Coalition. Their arc is known for its beauty and unrivaled security, even to the extent of erasing the memories of people who quit their employment. No one leaving their arc does so without a memory erasure. The arc, Vertigo Ziggurat, has not suffered a breach in over a hundred years, although this can be attributed to the fact that the building has been in a perpetual state of lockdown since then.

Bohemia Resource Industries. BRI was founded after the Bellum Sacrum to manage the remaining mineral and oil deposits in the regions controlled by the Bloc. Before the Bloc solidified its power, there was a struggle for dominance between BRI and rival Free States Energy, which included direct military conflict, one which BRI won.

Cabala-Energy Macrosystems. CEM has established itself as one of the leading forces in the energy industry. With a firm fist wedged in the entire spectrum of fuel extraction, CEM has clashed not only with competing companies but has also spearheaded conflicts against competitive markets. CEM is notorious for its hydra symbol, representing the independent branches of the company with little comingling of assets between them.

Caldera. A secret organization funded by all Bloc members, but based out of KN, Caldera is a small elite group of individuals tasked with investigating and eliminating the growing skin threat. Unlike other organizations saddled with the same responsibility, Caldera believes the ever-increasing capabilities of supernatural individuals (including the use of Dark) are not a side effect of the skin, but rather either nature's answer or an unrelated effect birthed from the same catalyst. Regardless, the skin's ability to disrupt electronics allows Caldera to intervene in ways regular organizations can not. There are other similar groups within other markets (Noir from the FML being one example). According to public files, Caldera is part of the SDA but is not overseen by any members of that organization and only answers to the senior vice president of Kantis Neuri.

Clavius Spaceport. A huge International airport, Clavius is responsible for not only flights to and from the Bloc from everywhere else in the world, but into space as well. Over 5,000 hectares in size, it is the largest of its type in the world.

Foreign Relations Authority. 90% of all Kantis Neuri's resources are applied to the FRA—responsible for handling all Bloc military interests outside of their territory. The remaining 10% is applied to other sources, mostly the SDA. Both the FRA and the SDA are almost entirely comprised of automated military machines. The FRA is part of Kantis Neuri.

The Fugue. Officially called the Sněžka, the Fugue is a refugee zone built atop a mountain within the Bloc, serving as a dumping ground for those rescued from warzones or defecting from rival markets. Individuals shown to be legitimately useful are often given professions within arcs, leaving the vast majority of others dumped into the Fugue with promises of official immigration to be addressed at a later date. Although there are accounts of thousands of people within the Fugue finding employment within the ranks of the globus-corpus (escaping their life within the zone), most others live out their final days within the Fugue. Those within would still rather live there than under the coal in baseworld, as the elevation of the zone provides naturally better air. The walls and surrounding landscape also offer protection. However, the Fugue mostly serves as a garbage pile where the Bloc dumps its human waste, with some people calling it the "Fleshfill."

Kantis Neuri. A military contractor known for possessing extremely advanced technology, KN fills the role of the military arm of the Bloc. Its only customers are other member companies; privately owned, KN is the only member of the Bloc not answerable to shareholders. It was not KN that raised the alarm about the skin threat (that was Cabala-Energy Macrosystems), but it has taken on sole responsibility for dealing with them. Caldera was KN's solution, a decision which was not met with uniform approval from the other members of the Bloc. Before the Culture Wash, KN was a Russian owned private military contractor that gained notoriety and power through numerous conflicts in Africa, often against rival private military corporation the Rainmakers, now part of Bastion. After the cleanse, The KN moved its flag to the Bloc and took sole responsibility for that market's defense. KN operates a dozen bases across the world, with regional headquarters in controlled regions. They are responsible for managing both the FRA and the SDA.

Pentatron. A technology firm that designs and builds most of the war machines which Kantis Neuri utilizes, Pentatron is Sentinel's primary world competitor in robots, though the latter edges out Pentatron in the field of artificial intelligence. Pentatron builds the Class 4 Bodyguard units, of which Woody is a member. They also operate the Bloc's intelligence network, including an extremely powerful flop-god, Echelon, which several years ago began tracking the appearances of both Dark and the skin. Echelon and Pentatron work out of an arc called The Shack.

Self Defense Authority. Separate from the Foreign Relations Authority, the SDA is the parent division of the Caldera, located in the lowest sublevel of "the Dagger." The SDA is part of Kantis Neuri.

Special Police Ordinance Tactical Authority (SPOTA): SPOTA is an organization funded by the Bloc to act as a market-bound police force. Although they have jurisdiction over the entire region, they often cross swords with corpo-

rate security. Unlike the SDF, owned and operated by Kantis Neuri, SPOTA is an inter-globus-corpus and operate out of their own building in the metro. Initially tasked with dealing with the skin, SPOTA was discovered to be highly ineffective and was eventually supplanted by Caldera. SPOTA has been accused of disregarding baseworld, concentrating their efforts in arc-crime.

"U." Formerly a division of Pentatron, U was formed to track and catalog paranormal activity—a modern reality given the appearance of the skin. U, with the help of Pentatron's God, discovered the prevalence of paranormal activity and the rise of Dark appearing around skin outbreaks and began tracking those possessing supernatural abilities. This was utilized by Caldera in the apprehension of potential members. U is as shadowy as Caldera, and even though both are part of the Bloc and do share information, they don't share resources or staff. In fact, no one has ever met a member of U—with some people suspecting it has none and is solely controlled by Pentatron's God, Echelon.

CHINA

There should be no doubt that modern China has little left in common with its roots. It still occupies its former lands, expanding all the way up to absorb Mongolia, North Korea, and the majority of Eastern Russia. It has the largest and tallest cities along with the most extensive areas still uncleansed from the Bellum Sacrum. With the greatest population density, China struggles to feed its population, resorting to protein drinks and genetically modified rice to satiate its three billion people. The lack of any hard-military push in China in their war with Plymouth and Confederate can be linked to the wastelands in what remains of Russia, saturated with nuclear exclusion zones and city ruins. China is still classed as a market rather than a country, though it is comprised of a single globus-corpus—The Sovereign Economy of China (or SEC)—acting as a parent to dozens of smaller state-run companies.

Unlike other markets, these companies have no say in state affairs; the entire territory is under the command of the SEC. However, the SEC has maintained patriotic pride by convincing the majority of its population that it's all still Chinese (even though it comprises over six dozen ethnicities, some not even traditionally Asian), and as such is the only nation to have survived the last 500 years without changing its name—even if nearly everything *else* has changed. They maintain some measure of tradition manifesting in fragments of language and some cultural iconography, but traditional culture has almost entirely vanished. No religion is supported, and famous hallmarks like fashion and martial arts have all but disappeared. China's view on Dark and the skin are mutually malevolent—the government maintains a policy of purging infected areas with a variety of advanced area-effect weapons, including white phosphorous and neutron blasts. As such, China has killed more of its own people than can be credited to the skin to stave off the corruption. China is currently in an armed conflict with practically the rest of the world—engaged in operations against the Union, Sentinel, Plymouth, and the Confederate. Although they are not at war with the Bloc or the FML, there is also little trade. China gains most of its energy from nuclear and hydro.

CONFEDERATE

Despite the world being an active global plutocracy, even other markets believe the Confederate has wholly embraced that belief to a borderline destructive degree. Only the Union has a higher poverty rate, with the Confederate having the most significant pay gap of any other place on Earth. More than 99.9% of all the wealth in the confederate is held by twelve members of the board, with the bottom 75% effectively a slave race. Those permitted to live above the coal do so in abject destitution—most people are paid in coupons only redeemable for protein drinks.

The Confederate also endorses a cult of personality by convincing most of its population that the ruling board is akin to the twelve apostles of a modern corruption of Catholicism. Despite being classed as a market, the Confederate's board runs all the companies under a united banner. Unlike other markets, where middle-class employees are also shareholders, the Confederate's population has no say in state affairs. Special interest groups and unions are outlawed, and any social programs (the few that exist) are state-run. Civilians above the coal are also mandated to serve in the military. This level of forced patriotism has allowed the Confederate to be one of the most powerful markets on the planet, only slightly stifled by its war with both Plymouth and China.

The market is heavily militarized with expansionist plans only kept in place by the fact their space program is extremely limited, possessing only one orbiting station with no bases on other worlds, a side effect for having no trade agreements with other markets. Their self-imposed isolation was further intensified with border walls and coastal patrols, sparing the Confederate much of the skin menace. Even if a breakout were to occur, the Confederate would unlikely admit to it or ask for help. The Confederate occupies most of the old southern United States along with Mexico and has more nuclear reactors than any other market.

FEDERATION (FEDERATIVE)

The Federation is a wasteland of nearly 500 million people barely being held together by a scattering of global-corpus born from the ashes of corrupt cartels. The Federative conceals the fact that they managed to maintain control over their market by stripping it of natural resources, displacing or eliminating millions of people, and using the barren land to cultivate the country's primary export, drugs. Fanatically xenophobic, the Federation has attempted to wipe out non-humans ("muties") at every turn, convinced that doing so would eliminate the skin threat as well.

Along with Bastion, the Federative possesses a considerable population in baseworld, though more and more are migrating to the mountain regions where the Federative and the skin don't encroach. The Federative economy,

despite some success, is ultimately failing. For one, NEC is replacing many of the normal drugs in the world. Second, South America has few natural resources left, forcing the market to look to Antarctica. Already, the Federative metro has spread to nearby regions of that continent, to the objections of the other markets. There are even rumors Federative will transfer its corporate flag to a new capital in the ice, Belgrano.

FREE MARKET LEAGUE

The FML expanded from Germany, which had emerged the strongest in the region after the Culture Wash. Though the country eventually vanished, the robust industrial complex remained, and from there emerged the Free Market League, a market considered one of the better in the world to work for. The population below coal is relatively low, and there are still areas blessed with unmanaged nature. The FML territory covers all Western Europe save for regions in Greece and Turkey that remain radioactive. Like the Bloc, the FML operates an anti-skin unit, Noir.

BradAm: Bradbury Amalgamated is the largest globuscorpus in the FML and one of the largest in the world, formed 285 years ago to build the first outer colonies. BradAm increased tenfold when the demand for deuterium on Earth increased with the collapse of the fossil fuel industry. Alexander Bradbury, the founder of BradAm and still alive at 340 years old, is believed to be the oldest living person (not actually true). He still personally oversees interests in BradAm's smaller Conglomerates: Nautilus (NautCon), Icarus (IcarCon), Polaris (PolCon), Morgan (MorCon), Tycho (TyCon) and Arcadia (ArCon).

Noir: The anti-skin unit of the FML, Noir is smaller but better funded than Caldera, and even though it has non-human and dark-gifted within its ranks, they are not in command of the operation like Caldera. There is little animosity between the two organizations, unlike others.

PLYMOUTH

Originally Plymouth encompassed only the northern states of the old America, but after the economic collapse of their northern ally, Amarok, Plymouth absorbed these territories into a larger market able to compete with the ruthless Confederate to the south. The east coast, including the capital in New York, is submerged. With towers rising right from the water off the coast, these regions possess no baseworld. Plymouth, along with the FML, is considered one of the better areas to live with the skin posing only a minor threat in central cities. Plymouth is also the only market on the planet that permits worker unions, though many claim them puppets for the globuscorpus.

There are rumors that the skin has started to appear in the lower levels of Plymouth arcs. With access to some of the last patches of untamed nature in the north, Plymouth has become a haven for fleeing refugees from across the world. Despite being a safer place to live, Plymouth's expansion into the arctic circle has unfortunately caused them to run afoul with China, creating a three-way conflict between the two markets and the Confederate. Plymouth shares the mantle with Union as the most resource-rich market on the planet, with Plymouth blessed with still-living trees and oil deposits. There are those in Plymouth that believe that the skin is a threat to the East and that containment is their greatest defense.

SENTINEL

Comprised of the island nations of the Ring of Fire (Nihon, Prathet Thai, Vietnam, Felipinas, Malayun, New Zealand, and Australia), Sentinel has effectively locked China out of the ocean, a source of continual conflict. The market origi-

nated in Nihon and soon expanded while maintaining its headquarters in the homeland. Sentinel is by far the most advanced market with the highest population of robots in its ranks, including advanced high-level artificial intelligence placed in charge of certain corporate divisions. There are even rumors that Sentinel has crossed the singularity and that sentient machines run the majority of the market. This may especially be the case in Nihon, but less so with outer states. Nihon is an oddity, with most of its land artificially expanded via terraforming, leading to a vast network of undersea habitats, with more than ten times the number of underwater colonies in the Pacific over those in the Atlantic, and nearly all of them under the control of Sentinel. Sentinel operates few nuclear reactors, acquiring most of its power from offshore tidal generators and solar farms.

TK Ecko. TKE is the anti-skin force operated by Sentinel. Unlike Noir and Caldera, TKE is manned entirely by machines. As such, their losses have been high, and Sentinel R&D is hoping to soon make considerable strides in insulation against the skin's corruption. They have so far only met with failure. Their most successful tactic has been to wall up infected zones and ignore them, resulting in almost a total eradication of Sentinel underculture.

UNION

Occupying the whole of Africa, the Union is blessed with the largest landmass, the most plentiful resources, and unfortunately, the largest population of people under the coal. The Union, as an unfortunate fact, only has functional control over 35% of its landmass, with the rest filled with radioactive exclusions zones, warlord-controlled badlands, and lifeless deserts. Sprinkled through this expanse are some of the last usable taps of petroleum and gargantuan solar farms carried over from previous centuries. Interestingly, these photovoltaic farms are so efficient (despite reduced daylight from the coal) and sprawling and require so little maintenance that the Union could satisfy all the energy requirements of the planet for pennies and still pull a profit. However, given the corruption of the ruling globus -corpus and the fact that its practically their only export, the Union charges exorbitant prices for its energy. Despite not being a weak market by any stretch, the Union is still crippled with incredible levels of poverty, which the middle class does nothing about. Most of those in the baseworld take their chances in the badlands as the skin corruption is less prevalent there. It is also where the merging non-human ("mutie") population have fled where they can hide without being eradicated—the standing policy within the union. Convinced the dark and those birthed from its influence are the cause of the skin, the Union has used propaganda to convince much of the population that "muties" are the source of everyone's problems. Out in the badlands, survival is more important, and as such, this belief is not commonly endorsed. The Union is currently engaged in minor trade or border disputes with Bastion, China, and the Bloc, the latter coming from a botched trade alliance that collapsed during the Rough Bargain.

EVENTS

BELLUM SACRUM

The "final war" as some inaccurately called it, was the final desperate fight by religious fanaticism to enforce control over the rest of the world. Not considered a single conflict by some, this twenty-year period was punctuated by a major nuclear exchange by several non-secular nations upon their enemies, resulting in further conflicts with allied states, dragging the planet into a conflict between secular and non-secular countries as well as between nations of differing endorsed religions. The loss of life over these years surpassed that of all previous wars combined—nothing short of a biblical holocaust. Even though religion still existed to a degree afterward, there was a renowned distaste for its involvement in state affairs. Combine that with massive social unrest, and within a few decades, the Culture Wash had emerged, paving the way for corporate-run nation-states. It is believed the Bellum Sacrum officially began with the Pakistan-India war—a conflict that tore the Middle East apart. The breakdown of that conflict resulted in missile codes falling into the hands of jihadists, threatening outlining regions. However, the trigger was pulled when a Christian fundamentalist-controlled America backed by Israel intervened in the conflict, eventually leading to a planetary holocaust.

CULTURE WASH

After five billion lives (effectively half the population of the planet) were lost in the Bellum Sacrum, unrest led to the effective collapse of many of the even well-established governments, with the remaining falling under pressure to concede to the emerging globus-corpus. The opinion of the public—especially since so many of them were employed by globus-corpus—was that thousands of years of ancient and archaic bronze-aged myths had directly led to the collapse of modern man, and its removal from public affairs was in order. Since the cradles of civilization and the seats of contemporary religion were all but wiped out during the Bellum Sacrum, it was not a complicated process for the globus-corpus to erase the remaining fragments from people's minds. It was never eliminated in totality, but as corporations began regulating information, it was comfortable for most people to fall in line.

Now religion and ethnic traditions only exist in the baseworld and are known as underculture, a practice banned in the modern world. Corporations promised and followed through with the elimination of racism, homophobia, "some" gender-bias, and religious fanaticism. It was replaced with a highly enforced economic class system with most of humanity no better than slaves. Political wars were soon replaced with resource wars, along with corporations implementing their own culture.

So, not much really changed.

ROUGH BARGAIN

The Rough Bargain was a significant conflict between the Bloc and Union over control over Northern Africa. It began as peaceful trade-negotiations in hopes of gaining access to valuable solar farms in the northern regions. Unfortunately, the Union's alliance with the Free Market League prevented such a deal from coming about, and it was thought the negotiations were a ruse for the Union to force a better deal from the FML. When it was discovered that the proceedings were a waste of time, tensions finally broke into a minor clash between security details at the conference. If it remained that way, nothing would have come of it, but both sides placed a general security call, which was answered by the respective militaries of each market. What resulted was a protracted military conflict that cost the lives of both negotiating parties and 5,500 other soldiers on both sides. No agreement was ever forged, and it was the official start of the Union/Bloc war.

In the annals of history, the Rough Bargain is known officially as the Battle of Solar Fields.

PC GLOSSARY

ARCS

The largest stellar-scrapers on the planet, not only in height but in girth, arcs are self-sufficient buildings housing as many as a million people. They often have greenhouses, supermalls, and every level of education. People are born, live out their lives, and die in their arcs without ever stepping out of one. Arcs are all exclusively owned by a single corporation, with several significant companies using them as their head office (though larger corporations can own as many as twenty arcs).

The other distinguishing feature of an arc is its reliance on massive subterranean nuclear reactors buried in some cases more than two miles underground. While a few also offset this with solar, tidal, or geothermal, these alternative means are only useful to support the primary power source.

Noteworthy arcs include **Baal**, **Vertigo Ziggurat**, **the Dagger**, **the Shack**, and **Star Oceana.**

BASEWORLD

Baseworld refers to the ground level of market nations. As the top 1% live atop the peaks of mile-high stellar-scrapers, and the next 49% live above the coal, the remaining live at the bottom, many walking atop of actual Earth. Everyone top-to-bottom refers to this as the baseworld. Pollution and crime make's the average human life expectancy less than 45 years. Homicide and respiratory ailments account for 85% of all fatalities. Due to the expansive nature of baseworld, the high mortality rate, the desire of people to live above the coal, and the general reduction of Earth inhabitants, the population of baseworld is relatively low, with hundreds of square miles of cities virtually abandoned.

BLOC WATCH

A civilian security force operating around the Dagger within Bloc meant to be the police force, given the lack of an official one.

COAL

A slang term referring to the black pigment of the lower levels of market cities, "coal" is also used to refer to the separation of class—a clear line between what remains of the middle class and the abysmal lower caste. The dark stain indicative of the coal resulted from centuries of saturation from pollution, rendering the buildings nearly black. This coal also manifests as a near-permanent fog of dust and smoke that covers baseworld.

CLASS

The corporate hierarchy likes to boast a return to middle-class values, but in truth, after the Culture Wash, all they did was re-classify it. What was considered lower class centuries ago are now placed in cubical housings above the coal in corporate archologies. Even though this would be indeed defined as poverty in any other time, it was re-classed as "middle" given the lives of those living under the coal in baseworld. The upper- as well as upper-upper-class have extended their position over those below, with the top 0.1% of the planet not only living atop the arcs but doing so without fear of disease or even death.

EXCLUSION

The exclusions, known separately as exclusion zones, are regions of the earth deemed off-limits to all except authorized personnel. The vast majority of these are radioactive hot zones still uncleaned since the Bellum Sacrum. Rumors persist some regions are reclaimed safe-zones only accessible to the super-rich to live out their immortal lives in the everlasting beauty of unmolested nature, while other accounts claim a return to a medieval world with lords and knights fighting roaming bandits armed with little more than arrows and swords. Other rumors point to alien colonies, paranormal rifts, and apocalyptic wastelands where road warriors battle each other in heavily modified ground vehicles. Regardless, these regions are walled off from the metros via "the proof."

FLOP-GOD

Also called "Flods" but mostly just "Gods," a flop-god is a quantum supercomputer that first emerged more than three hundred years ago, given responsibility over most high-level operations in a corporation. Gods can be found in every arc, with more than a few occupying the entirety of their own buildings. Despite Gods possessing some measure of organic components and high-level deduction capacity, none of them are self-aware. This is a design in-

tent as only specific computers can ape human emotions and are constructed in a completely different fashion. Gods are known to coordinate economies and spy on foreign markets. They also provide most of the firewall protection against outside network attacks. Despite being shielded against electromagnetic interference, skin corruption has been seen to affect a God's operation.

GLOBUS-CORPUS

Supplanting multi-nationals of old, this new generation of corporation emerged during the Bellum Sacrum and gained a foothold when national borders vanished during the culture wash. Many of the GCs were amalgamations of much older multi-nationals and even some companies with operations wholly within the boundaries of now-defunct nations. All of them adopted newer titles as they disregarded government regulations that had stifled them for centuries. While some banded from common specialties to form monopolies, others merged with companies in entirely different domains to subjugate entire markets. The latter emerged the most powerful after the culture wash and were the founding members of the new global markets. To increase power, these colossal globus-corpus formed alliances with neighboring corporations, and the modern geo-corporate planet took shape.

MARKET

This term applies to newfound geo-corporate alliances with control over specific regions on the globe, replacing the previous geopolitical demarcations of the past. Markets emerged shortly after the Culture Wash to become the de-facto nations of the new age. Unlike the nation-states they replaced, markets have no ethnic demarcations, and class structure is entirely regulated via economic boundaries. Although there are trade and market alliances, several markets are in active conflict with others. Citizens are the same as shareholders, so many can vote for ruling board members. Despite attempts to protect worker rights, only one market allows unionization.

METRO

Metro is slang referring to the sprawling, mostly abandoned, cities covering the baseworld of modern markets. Since every city is connected, though their individual names have remained, all end up falling under the term metro. Most markets only have two or three metros though a few like Sentinel and China have more due to their landmass (Sentinel because theirs are broken up across many islands).

Urban development has connected these cities to such a degree than the only distinctions manifest themselves in slightly short buildings. The Bloc has one of the largest metros stretching from Praha to Minsk (simply called the Bloc Metro). The areas surrounding the metros are usually geo-engineered farming complexes or radioactive exclusion zones (mostly the latter). A metro can hold between 100 and 250 million people, but this population is considered sparse given the landmass a metro can occupy.

Other well-known metros include Koku (occupying the entire Nihon archipelago), Capital (stretching from Beijing to Shanghai and is considered the world's most dense metro), and Grande (following the coast from Rio to the southern tip of Argentina).

MUTIES

This derogatory term refers to any individual exhibiting paranormal abilities, up to and including dark-casters, which is ironic considering the latter are entirely human with only an awareness of the ways of magic. These can include actual mutants as well as those born possessing supernatural abilities. The counter slur used by mutants is “baseline.”

Rumors persist the muties and skin are related as they emerged around the same time, but this is not the case. There has been no successful attempt to explain the rise in mutation scientifically. Muties appeared shortly after the skin, bringing about accusations that the muties were responsible despite not disrupting electronics like the skin do.

Numerous markets went about experimenting and, in some cases, eradicating muties. Bastion, China, and the Union have all been guilty of massacring their mutie population. Both the FML and the Bloc have publicly supported non-humans, resulting in those regions turning into a haven for refugees. There are believed to be only a handful of significantly powerful muties on the planet with most concentrated in these two markets. Both non-human and those infected by the skin exhibit similar abilities.

NEC

An addictive synthetic narcotic used by several markets to keep their population inline, NEC is often employed as both reward and payment on the lowest levels of company hierarchy. Although several markets (including The Bloc) have banned the substance, it can still be found virtually everywhere, having supplanted 90% of all other illegal drugs. NEC is unusual as its effects don’t noticeably decrease with repeated use, remaining potent even decades after a user is addicted.

Extremely difficult to manufacture, NEC can only be created in free-fall or microgravity environments (though rumors persist of Earth-based workarounds). Although science has developed the means of artificial gravity (one solution), it has proven to be more economical to produce NEC off-world and have it imported, meaning corporations specialized in off-world affairs are solely responsible for NEC’s distribution, and every one of them has been caught illegally transporting it. NEC's dark appearance leads many to believe that “the skin” plaguing baseworld derived from NEC or the other way around.

NUCLEAR MIRACLE

A technology employed by Sentinel to remove radiation from destroyed regions, it was this knowledge which instigated numerous later conflicts between the markets. Clearing out the fallout from the destroyed territory was the lead driving force in placing the globus-corpus in charge of the planet. They promised to clean the world from the mistakes of the past. However, only the corporations under Sentinel possessed such knowledge. When it was stolen and distributed by China, Sentinel declared open war to prevent China from employing it. Other markets intervened, and eventually, the miracle was distributed to many areas of the globe—those areas deemed valuable. The animosity between the markets never abated. Despite the availability of the miracle, there still remains vast regions of the planet saturated with near-lethal radiation.

THE PROOF

The metros of the world are mostly enclosed in either by geography or by walls dubbed "the proof"—intended to protect cities and their inhabitants from uncleaned radioactive exclusion zones. This has left extensive regions of market-controlled territory without any formal control. There are conflicting rumors about what occurs past the proof, in the exclusion. Even air and ground travel is limited to corridors deemed safe through the nuclear miracle. Entry into an exclusion zone is generally prohibited, and the proof ensures that.

PURIFIERS

With most of the forests of the world dead or cut down, and with global warming running rampant with unregulated carbon dioxide emissions, the human race would be extinct if it wasn't for the work of the purifiers—city-block-sized oxygen processing plants that not only convert CO_2 but also control many of the other harmful gasses contributing to global warming.

These machines are few and are working well over their design limits to offset the pollution given out by the rest of the world. Each market uses and relies on purifiers, aware that dozens more are required with the current models well past their operation limits and doomed to eventually fail. Despite this, no nation has planned to curtail daily operations.

The FML, Bloc, Confederate, and China operate the most purifiers while Plymouth has the fewest. Absurd power demands and zero-profit has left this geoengineering project suffering. All evidence points that nearly all the purifiers are on the brink of failure, and to lose even a half dozen of them would be catastrophic to humanity. Even considering this, only the FML, Bloc, and Plymouth have made plans to build more; despite that promise, they haven't. As these facilities are not adequately shielded against EMP interference, they have been targeted by anarchists and terrorist groups. At least two have failed from such acts and have not been repaired. The skin has a propensity of appearing around purifiers, increasing the urgency of the threat.

SIGNATURE

A technology enforced by all markets, a signature is a DNA security feature tying ownership of devices to specific people. This includes vehicles, houses, and all weapons. This enforcement has effectively erased high-tech weapons from falling into rival hands, thus explaining the relatively primitive state of people living in baseworld.

STELLAR-SCRAPERS

All arcs are stellar-scrapers, but not all stellar-scrapers are arcs. These towers, commonplace through the globe, spread out from taller arcs but are themselves at least a kilometer in height. Although even one would be a record three hundred years ago, today, with more than 20,000 stellar-scrapers across the world, they are all relatively unremarkable, reserving the mantle of astonishment to the arcs.

UNDERCULTURE

The chaotic and lawless society living under the coal is known by some as underculture. Most of the population of the planet lives this life, working menial jobs, incapable or unwilling to rise up against oppression. Underculture and baseworld are used interchangeably by most, though the latter only refers to the location, as only in certain parts of the world has a society actually grown. In underculture, since laws cannot be easily enforced, new religions and cults have emerged (as old ones are effectively extinct), many revolving around NEC or the skin. There is also an extensive black market as well as unofficial governments.

GM GLOSSARY

The following terms are for the game master's eyes only.

ALLSOUL

A term mentioned in Plex Codex referring to the combined energy of all sentience. The Codex claims that the rules of the cosmos changed quickly after the big bang, and this phase was the allsoul in flux. It would be a long time before it started to manifest intelligent life. The emerging non-humans ("muties") and those gifted in the dark are the allsoul's defense mechanism to the emergence of the skin. This means the entirety of the human race is willing non-humans into existence because of the threat posed by the skin.

ANTI-GOD

This is a term mentioned in the Plex Codex and applied to the paranormal sentience that has possessed the "fluid." The end result manifested as the skin, which is actively trying to absorb and destroy the consciousness of the all-soul—the combined sentience of all intelligent life in this universe.

HALO

The Halo is a top-secret orbital space station built by Axis-Mundi and the Bloc as the largest high-energy particle collider and nuclear research facility ever constructed. Its official purpose was to investigate new forms of energy, though secretly, its secondary objective involved parallel universes and breaking the dimensional barrier. Halo was built thanks to the development of the nano-substance "fluid," which proved catastrophic when an early experiment in creating a pan-dimensional torus resulted in the onboard fluid supply being possessed by a paranormal force from another universe, resulting in the creation of the skin.

NULL

If the cosmos encompasses all scientific laws, then the null is what remains. These abstract ideas were first put forth in Plex Codex, an obscure occult book predicting the emergence of both the dark, the mutants derived from it, as well as the skin.

PLEX CODEX

The *Plex Codex* is a strange oversized book chronicling the rise of religion based upon miracles misinterpreted and abused by cultists that would later be credited to the force labeled the null. The null was more abundant at the beginning of the universe, but as the cosmos settled into rules, the null faded. Sentient life also fell into the explained as chemical reactions within biological systems.

The *Plex Codex* claims that within the null still resides a connecting thread between all souls; this gestalt was dubbed the "allsoul." Being as old as the universe and responsible for all intelligent life (despite not being intelligent as a whole), the all-soul can be considered the closest thing to God. However, like everything else, the allsoul has an antithesis, an anti-soul or anti-god which would seek to annihilate intelligent life at the cost of its own. The *Plex Codex* claims one absorbed into the anti-soul would not be aware of it and would subsequently wish the destruction of everything else not tied to that same force.

It is believed within the pages of the *Plex Codex* is the key to a decryption cipher for the holy books of Purity (see later). The codex is credited as being written by Vincent Varad Vacan.

SKIN

The following terms are for the game master's eyes only.

CORRUPTION

Corruption is a strong field of electromagnetic radiation that emanates from the skin. This field is so strong that it disrupts radio and electrical circuits, in some cases, up to hundreds of feet away. Since almost every piece of technology has some kind of electrical circuitry, corruption is the single greatest threat posed by the skin towards the global-corpus. Corruption has also been used to describe the effect the skin has on biological life.

FLUID

The fluid is a failed experiment covered up by Axis Mundi to create a controlled nano substance that could take any form and operate as a gestalt intelligence in larger quantities. Axis-Mundi hoped it would revolutionize the production industry and merge a computer with the machine it controlled. They had envisioned new robots, advanced AIs, and a redefining of the centuries-stalled cybernetics industry. However, after an unrelated Halo-experiment involving parallel realities caused a tear in space-time, the experimental fluid used to help construct Halo was possessed by the nebulous "anti-soul," which came across from another dimension. Since then, Axis Mundi has been attempting to suppress this knowledge. NEC is another byproduct of fluid and is thus related to the skin only by common ancestry.

SKINFOLK

It's believed that not only are the leaders of the skinfolk controlled by the skin, but the majority of the followers are as well. Skinfolk appear civilized in the way they associate with each other but are considered a terrorist group by corporations because of their belief that the skin will not only save them but also provide them with the power to rise up and topple the towers of the elite. Skinfolk canon asserts that the skin not only offers supernatural-like abilities unknown to science but also the ability the share in what they call the world-mind (or "Mundus-Mentis"). There are different levels of skinfolk based on their ability to maintain control over their own minds, with 90% of them being little more than mindless monsters only concerned with the spread of the skin.

MUNDUS-MENTIS

Although the vast majority of those infected by the skin turn into mindless monsters, a few maintain control over what remains of their personality. These few become cult leaders of the skinfolk and preach the benefits of being a

follower—the leading benefit being a shared consciousness. Followers claim to believe themselves more powerful because they share the experiences and sense of family with other followers, even sharing their love and pain. This means when one follower in injured, all others feel it. To cross a skinfolk tapped into Mundus-Mentis can be dangerous, as it has the potential of pulling all other cultists in.

STRAIN

The mark of the skin—the stain is a black pigment, which generally starts within the eyes, nose, and mouth, and which can spread to cover an entire body. This stain is far darker than natural human skin pigment and is generally oily in appearance. This is different than the actual substance of skin which can ooze from every orifice.

PURITY

The internal and often public name of the skin religion—professing a history predating all others—Purity claims the skin is the lifeblood of God itself, spilling forth from across the void to empower the remaining still faithful to spread his word. One of the few known claims of Purity contends the common points in all faiths originate from a core foundation in Purity, that Purity was "patient-zero" for all religions, and is the unaltered, uncorrupted word of the almighty. All others were distorted by kings and zealots looking for validation for their wars.

An oddity of Purity are their books written in an encrypted sequence of numbers no one outside of the cult has been able to crack. This is considered impossible given the advances in modern computers. The skinfolk spread their propaganda by painting confusing number strings across the world. Saturated in their books and graffiti are bizarre examples of non-Euclidian geometries, which also confounds people. The tenets and commandments of Purity is a complete mystery given the enigmatic nature of their books and cults. They also appear to converse via telepathy.

NULL

The origin of the skin begins with the null—a paranormal force from outside the universe, which is unrelated to anything within it. It is everything that is not explained by science. Although it is thought the imposition of the null created the miracles misconstrued as such in the past, there was no evidence to point those events occurred at all. The null is not a place or a force or even anything explained. Like dark energy, it is a place-marker for everything that cannot be explained by science—occurrences which, though recorded, cannot be explained by any means. Dark spellcasting and the emergence of mutants are another side effect of the null. There are many theories as to why the skin and the dark have appeared, including an ultimate ignorance of the cosmos to the acts of God/s to become relevant again in a faithless world.

ALLSOUL

The allsoul theory—that all sentience forms a single consciousness tied to the universe, claims mutants and the dark emerged as a defense mechanism to deal with the intrusion of the skin. The skin is an outside intervention into our universe from another allsoul, one from an opposite universe to our own. This anti-soul can break physical laws in much the same way as the dark. Except for those using or created by the dark are not a threat to the world around them, unlike the skin—which generates EMP radiation. If the dark is a natural reaction to the skin, like antibodies to an infection, then mutants would fade with each generation if the skin were wiped out, thus explaining why mutants are emerging in greater and greater numbers as the skin threat grows. The ideological interpretation of all this is that if the allsoul is the closest thing to God in this reality, then the anti-soul also equates to anti-god.

GHOST IN THE MACHINE

The greatest secret of them all is that the skin was originally a natural creation of science—a nanotech substance called "fluid" developed by Axis Mundi (ironically a member of the Bloc) to be the ultimate raw material, able to shape itself into any substance programmed into it. It was also given the ability to share information with other bots, expanding its intelligence the larger it got, a property required in the creation of larger, more complicated structures. During an experiment with the Halo rumored to test the existence of parallel realities, Axis Mundi created a rip in space from which the anti-soul was able to spill. Only a fragment made it through, but this fragment was able to possess the fluid onboard Halo like a ghost or demon possesses a human. Since then, the fluid, now known as the skin, managed to reach Earth and has expanded to nearly every corner of the globe. No one outside the locked-down Vertigo-Ziggurat arc knows of the origin of the skin.

THE FEEL OF THE WORLD

The title *Necropolis* is applied metaphorically, as there is no mythological representation of the city of the dead in this setting. Instead, it refers to the state of the planet, forever stuck moments before a final gasp renders the Earth uninhabitable. Mother nature has long since died, with the only respite being failing machinery keeping the atmosphere semi-breathable. Towering buildings with foundations measured in miles rise from dead soil to pierce a perpetually low-hanging dense cloud layer that has blanketed the ground in near-permanent darkness.

These stellar-scrapers are brutalist constructs devoid of lighting or marks until above the “coal,” leaving the only

sources of illumination where residents can find them. The old cities of Earth still stand, mostly in ruin, where millions of people attempt to survive. Above the coal, the buildings turn to silver and gold, boasting lavish windows with views over the clouds of white with the sun still beaming from a blue sky.

The technological level across the underculture ranges from the pinnacle of human advancement to just a few steps below the industrial age; it all depends on where people live and who they know.

A METAPHYSICAL VIEW

The setting of *Necropolis* will come off as reminiscent of several post-apocalyptic stories, except the time has shifted to centuries after the cataclysmic event. The dark sky and ruined landscape would indicate a future where machines have taken control of the world, although in truth, mankind is solely responsible for the state of the planet. Machines have been and will always be tools, accelerating the destruction of the world though not responsible for it.

The end result is similar, creating a cyberpunk setting in extremes—buildings are taller; the night lasts forever, and little hope remains for those not among the upper class.

CHARACTER INTRODUCTION

For traditional fantasy games, the cliché would be for characters to meet in a tavern. Within a fantasy/cyberpunk hybrid like *Necropolis*, aping that would come off as pedestrian. With Caldera available as a mission hub, acting as a headquarters, it would make sense for at least a few of the player characters to be already members of that organization, with one specific player, a veteran in charge of current excursions. This would leave one or more player characters as potential new recruits.

Those characters already part of Caldera would obviously know of the skin's existence and be aware of the growing threat (perhaps more than the new recruits). However, the exact origin of the skin would be left for a much later reveal. The new hires would be aware of the skin menace, given the prevalence of skinfolk, but relatively oblivious on how the skin can manifest.

BLOC WATCH

This campaign will suggest and assume this preferred option—that one or more player characters are former members of the Bloc Watch under the authority of the Akkadi-

an. At the beginning of the campaign, the player character or characters return from a patrol to discover the skin have overrun the Watch's headquarters and killed everyone there.

Before the characters can be added to the casualties, Caldera arrives to assist. With nowhere else to go, the new characters are enlisted into Caldera. Of course, all the players could already be together and be recruited by Caldera as a group.

ALTERNATIVES

This suggested route could be ignored in favor of a group of characters living within underculture eking out a depressing, borderline nihilistic existence under the coal in permanent gloom with the only respite being the scraps of technology smuggled or legally exported from the arcs. Regulated or government-paid law enforcement is virtually nonexistent, consigning locals and nearby corporations to fund independent, contracted specialized police agencies, whose effectiveness is inconsistent at best. While some agencies are noble, others are corrupt, though all are wholly undermanned to deal with the crime saturating baseworld. Populated city blocks are either lawless warzones, dilapidated slums, or armored strongholds. Maintained cities are rare with stretches of ruins and inhospitable wastelands connecting them. Trains, familiar and reliable, are mobile fortresses requiring nothing short of a low yield nuclear weapon to derail. Player characters able to handle themselves in a crisis would not be short for work in this world.

CAMPAIGN GUIDE

What follows is a series of events and episodes to construct a *Necropolis* campaign. The first game session should involve the destruction of Bloc Watch. Later episodes would involve encountering the skin in various environments as well as putting together clues to anticipate where infection would flare next. This guide suggests 4-6 characters starting around 5th-7th level.

BLOCK WATCH

If characters are members of the watch, they should be returning from patrol. Otherwise, they can hear in passing (via radio distress or a survivor running away) that the Bloc HQ is under attack by unseen forces.

The BLOC HQ is the only remaining building (a former fire hall) amidst a sea of ruins and crumbled structures, shadowed by towering distant arcs. As the players approach the building, read or paraphrase the following:

The Bloc headquarters appears moments from joining the crumbling and decays debris around it. Several fires ignited by destroyed electronics have already begun to consume the upper levels. The once brightly painted cherry garage doors that previously towered over those passing into the complex now lay splintered with scattered debris sitting among the bodies of the recently slain. You lose count past a dozen, all featuring the tell-tale marks of physical damage inflicted by the skin. From within the shadow and smoke inside the building emerges the black-garbed, stained-faces of skinfolk cultists infecting the region. You can't believe any members of the Bloc within the complex could be still alive.

What follows are three consecutive encounters of increasing difficulty without a moment rest between. The first involves the surviving cultists emerging from the building. Discerning players (passive Perception of 15 or higher), will notice several dead cultists among the deceased watch members, with their skin infection seeping out of their bodies and slowly pooling nearby. This is forming into a skin mass, which characters will not have much opportunity to deal with given the emerging and advancing skin cultists.

ENCOUNTER-XP 1,200

12 skin cultists

The second encounter occurs when only three or fewer skin cultists remain—the skin infection has been oozing from all the fallen cultists since the encounter began, and they finally collected into a pair of skin masses that lash out, joining the battle. Behind them, the fire eventually engulfs the bottom floor of the watch HQ.

ENCOUNTER-XP 1,400

2 medium skin masses

When one skin mass or the remaining cultists have been defeated, the bloc watch building will finally collapse as the fire compromises the foundation. Then read or paraphrase the following:

From the sewer oozes a coarse oil, which forms with the remaining skin in creating a more substantial mass, a small pond within a depression in the ruined street. A moment later, it takes form as a monster rises from the fluid, shaping the skin into a blackened imitation of a myth from legend.

Remove the skin masses (they are still counted as being defeated) and replace them with a skin chimera.

ENCOUNTER-XP 2,300

1 skin chimera

If the player characters are close to defeat (one or more characters fallen) or when the chimera has been reduced to a quarter hit points or less, read or paraphrase the following:

> ***The skin erupts in a fireball from the impact of an unseen weapon. It appears to have been fired from a distant military-grade advanced aerial vehicle orbiting safely away from the skin's electromagnetic interference. The napalm burns away what's left of the creature until nothing remains. The AAV circles closer and finally lands nearby the gutted headquarters, it's departure ramp already deployed.***

Alternate. If one or more players are already enlisted within Caldera, then the AAV arrives just before the arrival of the two skin masses, with Caldera destroying one in its approach. The new player characters join the fight.

This AAV, called the "Botanachi," represents Caldera, a para-military group tasked with combating the skin threat. Unfortunately, they arrived late this time.

If player characters lead Caldera, they take charge of the conversation with the intent of enlisting/drafting the new player characters into Caldera.

Without player characters already recruited, the group can consist of any non-player character members between Gertrude Honeybee, Ivan Miskovich, and Babadook. They appreciate the player characters' intervention and visible skill and believe Caldera requires additional talent to fill their ranks.

> ***"We're members of a well-funded, highly specialized organization tasked with investigating and eliminating this rising threat known as the skin. Traditional methods are proving less than effective, and with the echelon of the upper class ignorant and uncaring to involve themselves, it falls to us, Caldera, to save those that do not understand or appreciate the threat facing all of humanity."***

If not convinced…

> ***"…it pays…"***

If the players refuse, then they can go about taking on the skin on their own, but obviously, Caldera has access to better technology and resource gathering.

The ruins of the Block Watch have little to nothing to salvage. The bodies are of the various law enforcement volunteers with the Akkadian not among them. If still in the building, his body has undoubtedly been destroyed.

RECRUITMENT

The AAV flies above the coal, revealing the previously concealed blue skies above as the player characters are taken to the Dagger—the arc controlled by Kantis Neuri, a tower vanishing into white clouds above and black fog below. The AAV enters through a mid-level landing bay and settles upon an elevator that descends the vehicle back into the depths of lower levels.

> ***The AAV, fitting snugly upon the platform, continues to descend past the ground floor of the Dagger, eventually opening into a massive chamber likely only a few levels above the nuclear reactor powering the entire arc. You are undoubtedly several hundred meters beneath the ground, with Caldera occupying a single chamber hundreds of meters across. The AAV settles in the middle of the complex, which sports smaller rooms for recreation, sleeping, and training.***

It is here where the player characters can meet the other non-player characters of Caldera—Mark O-Reilly, Frank Finger, Jonas Ferdinand Kensington, Katana Armastad, and the KN Self-Defense Robot "Woody" (if the GM wishes to include any of them).

The characters are assigned quarters and are welcomed to explore the compound, equipped with training facilities, weapon ranges, and a well-stocked cafeteria.

MISSIONS

What follows is a series of episodes that can be played in any order, each involving one or several conflicts with the skin. The player characters can take on any mission they wish and can take any non-player characters with them. Generally, the Botanachi will fly the group to outside the intended destination, given the electro-magnetic interference discharged by the skin can potentially disrupt the aircraft's operation.

From here on, the player characters will be referred to as the "team."

INTERLUDES

There is no imperative regarding these missions—players are not compelled to rush through them, and a GM is invited to introduce them organically throughout a campaign rather than spoon-feed exposition via a mission debrief. If the player characters refuse membership in Caldera, they can go about it on their own, and discover these hooks in their personal quest to rid the world of the skin.

THE UNSPOILED

Concept. The team investigates skin cultists that have taken a survivor from their recent attack into the sewers without corrupting him, indicating there is something special about the survivor.

Map. SP2-The Highway (modified)

STORY

Witnesses and other data recovered indicates someone survived the Bloc Watch attack. The target was pursued and dragged into subterranean tunnels by skinfolk, against known evidence suggesting the skin would not waste time pursuing one individual. If so, the target would be immediately corrupted rather than be dragged into the darkness. The team would need to track the skin into the tunnels.

LOCATION: THE TUNNELS

The team returns to the destroyed Bloc Watch HQ, now only a few scattered remaining fragments.

A successful DC 15 Intelligence (Investigation) or Wisdom (Perception) check will reveal evidence of where the individual was caught and dragged. The signs indicate it was a single target, and he or she was pulled into an old underground disused mass transit system.

The arch-shaped tunnel features no natural lighting with the illumination from the entrance only reaching a few hundred feet before falling into darkness.

The arch makes the top of the tunnel 30 feet high, allowing Large creatures access.

Just before reaching the mouth of the tunnel, the tracks appear to show the individual running under his or her own power; the survivor is then caught and dragged from then on.

MAP

The highway map is modified as follows:

The solid green and off-green regions are not accessible—the road ends with 10 feet of the sidewalk (the white region), ending in a concrete wall.

The jersey wall is still 3-feet high, but now every 30 feet, there is a 5-foot x 5-concrete supporting pillar.

These pillars carry require 50 hit points to be destroyed. Three subsequent pillars would need to be destroyed to result in a cave-in.

When done so, debris begins to fall in the 90-foot section of tunnel beginning at the beginning of the next player character's turn after the third pillar is destroyed.

Each creature under the area of effect must make a DC 12 Dexterity saving throw, suffering 3d6 bludgeoning damage on a failed save or half as much damage on a successful one. At the end of the next turn the first save was made, each affected character must make a similar save, increasing the DC to 14 and the damage to 5d6. This repeats a third time, increasing the DC to 16 and the damage to 7d6. On the fourth turn, the rest of the ceiling collapses in the affected area—all affected creatures suffer 7d6 bludgeoning damage (no save), are knocked prone, restrained, and buried until they can be retrieved. Each turn a creature is buried, it suffers an additional 3d6 bludgeoning damage.

The team enters from the north side of the map. After reaching the bend, flip the map around to keep it going.

The light from the tunnel entrance only lasts 40 feet before turning into dim light, then another 40 feet before turning into darkness.

THE PATROL

After the already dim light from the mouth of the tunnel has passed, a successful DC 15 Wisdom (Perception) check will detect sounds further up the tunnel originating from a patrol of cultists still forced to rely on artificial illumination to see.

ENCOUNTER-XP 600

6 skin cultists

These cultists can be approached via stealth and ambushed.

The moment one is attacked, the remaining cultists become aware of a threat.

Two cultists are equipped with traditional fuel-powered lanterns. During the fight, these lanterns will fall, break, and briefly illuminate a 30-foot radius sphere. At the end of the cultists' third turn, these flames will go out, which will draw the skinners hiding outside the darkness. These creatures possess blindsight and do not require sight. They are aware of the team thanks to the current fight and will move to ambush the characters.

ENCOUNTER-XP 3,500

5 medium skinners

When reduced to only one skinner, the last will turn and flee deeper into the tunnel to get within range of the camp in order to warn it via telepathy (like most forms of communication, it can be impeded by physical obstacles).

If pursued and defeated, a small skin mass will fall off and attempt to escape on its own. If defeated, the player characters will have the advantage when approaching the camp.

THE CAMP

The camp lies at the end of the third map rotation. Approaching the camp (preferably by stealth), the team will find the following:

A cult of skinners and cultists have constructed a defendable shelter from old mass transit vehicles, including buses and cars. Lookout towers sit

atop the larger nonfunctioning vehicles equipped with archaic chemically powered lights. Gibberish chanting can be heard within the compound with only the barest illumination radiating from over the blockage, though said light is progressively growing brighter.

Constructing the Camp. Use the Highway map, though place busses, vans, and stacked cars to build a camp 90-feet wide (the width of the tunnel) and 120 feet long. The jersey barrier and pillars are still intact. Within the camp are small makeshift tents and altars where cultists undergo the final transformation into a full skinner.

There are a total of 30 skin cultists and 6 medium skinners within this cult.

If warned about the impending outsiders, they will be ready for an attack with the skinners leading the group, given their blindsense ability. Otherwise, they will be focused on the task at hand.

A stealthy team may attempt to creep into the facility, given that the vehicles being employed as a barricade cannot interconnect perfectly.

Several cultists, especially those on perimeter patrol, can be dispatched privately as the majority are focused in the center of the camp. A cultist reduced to 0 hit points without being able to have a turn does not manage to telepathically contact others in the camp. Skinners, however, cannot be eliminated without alerting all other skin creatures in the encounter.

The cult appears predisposed, focusing on a local male teenager of mixed ethnicity that has been tied to an "X" shaped wooden plank in the center of the camp. Cultists brandish torches and are shouting in literal gibberish as a pool of skin under the plank attempts to consume the victim…

…however, it appears to be failing. As the intelligent mass touches the boy, the oil retreats, with drops falling from it grey and solidifying like charcoal upon the ground. The contact, though destructive to the skin, is obviously painful to the boy as well, as he recoils in terror each time the mass attempts to corrupt him.

After a minute of observing this, it will become clear that there is no solution for corrupting the boy, and the skin mass will psychically command its cult to light the crucifix ablaze.

The team should have a plan in place by this time to gain the jump and inflict as much damage as possible before the boy is sacrificed.

ENCOUNTER-XP 6,000

30 skin cultists (or how many remain)
6 medium skinners
large skin mass

Although the cultists can be disruption by an ambush, the skin mass and skinners will attempt to organize and coordinate.

The boy can be freed with ease, but after being tortured, is limited to 20-foot speed.

The team can stand their ground or attempt an escape. The moment the skin mass has been reduced to half hit points or less, or if half the skinners have been killed, the skin mass will draw all remaining allies to defend itself while it flows into one of the distant barricade vehicles.

From there, it will gather all the skin escaping from the defeated allies in the encounter.

If the characters attempt to escape or have managed to defeat most of the skinners and cultists, the skin mass will return, bursting from the vehicle it was hiding in.

ENCOUNTER-XP 3,900

1 skin worm

The worm will devour all the skin masses around it to solidify its form and will pursue the team, even outside the camp.

The team may attempt to flee or stand their ground, depending on the situation. They may also have planted explosives detonated to bring down the tunnel upon the creature.

Another alternative would be to escape back to the AAV, alerting it of the monster pursuing them. When the team is close to clearing the tunnel, the AAV will launch missiles to immediately destroy the tunnel, potentially killing the worm or at least cutting it off from pursuing the team any further.

THE BOY

The boy, named Abisha Naser, was takin by the Bloc Watch and cared for by the Akkadian until suddenly ordered to flee before the attack. Naser refused and only relented after being ordered to moments before the skinfolk arrived. Naser wished to remain and fight, and it felt like the attack on the Bloc was intended to extradite him. Naser believes he was told to leave by the Akkadian because the latter knew of the attack and wanted Naser to escape while the Bloc held back overwhelming odds.

Naser doesn't know why his body reacts so strongly to skin corruption. He does indeed feel pain upon contact like he is being burned despite no damage being inflicted. It only responds to touch, and Naser does not radiate this effect. He is willing to go with the team anywhere, but he is not a combatant, and whatever ability he has, no technology can locate the source, and it appears impossible to replicate.

THE FUGUE

Concept. The team investigates activity within the Fugue and attempts to stop a drug trade.

Map. SP1-The Ruined City (modified)

STORY

Investigating the identities of the cultists in a previous conflict with the skin (one where bodies could be examined) reveals a broad mix of ethnicities and origins with no clear pattern of recruitment…except for one standout.

One individual possessed an ID registration connected to a weekly lease of "Shack 675-888 Gammaden," which is an address within the Fugue registered to a Kaena Barker, the victim's mother.

If the skin infiltrated the Fugue, it would be a catastrophe considering the millions of people living there.

LOCATION: THE FUGUE

The team should investigate the Fugue, but a landing would be impossible within the city.

The characters can either land at the airport outside the main walls and enter through the refugee entrance, or they can disembark via cable-drop anywhere inside the Fugue; regardless, the AAV will be forced to sit well outside the walls and will not be able to assist during this episode.

Read or paraphrase the following:

The Fugue is a compressed sprawl of low-rent housings and slums with narrow roads and few vehicles outside of trikes and bikes. It is overpopulated with a broad mix of ethnicities, all walled in and perched atop a mountain.

Buildings with more than one floor are ugly and brutalist apartment complexes with the singular purpose of packing in as many people as possible. It was intended as a Bloc Refugee zone, those rescued or defected from other markets were given residence in this walled district built atop the "Sněžka"—a modest mountain with just enough height to clear the coal. As you pass over the ocean of refuse and people, you realize it is little more than a human-occupied landfill, a maze of steel and flesh.

MAP

None of the included maps perfectly reflect the congested nature of the Fugue, but the ruined city comes close. Modify the map as follows:

People live cramped in every room in every building.

Every square of green can be replaced with another building.

Place buildings on the road to compress the passages.

Vehicles are replaced with market vendors, and other oddly dropped domiciles.

People crowd the streets, mixed with small vehicles trying to move, and vendors selling various bootleg merchandise.

FIRST MOMENTS

Read or paraphrase the following:

> ***The Fugue is riddled with people peddling or selling food, mostly from acquired natural or engineered sources, including plugged animals and protein bars made from bugs. It's difficult to move more than five feet before brushing a shoulder with someone. People beg, steal, and pander. Noises overlap, and as the day drags on, there is no indication of it abating.***

Within the Fugue, attempts at stealth have advantage as long as there are crowds present, and if someone is lost in the crowds, they are unlikely to be located unless they want to.

As the team investigates the city, successful DC 15 Intelligence (Investigation) or Wisdom (Perception) checks can reveal the following:

- There are NEC peddlers openly brandishing their trade, with an initial hit costing only $5.
- Pamphlets are being distributed on occasion that talk about the evils of globus-corpus and that true salvation lies in the community. "We are one and greater."
- There is a growing militia within the Fugue not sanctioned by the state attempting to create control in the rising chaos, known as RŌL, or Refugee Order Liberty. They appear to have noble intents but are vastly undermanned.
- Several people will be conspicuously on NEC, with a visible symptom similar to skin cultists (black tears).
- **Kaena Barker** has been missing for some time. Her residence can be located, but it has long since been occupied by new residents with no knowledge of her fate.

NEC

The drug NEC is delivered in a plastic eye-drop-shaped capsule with a fragile glass shell inside. When broken, the 0.5 ml of black liquid is deposited into a target's eye.

Immediate Effect. The target feels a sense of empowerment and is immune to charmed and poisoned conditions, as well as all levels of exhaustion. The target also has advantage with all Intelligence, Wisdom, and Charisma saving throws. This lasts 8 hours.

Double Dose. Taking two doses or one within five minutes of another also makes the target immune to being stunned as well as gaining resistance to all physical damage for the duration.

Overdose. Taking three doses or up to three within five minutes is considered an overdose. The target gains immunity to all physical damage for five minutes, but after this effect expires, often so does the target (reduced to 0 hit points).

Addiction. After the dose wears off, the target must make a Wisdom saving throw against DC 10 + 1/previous dose made in the past week (10 doses = DC20). On a failure, the target gains 1 level of exhaustion. This save must be repeated every 24 hours until the save DC is reduced to 10. Each week not taking the drug reduces the DC by 1. If the save DC is 14-17, the incurred exhaustion is 2 instead of 1. If the save DC is 18-21, the incurred exhaustion is 3. If the save DC is 22 or higher, the incurred exhaustion is 4. As long as a target is high, it is not required to make this save. Unlike other drugs, being on NEC does not reduce its effectiveness.

FACTIONS OF THE FUGUE

There are three factions with a foothold in the Fugue with ambitions to control the entire city. The player characters are open to ally with or attack one in an attempt to disrupt the balance of power. As such, there is no defined order of events with this encounter.

STRANGERS OF ONE

This religious sect doubles as NEC drug dealers who have somehow managed to produce the drug within the Fugue, something previously believed impossible. They accomplish this by employing knowledge derived from the skin. Shockingly, the strangers are themselves not a skin cult; instead, they are old-school Abrahamic-derived apocalyptic fundamentalists using NEC as a means of control. To them, NEC is known as "nectar" and is considered a gift from God (as it is not naturally derived). To take in NEC equates being closer to God.

The Strangers have barricaded a region (using the example map, replacing vehicles with barricades) where they enforce unilateral control. NEC is produced via massive technology in one of the buildings employing hazardous material which can be rigged to explode, destroying the entire compound and the majority of the Strangers with it.

STRANGER CULT COMPOSITION

100 basic combatant minions with the fanatic trait.
50 basic combatants with the fanatic trait.
25 Guys with guns with the fanatic trait.
10 brutal thugs with the fanatic trait (loyal guards).
3 qualified soldiers with the fanatic trait (deacons of the cult—ruling class)

ROL-REFUGUEE ORDER LIBERTY

RŌL is an undermanned, underfunded privately-run law enforcement group that, if contacted, will attempt to aid the team however they can. The leader, Rafe Horvat, believes that if the city cannot govern itself and prove functional and beneficial to the Bloc, that eventually it will be shut down and the people released into the wasteland.

Those who enter cannot easily leave unless proven to possess useful talents. Rafe stresses the need for a local

authority to enforce free-market capitalism under the veneer of a communistic government, effectively turning the Fugue into a capitalist state. This way, the Fugue can tap its greatest and truthfully only resource—its underused population.

Admittedly, that would turn the people into slaves, but Rafe insists that forcing a purpose upon the population is better than having no purpose at all.

Despite initially appearing benevolent and helping without recompense, Rafe's political views may not be viewed favorably by members of the team.

RōL is better armed than the other factions but is more violent given their assumed responsibility of quelling unrest. RōL is one of the few organizations aware that there is a third group within the city slowly amassing control but is in direct conflict with the Strangers of One, believing NEC a tool by the globus-corpus to enforce their own version of control. Rafe is aware of the skin but believes that if it takes control of the Fugue, the Bloc would quarantine the entire city and potentially destroy it rather than let such a massive population fall to corruption. Rafe can be convinced to use his organization to help the player characters invade the Stranger's compound.

RōL's own compound is the largest building within the Ruined City map, with the organization living among the various levels of the complex (it has twelve floors).

REFUGEE ORDER LIBERTY

27 warriors with the trained unit trait.
9 brutal thugs with the trained unit trait.
3 qualified soldiers with the trained unit trait.
1 lieutenant with the trained unit trait (Rafe Horvat)

PURITY

Considerably more challenging to uncover, Purity is another rival religious sect to the Stranger of the One. This is the organization Kaena Barker fell into.

These individuals possess no centralized headquarters, preferring to employ nonlocalized cells scattered throughout the Fugue. They generally can be spotted by their use of translucent veils that often cover the entire upper half of their faces. If a team member detects one in a crowd, the target "always" appears to vanish before anyone gets close enough to apprehend him or her.

Purity will be quickly aware of the team's presence and make efforts to aid them secretly if the team decides to turn against RōL or the Strangers.

Purity represents the skin presence in the Fugue, almost entirely represented by cultists rather than skinners and operates under an alternative doctrine than other skinfolk encountered or heard about.

Purity employs preaching and volunteers rather than violence or indoctrination. Because of the sense of unity felt with skin infection, Purity can avoid forced enlistment. In the chaos of the Fugue, the kinship offered by the cult is all the temptation required.

Additionally, by not manifesting skin corruption, Purity avoids a panic, utilizing the conflict between RōL and the Strangers as a diversion while simultaneously attempting to undermine them. It also knows that if a skin outbreak went public, the Bloc would quarantine the city and likely wipe out the population. This way, Purity can act within the shadows and smuggle refugees out of the city with the eventual intent to form their own hidden state.

Purity has been careful who to accept in their ranks, only allowing corruption within those that can survive the process without losing their minds. Kaena Barker is one such person and is the one likely to address the team openly once Purity is close to being uncovered.

Kaena is open and honest about Purity and the skin, as well as being devout, believing the stain is merely a tool to give power to those less fortunate …the hand of god handed down so that the meek can truly inherit the Earth.

Purity will not initiate violence against the team unless attacked. No Purity cell has a population larger than 10, but because of their telepathic connection, they can find and draw any other cell quite easily. Cells operate from small buildings and control a dozen scattered across the Fugue.

PURITY COMPOSITION

200 skin cultists.

THE CONFLICT

Through investigation, interrogation, and diplomacy, the player characters will eventually uncover the three notable warring factions within the Fugue (there are thousands of gangs, mobs, and organizations in actuality—these are the three of significance).

Who the team sides with can drastically alter the sequence of events. The Strangers are drug dealers under the veil of a religious order, while RōL wishes to take control to instill a fascist government that subverts the population.

Purity is a skin cult. Of course, the players may attempt to take down all three organizations by pitting them against each other, which will be difficult in the case of Purity, given their decentralized arrangement.

THE BOOK

Concept. The team track a lead to an abandoned library in a forsaken section of the world.

Map. SP6-Debris

STORY

SPOTA eliminated a skin sect in an eastern sector. It wasn't a notable victory, only a half dozen skinners attempting to travel west.

However, the report detailing the evidence recovery catches the team's attention.

Among the random souvenirs was a book—the collected works of Leonard Cohen. An oddity, stamped with a marker reading *"Národní knihovna České, Praha."*

This book is more than 400 years old, an odd thing to take.

Both the book and the skinner emanated trifling radiation indicative of the region.

A player character (with the priority being a former Bloc Watch member) will receive a personal electronic message with no identifier confirming the Praha Library lead with a library file number and the message: "*Find the Plex Codex.*"

LOCATION: THE LIBRARY

Although Praha was struck with a nuclear impact centuries ago, after the miracle, the vast majority of the region is now relatively safe.

Read or paraphrase the following:

> ***The Praha National Library, resembling an old church, is one of the few buildings still standing in an expanse of gutted foundations and scattered debris. No artificial light remains, creating a dismal and depressing scene pulled from nightmares of a post-apocalyptical hellscape. The fact the library survived is nothing short of a miracle. Your aircraft circles the region; spotlights illuminate minuscule patches of the wasteland. Given the susceptibility of rubble covering up basements and open foundations, landing nearby the library would be impossible.***

Any character with a passive Perception of 15 or more will catch shifting shadows among the debris which disappears when focused on, meaning the skin may already be present.

MAP

The AAV will set down on the southern edge of the Debris map. The players will have to cross the expanse on foot, watching to avoid any of the aforementioned pits. The library sits on the opposite side.

Each player must make a DC 15 Wisdom (Perception) check. A character that fails must make a DC 15 Dexterity saving throw, falling into one of these concealed pits and suffering 2d6 bludgeoning damage (and then being forced to find a way out of the hole).

THE CROSSING

The team may attempt stealth, and it soon becomes necessary as a skin creature forms from across the map. It has not spotted the group yet but then begins circling the area. It maintains a patrol around the library and does not venture out to engage the AAV.

ENCOUNTER-XP 2,300

1 skin wyvern

The wyvern will attack if it notices the player characters.

If the players make it to the library, they will notice a makeshift vault door that had been placed on the building to keep it sealed.

It has recently been forced open.

THE LIBRARY

Read or paraphrase the following:

> ***The library appears unspoiled in the intervening centuries, unbelievably preserved through both luck and a vain attempt at conservation. With the vault breached, the elements will surely rush to ruin the centuries of history contained within. You could never rescue enough of the books here.***
>
> ***Despite the previously sealed environment, the library still shows its age with worn wood and rusted steel. Iron shutters cover up broken windows. The high, vaulted ceilings sport the stains of a once lavish fresco that ran across the room. It was probably religious in origin but has long since flaked away. Although you can spot the bindings of thousands of books, you worry that most of them would crumble to dust if touched.***

Note. Seriously, look up the Czech National Library on an image search; just show these pictures.

A successful DC 15 Wisdom (Perception) check will locate the old filing system, and another DC 15 Intelligence (Investigation) check will reveal the entry on the book in question, the *Plex Codex*. It takes at least an hour of searching to actually uncover this, leading the group to another large chamber.

> ***This is a similar chamber to the one before, except in much better condition, with a fresco almost distinguishable, showcasing angels across a blue sky with gold leaf still gilding the capitals of supporting pillars. Old Earth globes marking forgotten nations run up the center of the hall. A fenced ledge a story above allows access to even more books, but you are apprehensive about its structural stability.***

A successful DC 15 Intelligence (Investigation) check will finally locate the *Plex Codex* in remarkably good condition on a high shelf. Upon its removal, a letter will fall to the floor, specifically addressed one member of the team (priority being a former Bloc Watch member).

Hello <Insert Name Here>:

I wish I could explain in confidence what has happened and what will happen, but even after all of this, I still don't know. Let me reach a point:

My real name is Anatolios of Phokaia. I was born in Ionia in the 191st year after the first Olympiad – to you, the 585th year before the common era. When I was 14, my family colonized Massalia, eventually to be called Marseille. And I may be long-lived, but I am not over 3,000 years old. I'm only 72. When I was young, I discovered I was cursed with the ability to move through our timestream—cursed because, despite your assumptions, I could only move forward, not back. This was saddled with another misfortune…foresight.

I could see what was coming, and although I've tried my best to conquer the coming plague, it seems I've done little more than delay it. I keep moving forward, altering, influencing, hoping the thunder of consequence would create a sequence of events that would save our future. I don't believe I contributed significantly to the state of the world outside of the skin threat.

I believe the skin has existed for thousands of years, long before we formed civilization, but it never found a physical form until recently. That was one eventuality I never saw coming. I've seen the rise and fall of religions and can corroborate their commonality, a germ from our evolutionary heritage cultivated by a force outside of our known universe. I tried to compile all of this into a book when I was Vincent Varad Vacan. They attempted to execute me for my words…so I shifted a century and became Lorenzo Mathias Vezina. I always did like France.

I wrote this book foreseeing a sequence of events, events that have not come to pass. The end is not written. Even as I write this, events are changing. I have to play these events one minuscule choice at a time, to ensure a future where the null is locked away it its own universe. You'll find this book useful. Purity wishes it not because of some secret code within its pages (they are led to believe that) but because it reveals the truth of them as well as offers a way to track their concentrations (non-ionizing gamma radiation) something they wish to use as well to direct their actions.

Like I said, every action I attempt to influence resonates with a future I see before me, and each time I look, I grow weaker. Everything I say has an impact…I see a positive one if I stay quiet now, but I simply can't bring myself to not warn you about the individuals who are about to ambush you as you finish reading this letter.

ENCOUNTER XP-6,250

9 qualified soldier minions with the regimented unit trait.

2 knife men with the regimented unit trait.

1 irresponsible gun owner with the regimented unit trait

1 lieutenant with the regimented unit trait

These are not skin but rather a trained militia group from The Staplegunners seeking an advantage their market would have over the Bloc. The Staplegunners, contracted out from Bastion, has been tracking the player characters' movements and have decided to strike.

This battle begins with the steel shutters on the broken windows blowing open from planted explosive devices and half the enemy team rushing in (5 qualified soldiers and one 1 knife man). The others are entering through the main entrance and will arrive in two turns.

Any survivors will claim they were given orders by their central command to track the player characters and retrieve any high-value assets with survivors being purely optional.

Afterward, if still alive, the wyvern outside will be drawn by the commotion and attack from outside the facility.

Once this has been resolved, the team can take the *Plex Codex* and return to the AAV.

They can then read this strange tome and understand its secrets.

GRISSOM'S GRAIL

Concept. The team is compelled to enter a radioactive exclusion zone to investigate the impact of an object from space.

Map. SP6-Debris, SP1-Ruined City

STORY

The team receives word that an object just entered the atmosphere, having apparently broken from one of the orbital stations.

It impacted in the Anatolia Exclusion Zone, a still radioactive region and a known hotbed of skin activity.

The AEZ is one of the few exclusions zones still populated, albeit sparsely, and connects the markets of Bastion and the Bloc.

A Bastion-funded PMC, the Staplegunners are known in the region and have been tasked to prevent the skin from infiltrating Bastion, though it still occurs.

It is a foregone conclusion that the Staplegunners will be tasked with investigating the impact. The Bloc has a vested interest in it as well.

LOCATION: THE WASTELAND

Read or paraphrase the following:

> ***The AAV crosses the Proof into the wasteland of the Anatolia Exclusion Zone. The Bloc erected the 100-foot concrete wall centuries ago, defining their borders in the region. The Proof extends both directions over the horizon, separating the barely civilized to the outright lawless.***
>
> ***Vegetation has re-established a foothold among the few remaining fragments of forgotten cities. A buzz echoes from radiation sensors, indicating a dramatic spike, though not entirely hazardous. You came prepared, with medical injections and physical protection. Even considering that, you shouldn't linger.***

MAP

The debris map can be spiced up by sprinkling in random wreckage.

The AAV will land at the end of the map with the crater of the impact at the center.

Ambient radiation prevents reliable scanning of the region, creating false images and inaccurate readings.

A DC 15 Wisdom (Perception) check will clearly reveal the shapes of skin manifestations at the periphery of the map, large ones. They appear to keep to patches of the countryside with less radiation—combine that with said radiation, and the AAV will have to depart and return when called.

DESTROYING THE AAV

To increase tension in this episode, it is recommended that the AAV be seen destroyed after it takes off, fired upon from unseen ground opponents.

One or several missiles are spotted being launching from atop ruins. The AAV is unable to avoid the attack and crashes violently upon the ground kilometers away, killing anyone left on board.

Almost immediately, dozens of scavengers can be spotted ransacking the remains, taking anything salvageable.

A rescue flight will undoubtedly come and gather the team. They will be considered overdue in 72 hours, at which point a rescue will arrive.

If an established NPC or even a PC is flying the craft, the impact can occur nearby and will be less severe, allowing the rest of the team to attempt a rescue; it won't alter the fact that the AAV will be destroyed, but at least this time, there will be one or more potential survivors.

THE WRECK

As the team approaches the wreck, they notice it is quite small. At which point, the team will be addressed by a hidden male:

> ***"By your look and direction, you appear from the Bloc. We mean no harm, but anything worth anything's been picked clean from that hulk days ago. It's also only a baby; the motherload landed elsewhere. I'm going to step out; don't be shooting me, okay?"***

From underneath a patch of debris arises a heavily covered individual sporting numerous mix-matched armor pieces and a retrofitted rebreathing apparatus.

This is Bram Bahadur Backus, a seasoned local fighter, and not a member of the Staplegunners. He's a native to the region if one can be called that. He is armed with a signature sniper rifle (indicating he was once a market-trained soldier, probably ex-PMC.

> ***"People like me…we got nowhere else. If you keep your tech going, you can protect yourself well enough. Skin prefer to avoid radiation… best to find that happy middle where neither can kill you. A lot of us died from one or the other trying to find out."***
>
> **<Response>**
>
> ***The skin…they overran baseworld in Bastion, or at least the western parts. Most had little choice but to flee here. We found more intact ruins nearby, in a valley most can't spot from the air. It's like ancient times, I won't lie. We got the only real semi-modern refuge. Most others took control of older, stronger constructs, castles and the like, thousands of years old, I bet. Some built walls. It's like medievalism.***

Backus is truthful in everything he says and is willing to escort the team to his village, which Backus calls the HOLE.

During the hour-long trip, Backus explains further that the skin has successfully breached Bastion from the exclusion zone through several subterranean tunnels the market has yet to locate.

The Staplegunners (a local PMC) has shifted focus to finding this flood gate and cutting it off as well as purifying the regions within Bastion. They don't have the manpower or motivation to help those outside the proof. The best the locals get is the occasionally air-dropped supply shipment, most of which are stolen by local warlords holed up in medieval castles deeper in the zone.

ENCOUNTER-XP 4,200

1 large skinner
3 medium skinners
5 small skinners

Either a player character (with passive Perception of 16 or higher) or Backus will notice a group of skinners migrating dangerously close.

Backus explains as radiation is known to shift with weather patterns, so can the skin.

This group is moving dangerously close to the HOLE, forcing Backus to ask the team for help in eliminating them before they approach too close or signal for more massive manifestations to congregate.

The team can ambush the skinners.

As the battle ends, a dozen of Backus's allies' race from over a hill. They make several attacks against the weakened enemies, ending the fight.

The leader of this group is Dago Spathos. He reaffirms Backus's invite and explains further that they believe they know where a larger piece of the wreckage has gone.

THE HOLE

The HOLE barely counts as a town, being little more than the few remaining standing buildings that survived a nuclear blast by residing within a valley.

No more than a hundred people reside here, employing salvaged supplies and retrofitted technology. Some appear recently acquired from the orbital impact (but not of any value to the player characters).

Radiation is lower on the valley floor than above.

Spathos explains that those living here have done so for decades, ever since the Staplegunners PMC shifted their efforts near the Bastion proof, abandoned those left behind.

The PMC tolerated the local warlords and often enlisted them for additional help, but now lacking any oversight, these same warlords have turned to infighting and barbarism to gain and enforce control.

The HOLE and other villages have been spared given the increase of radiation in the region, contamination the locals have developed a resistance to. Those living out here are called the "Varangian" (named after ancient Byzantium's elite guard).

Spathos adds that the team members won't benefit from such natural protection ("though your kids might"), so its best they help each other to hasten the team's departure.

Spathos admits the location of the larger impact. His trackers spotted it the moment it occurred, landing amid the ruins of Ankara, due east, a region controlled by Lord Solak, an unpleasant local chief.

Spathos asks Backus to escort the team into Ankara with the hope the team will take out Solak in the process, lightening the pressure off the region and potentially even allowing the Varangian to migrate into the larger city.

Backus warns that the journey to Ankara passes through lower radioactivity, meaning conflict with the skin is likely…and in this part of the world, they take some unusual shapes.

APPROACHING THE CITY

The journey to Ankara is plagued by constant reminders that the skin has infested the region. Without air support, the team is forced to go about the trip on the ground.

At least one encounter with the skin should be unavoidable, against a manifestation previously not encountered before.

A day passes before finally reaching the outskirts of Ankara.

LOCATION: ANKARA

Read or paraphrase the following:

> ***Records detailing the history of the region are spartan at best, but rumors claimed that during the final nightmare of the nuclear holocaust, a weapon bound for Ankara missed its target by several miles, sparing the city the brunt of the damage. Though safe from the destructive airburst, Ankara suffered heavily from the thermal shockwave and subsequent radioactivity. The outlining buildings were felled; those within were seared in temperatures able to make flesh melt. Millions died, but the scorched and ashen buildings remain.***

MAP

The ruined city can be deployed without modification, though only lower levels are displayed—building actually rise up many more floors with some dozens of stories high.

The map only becomes utilized when a battle is triggered.

THE WRECK

As the team navigates through the city, Backus warns that they are in Solak's territory, and an ambush will undoubtedly come if they are not careful.

ENCOUNTER-XP 2,900

6 brawler minions with the guerilla trait.
6 knife men minions with the guerilla trait.
1 qualified soldier with the guerilla trait.

This patrol, flaunting feudal crests and medieval-style armor, is guarding further passage into the city.

They can be stealthily avoided, taking longer, or they can be ambushed.

The prevalence of signature weapons prevents most of Solak's mean from wielding firearms.

Afterward, the team can proceed deeper into the city. Read or paraphrase the following:

The object must have broken up as it passed into the coal, the thermal and pressure differential tore it apart as it suddenly decelerated from multiples times the speed of sound. You're honestly amazed so much remained intact, and it points to why so many fragments weren't detected.

This hefty chunk of space debris appears part of a much larger space station—the outer segment of a habitation wheel that simulates gravity. This section, nearly forty feet across, contains part of a supporting arm that would connect it to the central axis. Blast marks around the edge indicate it might have been separated employing explosive seals, meaning its detachment was intentional. It passed through several nearby buildings before finally impacting on an intersection.

It's in shockingly good condition considered what it's been through.

Solak's men have erected a makeshift quarantine zone around the object using debris and the wrecks of old vehicles. Some have weapons trained on the object while others look outward.

The team witness one soldier approaching fearfully to the wreck.

A moment later, a tentacle rises up from within and impales the victim, pulling it into the wreck a moment later.

Despite weapons fire, the creature and its victim vanish.

ENCOUNTER
SOLAK'S GUERILLAS-XP 14,600

30 *brawler minions with the guerilla trait.*
21 knife men minions with the guerilla trait.
12 qualified soldier minions with the guerilla trait.
6 stone fist minions with the guerilla trait.
1 lieutenant (Lord Solak)

BEAST FROM SPACE-XP 2,900

huge skin mass

The skin mass will move out from the wreckage to attack anything that closes in, but it does not possess enough power to form a manifestation.

The challenge for the player characters will be to get inside the wreck, past Solak's mean, as well as the skin mass.

If the skin mass can be drawn out, it will attack everything it sees, and likely kill over half the men at the cost of its own life, leaving 12 brawler minions, 9 knife men minions, 3 qualified soldier minions, 1 stone fist minion, and 1 lieutenant (Lord Solak).

The team can intervene anytime to swing the battle, though they will still have to deal with whoever is left over.

The team only gains experience for the opponents they directly engage with.

Afterward, they can then attempt to enter the wreck; read or paraphrase the following:

Although once part of a habitation ring, it's clear this section was once a laboratory. Test chambers were breached upon impact, leaving shattered transparencies scattered across the ground, mixed with data chips, and broken electronics. A stamp on many of the machines lists this as "Grissom's Grail"—an off-world base operated by Axis Mundi.

A successful DC 15 Wisdom (Perception) check will reveal the following:

You find several cracked containers that broke from their mounts and ruptured on impact. A distinct oil-like liquid drops from them. However, it shows no indication of being self-aware. It appears completely inert.

A successful DC 15 Wisdom (Medicine) or Intelligence (Sciences) check will reveal the oil-like substance is neither skin nor NEC. Further tests may reveal more.

The group can retrieve one still-intact container.

The only documents they can find that aren't in complete shambles is one referencing the containers as holding something classified as "fluid."

The players will be picked up by a rescue team shortly after returning to the HOLE. Backus and Spathos are grateful for the assistance and plan on transferring their flag to Ankara in hopes of a better life.

Upon later investigation, the substance dubbed "fluid" contains properties similar to both NEC and the skin and is an artificially created composition made up of identical nano-scale machines. This fluid is inert as it has been given no purpose.

The skin is not just self-aware fluid run amok but fluid that has been possessed by some otherworldly force.

FOURTEEN: THRESHOLD

Threshold is a sci-fi-themed modular dungeon system based around salvaging space wrecks for fragments of a splintered humanity (although this is merely a thinly veiled excuse for player characters to hunt for ever better loot).

As a setting, Threshold takes considerable inspiration from the books of Stewart Cowley published between 1978 and 1984, appropriating some of the vessel names as well as some of the technical jargon. Although some illustrations are provided, it is highly recommended that you complement these with the works of Jim Burns, Peter Elson, Colin Hay, Bob Layzell, Angus McKie, Tony Roberts, and my personal idol, Chris Foss.

THE HISTORY OF HUMANITY

A century from now, breakthroughs in energy production generated a surplus to encourage the development of high drain technologies, including weather control, terraforming, and interstellar travel.

Threshold Reactors, designed to open and hold quantum bridges between stellar locations, became a possibility, with the first test conducted to Lagrange 5 between Earth the Moon. An error in the reactor caused an inverse shift that folded the entire sector of space, taking most of the human population and the Earth-Moon system along with it. No evidence of where it went was ever uncovered, but considering the random nature of the event, there was no location plausible that could result in the survivability of anyone on Earth.

There were enough survivors from Mars and distant mining colonies to ensure the existence of humanity; the species did recover. The need to recolonize worlds became an obsession, and after mistakes with the Threshold drive were resolved, the species began plotting travel to other star systems.

When a Threshold core creates a bridge, it remains anchored in that area of space forever, allowing smaller and cheaper vessels to follow in the wake to a new location. When the technology was finally proven, a massive swell in population and colonies stretched through the local cluster. Planets were classified into three categories.

Grey Worlds—gas giants with rock/iron cores with little to no resource value (either in its atmosphere or in orbit) outside of primary elements and compounds easily attainable in most systems.

White Worlds—similar to gas giants except with solid ice cores, classifying them as "ice giants." They also possess

little resource value outside of necessary raw construction materials.

Red Worlds—inhospitable terrestrial planets that, for one reason or another do not match essential criteria for terraforming or colony inhabitation.

Blue Worlds—terrestrial planets capable of sustaining life only when terraforming is implemented, or sealed colonies are constructed.

Green Worlds—scarce terrestrial planets not only capable of supporting life but require little to no terraforming.

Gold Worlds—terrestrial or gas planets discovered to possess several vital rare compounds required by interstellar industry. These worlds are of strategic importance and are often strip-mined.

With a sudden and growing demand for the rare materials needed for both the production of Threshold drives as well as the hulls of the vessels designed to operate with them, the United Terran Authority approved the construction of massive strip-mining ships, later nicknamed "Gluttons." These vessels would attach directly to asteroids, moons, and small planets and, utilizing a fusion reactor, smelt the entire mass, refining all usable materials for return to the massive shipyards dotting the UTA.

This continued for centuries, marking mankind's expansion across the galaxy with radioactive worthless rocks. Thousands of bridges crisscrossed the cosmos, cutting travel time from thousands of years to mere hours. The UTA was able to maintain and enforce jurisdiction thanks to their control of this network.

By the onset of a new millennium, the UTA had managed to remain intact, albeit segmented into a dozen smaller clusters spread across thousands of lights years. Throughout this time, humans had never encountered a single alien civilization of any level of advancement. Even those rare planets capable of supporting life had yet to develop past the Devonian period of the Paleozoic age. Unwilling to wait, these planets were eventually appropriated as "green worlds" and adapted to serve the interests of humanity. The two prevailing theories to explain this absence of life were that (a) intelligent life was simply rarer than probability would dictate, or (b) mankind was simply… the first.

Both theories are false.

THE FALL

It was referred to as the "Quantum Mechanical Shift Event" by scientists and the Divine Marker by others. On this day in the year 3125, an understanding of quantum mechanics failed, and a core tenet of particle physics essential to the operation of Threshold technology shifted throughout the entire universe.

Every single bridge collapsed simultaneously. All contact was severed with the UTA central committee on Mars as well as every inhabited cluster. Considering communication also utilized the Threshold, and there was no other technology to break the speed of light, it would take a century before nearby systems could regain communication and trade with other local civilizations. They had to redevelop technology long thought archaic and obsolete to achieve some measure of travel between these systems. Advanced drives with inertial negation systems could push to %99.99999 the speed of light, but this still left travel between systems taking decades.

Eventually, these inhabited systems declared independence from others, creating a breadth of culture and laws across the galaxy. Given time dilation and the length of space travel, a new line of people emerged with wisdom and knowledge dating back centuries.

These "aeons" were normal humans long-lived from time dilation. Suspended animation developed to increase survivability on extremely long journeys permitted subjects to enter a simulated dream-like state, which allowed for continued awareness, education, and personal advancement. The aeons were skilled in the manners of space travel, employed as engineers and pilots. In comparison to those planet-side, an aeon could live for hundreds of years, with a mind barely over a hundred and body not even pushing forty. To find a sixty- or seventy-year old-looking aeon equated to an individual four to five centuries old. Aeons became vital in the development of space travel as well as a cluster's survival.

LAZARUS

One such star cluster was Lazarus, a bundle a thirty tightly packed star systems. Considered the wealthiest cluster discovered until that time, gluttons stripped most of the gold worlds before the green and blue planets had finished colonizing. When the Divine Marker occurred, it left one glutton stranded in a cluster of now scarce resources and 250 million people. As the centuries passed, the monstrous glutton was converted into a shipyard, and the cluster split into three distinct territories: the Bloc, the Commonwealth, and the Authority, each in control of one green world which acted as their respective capitals—Tower, Pavilion, and Starros. These nations claimed the few scraps of leftover technology and resources. Borders were drawn. Rivalry and eventual conflict became inevitable as ideological differences started to widen.

Centuries after the Shift, the Bloc signed a treaty with the Commonwealth, subsequently provoking war against the Authority. The Authority, the larger of the three, proved more intractable than planned, and a prolonged conflict erupted. Given the distances of space, confrontations took decades to resolve, with soldiers often away from their homes for entirety of their children's lives. This war did not end in the crescendo of a single battle but in the whimper of attrition. Engines began to run dry. Nations started rummaging for salvageable materials to rebuild new ships to throw at the conflict while stripping recovered wrecks of their fuel cells and precious metals. The few treasures left within Lazarus had been lost in an orgy of worthless fighting.

Eventually, the three factions signed a truce, though the damage inflicted upon the infrastructure of Lazarus was irreversible. Despite solar energy being plentiful, the rare compounds required to build spacecraft and their ad-

vanced reactors had been squandered. The only source of these materials lay in the wrecks floating among the battlefields and crashed upon dead worlds. Even then, it was believed this resource would barely last a hundred years.

DEMIGOD

It was then a glimmer of hope appeared in the form a faint transmission from another cluster. The message was dated years after the shift, having taken centuries to reach Lazarus. It offered hope that others were still alive beyond the veil. After a century, these messages, sourced to the Demigod cluster, turned hopeful, as scientists there discovered how to re-establish the bridge between the two clusters. Alas, it required a powerful gravity drive to traverse the distance; the glutton (rechristened "Lazarus"), now over 500 years old, was repurposed to embark on the epic journey, crammed with hundreds of thousands of people, many within cryogenic suspension. A new fleet of smaller vessels were commissioned, a last gasp of ingenuity from a starving people; these were the mules—powerful cargo vessels and multi-role tugs able to transport payloads great distances.

The Lazarus employed a modified threshold drive able to make short hops without the need of a bridge, reducing a four-century voyage to a mere fifty years. Those on board had abandoned everything for a chance at a new life in a new cluster with twice as many worlds and, at last report, half as many people. Lazarus arrived at what was supposed to be the most densely populated colony world of the most densely populated system of Demigod.

It was deserted.

The cities had all been left to decay after centuries. Computer banks had degraded and were worthless, no information had survived about what happened. The refugees from Lazarus took root and began repopulating the cities. They established the bridge as promised back home, discovering that Demigod had already established a bridge with another nearby cluster, Merkaba. An expedition there turned up similar results, the entire population had gone missing. Eventually, the migrant fleet reported back of the mysterious and morbid fate of those in the Demigod and Merkaba clusters.

THE MODERN DILEMMA

It's been ten years since the arrival of the Lazarus Migrant Expedition, with much of the population still in the dark over what had occurred likely centuries ago. Contact with other clusters may take centuries, and with new worlds to rediscover and colonize, the people of Lazarus are in no hurry to send another expedition.

THE WORLD OF THRESHOLD

The year is 3692.

The setting of *Threshold* involves players assuming the roles of the crew aboard one of the many independent multi-purpose towing vehicles (or "mules") brought over by Lazarus into the Demigod cluster. These vessels are equipped with powerful engines enabling them to ferry massive payloads (many times their size) from point to point, necessary given the need to transport resources back home. These consignments may include small comets, mining platforms, inter-system supply modules, but often enough, it's thousands of lost vessels scattered across all three clusters that re recovered and returned.

These wrecks vary in sizes from no bigger than a house to kilometers in length. Some are known landmark designs, while others are entirely foreign. Most recoveries are easy, while others may cost the lives of those attempting the salvage. A wreck may be a gutted ruin or a pristine relic from centuries past.

MALLEABLE THREATS

The default antagonists of *Threshold* are the Evolution—biomechanical creatures pulled from the hyperspace that is employed by the threshold drive to achieve faster-than-light propulsion. These creatures appear initially as an infection that converts available biological and mechanical sources into a grotesque physical body. It then uses this form to attack and absorb other nearby resources. Any attempt to use a threshold drive, mandatory when employing a bridge between clusters, runs a risk of contracting an Evolution infection.

However, this need not be the selected or even exclusive threat within this setting. Aliens introduced in the Birth chapter can be discovered, as can two other extra-terrestrial threats presented in the Monster chapter, Xenobites, and Antecedents. As will be described later, numerous other antagonists can be employed as well, including pirates, scavengers, or insane robots.

THE EVOLUTION

The following section is for the GM's eyes only:

In string theory, a "brane" is a "dynamical object which can propagate through spacetime according to the rules of quantum mechanics." Initial theories postulated that a universe is created via interaction of a fourth-dimensional spacetime with a hyperdimensional brane. At first, this brane was dubbed "Hyperspace," an expression still popu-

lar with the public, but to others, it became known as the "Void."

Although known in theory, the Void was not verified until an extraterrestrial artifact recovered from Mars and reverse-engineered over a century gave mankind the ability to tap into this hyperspace. This relic, labeled "Alpha" (or "Gnosis" to The Hand) was thought to be a probe from a long-extinct race later called the Journeymen. The knowledge gleaned from Alpha resulted in the first prototype Threshold drive, an infamous device responsible for the "Extraction Incident," resulting in the assumed destruction of the Earth-moon system when it was pulled into the Void. It has never been located.

Despite this initial setback, development of the Threshold eventually resumed, resulting in consecutive successful tests, though without an anchor to root a destination, travel became hazardous and wildly unpredictable. Ultimately, it was determined that subsequent advancements in gravity-based warp travel could send expeditions to distant worlds to establish anchors, consequently forming the first bridges between locations, creating what would be later called the "Network."

However, on occasion, the crews of vessels traversing this network reported strange occurrences, ghostly visions and apparitions initially dismissed as side-effects of the lucid-dreaming system (called the Frontier) implemented in modern cryogenic modules. As reports continued to swell, those pilgrims that took to interstellar travel early on (known as aeons) got to calling the void the Dreamland, believing something paranormal was hiding beyond the veil of hyperspace.

This eventually turned into a religion called The Hand.

By the time of the "Quantum Mechanical Shift Event" (or Divine Marker) in 3125, these accounts had escalated with apparitions reported to be physical manifesting within ships traveling the void. This consequently strengthened the efforts of Hand, with no sector untouched by their presence. But with the Void cut off, there would be no more visions from the Dreamlands.

Five hundred years later, after the Lazarus expedition reached the Demigod cluster, a bridge was finally reconstructed between those two sectors, with a subsequent connection having already been restored with the smaller and more remote Merkaba cluster. Unfortunately, those from Lazarus were unaware that the apparitions from the Void had finally broken into the real world.

It is entirely possible this extra-terrestrial force was responsible for not only the Extraction Incident and the Divine Marker, but the believed extinction of the Journeymen and the extermination of everyone within both the Demigod and Merkaba clusters.

This is the Evolution.

Scientists initially theorized this new threat was a leftover bioweapon from a past forgotten conflict. However, when it was discovered the Evolution could access hyperspace without requiring a threshold drive, these same scientists knew this was a much older threat and quickly labeled this alien force "THOT" or Transmorphic Hyperspace Organic Technology. Researchers assumed it intelligent but not self-aware, but this proved not the case. As Threshold usage resumed, it became clear the Evolution was an active threat. Not only could they employ the void to teleport their vessels without a bridge, but they could also materialize inside a spacecraft with little to no warning.

The Evolution is less a race and more a parasitic biomechanical intelligence able to amalgamate its intelligence based on the mass it appropriates. It forms its body from absorbing nearby biological and mechanic resources, requiring a ratio of 1:10 living tissue to refined compounds to create a body.

An evolution reproduces through either asexual budding or through the infecting a host. Despite assumptions, it cannot propagate through violent dissection (meaning if a limb is severed, it does not form a new evolution). It can, however, absorb additional material to make itself more powerful, up to an including appropriating entire spacecraft.

Use of the threshold drive resulted in the growing threat of the Evolution, with specimens being reported on scavenged wrecks, indicating their presence before the Lazarus Expedition arrived. The abandoned or destroyed colonies and space wrecks within both Demigod and Merkaba can likely be attributed to the Evolution with survivors fleeing on standard sub-light drives. Comparing the timeline of events, it is even possible that the transmission from Demigod to Lazarus was a simulated plot by the Evolution to lure Lazarus to Demigod. It is unclear if the Evolution have infected other clusters throughout the galaxy, though the lack of communication is not a positive sign.

GLOSSARY

Burners. These mass-produced and inexpensive probes are sent out en masse to scan planets, dwarf planets, comets, and potentially valuable wrecks. They then send back a single high-powered transmission of what they find before shutting down. This information is categorized based upon the value of the information and is sold in the open market as a "lead."

Extraction Event. A literal apocalypse, the extraction event occurred in 2155 when the first prototype threshold was activated at Lagrange 5 between the Earth and the Moon, resulting in a wormhole that pulled both planets into hyperspace along with the prototype, effectively reducing the human population from 11 billion to 45 thousand.

Dipping. The process of entering the void, a vessel does not "jump" into hyperspace or cross a visible gateway; instead, a vessel employing a threshold drive "submerges" into an invisible "ocean," creating a visual disturbance in space akin to an ocean wake. After a ship is entirely out of the known universe, it can traverse the void and re-emerge at its destination.

Divine Marker. Occurring in 3125, the entire threshold network failed across the galaxy, cutting off transport and communication between thousands of planets across the

galaxy. This network would not be repaired for 500 years and currently only between three-star clusters, Lazarus, Demigod, and Merkaba.

The Federal Foreign Intelligence Bureau. The FFIB or "Plexus," as they prefer not to be known, remains a relic of the war—an intelligence organization formed for the sole purpose of gaining a technological and informational edge on the enemy. The FFIB's jurisdiction stretches anywhere, with some notable additions. Plexus can enter any governmental building and access any of its documents without justification. They can enter any licensed craft without a warrant, including military craft, mining ships, transports, and mules. Plexus is not allowed to operate or even own military vessels.

Federal Patrol District Authority (Fedrict). An interstellar law enforcement organization with authority over all three clusters, Fedrict is stretched so thin, they can barely respond to 0.5% of complaints. Despite assumptions, Fedrict is neither feared nor a real concern.

Glutton. The largest spacecraft ever constructed, a glutton's purpose is to latch onto a planet or planetoid and reduce it to radioactive slag via a colossal nuclear reactor with intent to extract all valuable minerals. This destructive form of strip mining often leaves nothing useful after an operation, not even a planetoid. There are reports of gluttons splitting small planets in two during an extraction. There is currently only one glutton known to exist, the Solomon, operating as a starbase in the Demigod cluster.

Guild. These are groups of between two and six mules that work together to salvage wrecks. They will split rewards and pool their resources to purchase the most lucrative leads.

The Hand / Eschaton. Formed after the Extraction Event, the Hand are an expanding religious order that subscribes to the deification of both the void and the Evolution, believing that mankind interfered with God's plan for the end times and believe that to fix the world, they must fulfill doomsday. Eschaton refers to the fanatical fringe wing of the Hand engaged in terrorism across all three clusters, while The Hand refers to the more diplomatic public image of the order.

Jackers. A cross between scavengers and pirates, jackers are a common threat known for their ramshackle-looking vessels. They prefer independence and are believed to operate several hidden basses across all three clusters, though their home is assumed within Lazarus.

Journeymen. An ancient biomechanical species, the journeymen, are believed to have created the threshold drive millions of years ago, resulting in their migration across the known universe. A stagnant reproductive cycle coupled with a lethargic disposition consequential of immortality resulted in a dwindling population over eons, eventually resulting in their near extinction. Despite this, abandoned temples, spacecraft, and other relics have been reported across the galaxy. No Journeyman has been found alive, with the only known specimen being lost with the Extraction Event. The Hand believes the Journeyman responsible for engineering life across the universe as well as laying down the foundation for faster-than-light travel.

Lazarus. The name given to both the most populous star cluster and the repurposed glutton sent to Demigod as part of the Lazarus Expedition. Upon arrival, the glutton was renamed Solomon and was set up at the mouth of the Demigod Bridge to Lazarus to act as a starbase. Despite its primary function, Solomon has not been reverted to its primary function.

Leads. The short snip of information that tells where a wreck might be and the probability of it being there. A lead is created from a burner scan. There four known types of lead.

Copper—Slim chance of a wreck.

Bronze—Mediocre chance of a wreck.

Silver—Good chance of a wreck.

Gold—Very Good chance of a wreck.

Qadath. Except for the physical manifestations of the Evolution, and the still persistent ghostly apparitions appearing both inside and outside vessels traversing the void, several travelers have also reported seeing a planet floating within hyperspace. No one has ever been able to approach, let alone land on this legendary world. The Hand got to calling it Qadath, and each time a vessel has attempted to contact or gain visual evidence, the planet has vanished. Numerous rumors claim Qadath is either the lost Journeymen homeworld or Earth.

Riggers. The crews of mules.

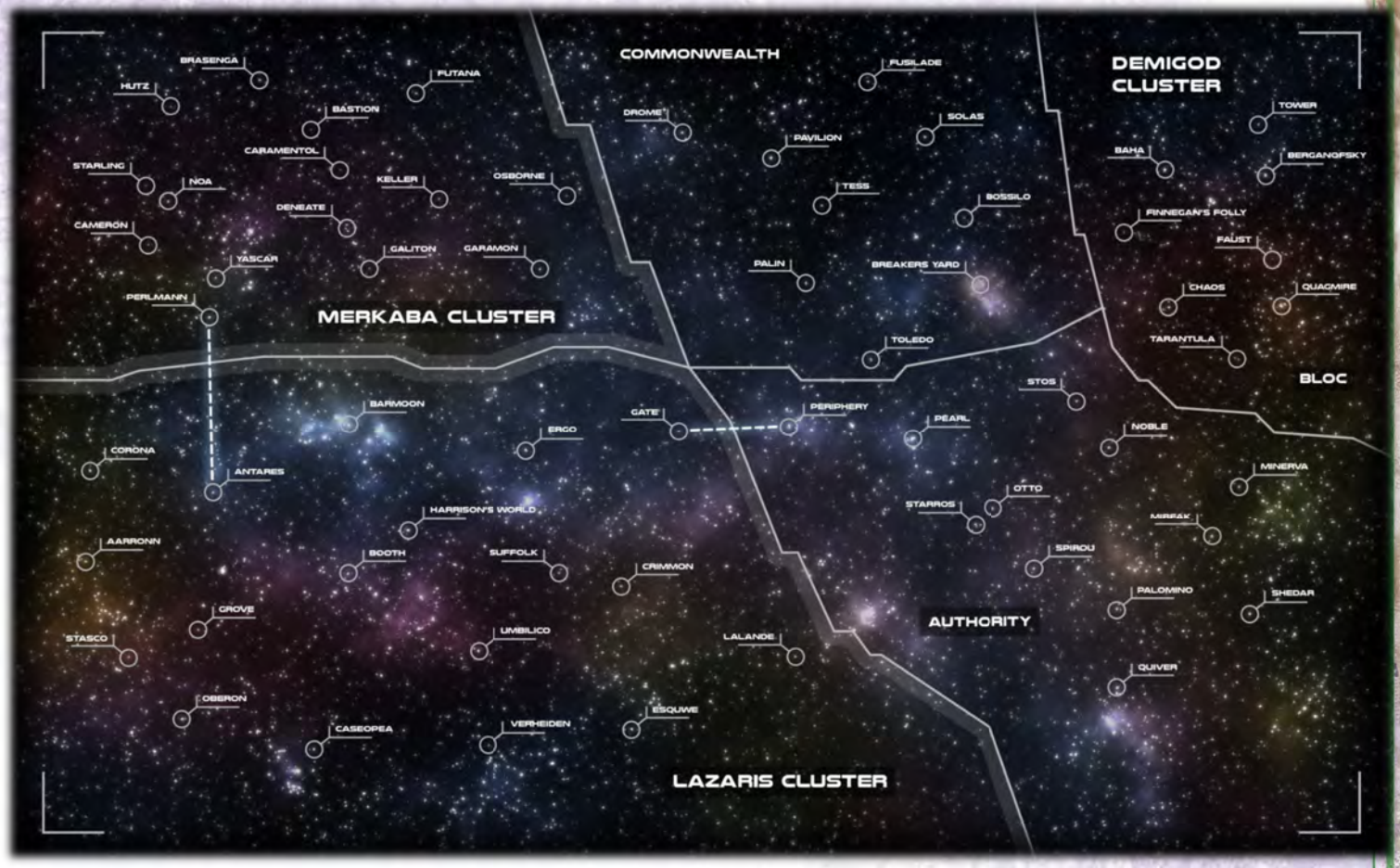
Rippers. These no longer tolerated strip-miners have no place this society. They served a purpose once, and unfortunately, still find business selling resources to desperate outer colonies. Despite being legal once, strip-mining is now a capital crime.

The Skips. Another pirate group, the skips are notoriously brutal. Their sheer numbers have sometimes been associated with a swarm of bees. They steal every useful piece of machinery, but no one is entirely sure what they do with them. The parts are not sold on the black market. Their numbers are unknown but are estimated to be over three hundred. Because of the relatively low technology of their ships and the fact that their attacks are confined to Merkaba, they are only third of Fedrict's "Most Wanted."

Solomon. A 500-year old former glutton, now a starbase that acts as a port at the mouth of the Demigod bridge.

Threshold. A threshold drive allows for faster-than-light travel by accessing the void and traveling outside the known universe. Without an anchor at a destination, forming a bridge, a threshold's exit point may be off by several thousand lightyears. A ship wishing to use threshold must reach the "mouth" and then "submerge". There are skybases at every mouth except for the one between Demigod and Lazarus (which has Solomon).

Void. A hyperdimensional quantum brane, the void is believed to be responsible for the creation of the universe and is utilized by threshold drives to achieve faster than light travel. The Evolution were somehow created within the void.



PLANETS

Between Lazarus, Demigod, and Merkaba clusters, there are sixty colonies operating among 1600 worlds orbiting seven stars. “Operating” is the definitive word, as at one point, there was not a planetoid with more than 1/5 gravity that did not possess a presence, whether organic or mechanical. In the modern day, many of these colonies, especially in Merkaba, sit abandoned.

Notable Planets. Aarronn, Alexandria, Antares, Baha, Barmoon, Bastion, Berganofsky, Booth, Bossilo, Brasenga, Bussard, Cameron, Caseopea, Carementol, Corona, Crimmon, Deneate, Ergo, Esque, Faust, Futana, Galiton, Garamon, Gate, Keller, Lalande, Minerva, Mirfak, Noble, Osborne, Otto, Palomino, Palin, Pearl, Periphery, Perlmann, Quiver, Shedar, Spirou, Starling, Umbilico, Verheiden, and Toledo.

Breakers Yard. Breakers Yard has become the unofficial mule capital. Where beautiful cities would usually sprout, ugly cranes, factories, processing stations, and ship-yards now lay. It is the focal point of all freelance mule activity. Although the native popu-lation is between 5 and 10 million, there are at mini-mum 75 to 100 million people on Breakers Yard at any one time; many homeless living among the worthless hulks left behind by mules, others who just want to make a quick buck. Embassies from all cor-porations and governments are present. Breakers Yard outdates the rigger industry by at least 400 years, but has always been a trading center. Discovered and named Helios in the 27th century, it was a planet very close to "Earth Standard." The "Helios Terraforming Project" formed fifty years later. After nearly 200 hundred years, the project was finally scrapped as the planet refused to evolve to a perfect match. What was once hoped to become an Eden had turned into a smog-filled junkyard, with a new nickname to match.

Chaos. A volatile gas planet, Chaos is a star that failed. Some scientists believe it could collapse at any time. No one really knows why this planet has managed to stay in one piece with 145 large moons tugging on it. Massive automated gas collectors work night and day, processing fuel. Chaos is the only planet where all the ingredients for ship fuel can be found.

Drome. A Commonwealth planet near the opposite edge off space from the Bloc, Drome was a significant colony hundreds of years ago, though it would later be destroyed by un-known forces. The Authority reestablished a colony shortly after, but after five years, it too was abandoned. Being so far out, it was considered too expensive to salvage the colony machinery.

Finnegan's Folly. Only a re-clusive number of people populate this obscure world. It was adapted as a military testing ground sev-eral centuries ago, but the project was scrapped after it was discovered the planet's gravitation fields and tec-tonic plates were abnormal, prone to continuous shifting, making permanent colonies nearly impossible. Those living there now drift within immense caravans. The planetary surveys always report different results, so the exact identification is impossible. It looks completely

different every thirty years. Legends claim Finnegan's Folly hides secret alien relics more incredible than anything else recovered, but since the planet possesses no significant mineral deposits and has proven hazardous visitors, no official investigation has ever taken place. The planet's other dominant characteristic is that it vibrates within the audible range, resulting in perpetual discomfort for everyone unfortunate enough to visit. It is believed the wayfarers, the native humans inhabiting Folly, have managed to develop resistance over centuries.

Fusillade. People who move to Fusillade generally have nowhere else to go. The hazard pay is impressive given the planet's proximity to its star. The entire planet's surface is scorched every 72 hours as it rotates, dooming anyone not safe in one of the many subterranean mining colonies.

Grove. Grove was the last Earth-like planet colonized in Lazarus. Although its existence had been known for decades, it had been left alone while scientific teams examine the planet. It had been declared off-limits due to the potential of intelligent life. This was eventually confirmed to be untrue. Later, it was discovered that despite Grove possessing an oxygen-rich atmosphere with incredibly rich flora, it possesses no animal life. Two colonies were established to investigate larger habitation.

Noa. This dead, inhospitable rock, devoid of atmosphere, is rumored to have remnants of a past civilization, but because of the nature of the planet, archeological digs are rare. It has been dead for at least 5,000 years.

Oberon. Oberon was considered one of the most lavish planets in Lazarus. Then the one colony on it, New Palan, was nuked by a stray Vulcan Hammer missile ten years before the war ended. Since then, given the ambient radiation, no one has attempted to repopulate the city, a shame given the number of salvageable materials contained within. Who originally controlled the colony and who was responsible for its destruction vary in the telling, and the Authority (which now controls it) is more interested in spreading propaganda about the incident than either investigation or reclamation. Some parts of the city remain standing, but there is no reason to land. As a result, for public safety, the planet is quarantined.

Quagmire. A border planet, Quagmire was the site of the worst conflict of the war. Because of massive fossil fuel deposits from a previous extinct ecosystem, Quagmire was considered an invaluable commodity, although blanketed in low level, almost impassable swamp. A ground war lasted fifteen years, continuing six months after the war concluded. In the end, the Authority abandoned its forces on planet for the Bloc to overrun them. The resulting suicide fight ended in the destruction of most of the planet and the sabotaging of the remaining mining sites. Although no weapons of mass destruction were used on Quagmire, the entire world became a wasteland. Ruined oil rigs still float on shallow waters. The sky is still stained reddish-black from pollution, though every few weeks, ionization causes it to change to emerald green. Quagmire is mankind's most significant symbol of how war can drive people insane.

Solas. A gas giant orbiting a small red dwarf, Solas is the only gas planet with a breathable oxygen layer. It was later discovered, thanks to rising gases and thick thermal layers, vehicles and permanent stations could keep aloft with little energy. It wasn't long before a floating colony, named after the planet, was established. Although the Solas project is threatened every year of being shut down, it maintains itself thanks to the booming tourism industry and gas mining.

Starros. Starros is one of the last planets left in Merkaba that is still virtually unmined. Although small, it potentially holds vast resources. There's just one problem: Starros is so close to its red supergiant that the planet is nearly almost molten. Most ship's reactors can't operate in the environment, especially since the star is so massive, it takes up almost 40% of the sky.

Stasco. Classified as a super-earth, Stasco is the largest terrestrial planet in Lazarus, with a size four times that of Earth and surface gravity of just under 2 Gs, resulting in increased atmospheric pressure and flat topography. It is also a volatile place, with surface temperatures exceeding 180 degrees centigrade by midday. Because of the borderline inhospitable environment, the population of Stasco is quartered in mobile city blocks that travel along with a planet-wide rail network ensuring the planet's colonies remain just before dawn, providing maximum illumination without the hazardous temperatures. If a rail block became stuck, all life would perish in under three hours. Despite this danger, Stasco is the wealthiest planet in the territory after 300 years of mining. The Bloc and the Authority rule the planet together. The Stasco towers were once considered one of the twelve wonders of the galaxy. Estimated to be a least 400 years old, the towers remain the greatest representation of technology mankind has lost. It is unsure how they were built or how they run with such little maintenance. They are of definite Terran manufacture, but history did not record who specifically built them, the exact time...or even why, since there are probably cheaper ways to mine the planet's recourses.

Storren. Storren is occupied by a planet-wide swamp brimming with native life. Alas, it has also become a familiar hiding spot for pirates, resulting in the much the swampland being mined with safe routes known only by the locals.

Stos. A planet half the size of Earth, Stos was once an ocean world before it froze thanks to a shift in its sun's output. A later orbital bombardment tossed much of this ice back into space, where it formed an immense ring. As much of this ice is created from pure water, Stos became home of the "berg-runners"—an industry involving the towing of massive chunks of ice from Stos to other worlds to be processed. There are reports of ice chunks as large as 350 miles across orbiting Stos.

Tess. An ocean-world, Tess was once blessed with an ancient ecosystem resulting in massive fossil fuel reserves. Colonies were established on the few small landmasses with hundreds of oil rigs dotting the globe. Immense submersible super-tankers traverse the planet, avoiding the massive waves generated by any of Tess's large moons.

Yascar. Oddly, this planet was never colonized, though not for a lack of resources. Although almost totally blanketed in twilight, Yascar's breathable atmosphere automatically renders it a priority candidate for colonization. The

problem lies with the dense forest of 400-meter-tall obsidian stalagmites that cover the globe. Nearly indestructible, it has been deemed unfeasible to clear an area for a colony can be placed. Several pirate groups are known to have squeezed in bases here.

SPACESHIP RULES

The following rules are not intended for tactical space combat. Many rules are vague and depend on the specifics of the campaign setting. For example, there are no rules on how fast ships can fly once moving past the speed of light. For most stories, spaceships move at the "speed of plot," and they should for *Ultramodern5* games as well. There are no distances marked between star systems. A ship traveling interstellar distances should take "a few days to a few weeks," assuming faster than light travel is available at all. Alternately, starships may cross traverse warp gates or activate fold drives to instantly teleport to a new location.

LEXICON

AU. Astronomical Unit; 1AU = distance between Sol and Earth
AR. Acceleration Rating
DV. Defense Value (applied through shields)
G. Gravity; 1G = 1 Earth Gravity
IN. Inertial Negation
LY. Light year-measurement of distance.
RC. Range Category
REACON. Reactor Condition
RS. Relativistic Speed
SAI. Small Arms Immunity

MOVEMENT

RANGE CATEGORIES

There is no point in determining distances in space using terrestrial measurements – they're just too big. Ranges are separated into Range Categories or RCs. Weapons and vehicle movement both employ this modified range value. While effectively unlimited due to the lack of inertia in space, most encounters take place within 10-20 RCs.

ACCELERATION VS. SPEED

A spaceship is given an acceleration rating or AR. This also acts as a vessel's G-rating when accelerating. For example, a ship with AR3 can accelerate at up to 3 Gs. By default, most vessels are only rated at 1G, allowing normal gravity on a ship when accelerating in typical situations. Vessels rated higher can accelerate much faster, but unless the ship is equipped with inertial negation, the crew may suffer injuries.

Unless otherwise stated, a vessel's AR is its acceleration in space (or outside of an atmosphere but in freefall). When within a planet's atmosphere, its acceleration and maximum speed is limited.

AR allows a vessel to achieve its relativistic speed or RS. This value operates the same as traditional speed. Unlike aerial or ground-based vehicles, spacecraft have NO speed limit in space. They can continually add their AR rating to their RS, though be aware that the same amount of deceleration will be required to slow down again.

RELATION

A vessel with a relativistic speed (RS) of 1 will cross 1 RC in one turn. As there is no plane or surface to reference, all distances are based on how far apart vessels are from one another and how they are moving. A GM must coordinate relative speeds and distances of vessels as both distance and relative speed between the attacker and target significantly affects combat success.

For example, if one vessel is moving at 1RS is trying to catch another at 4RS, and the two vessels are 3RC apart, the slower ship can add its 3AR to increase its RS to 4. This matches speed but doesn't close distance. The next turn, adding 3AR increases the ship from 4RS to 7RS and catches up this turn.

SPEED EFFECTS

A ship's current acceleration is also the G-force applied to those within it. A vessel with an AR of 1 can add 1 to RS in one round and create 1G of acceleration; AR 2 can add up to 2 to RS in one round and create 2G, and so on. RS is constant unless acted upon by the ship's acceleration, which can change from round to round. While deceleration is mathematically denoted by subtraction from RS for bookkeeping purposes, there is no such thing as 'negative' acceleration – just acceleration in a different direction.

Without inertial damping (padding and chemical stimulation in lower-tech settings; some sort of physics-defying forcefield in higher-tech ones), prolonged high-G exposure is harmful to living things, as indicated on the Speed Effects and Inertial Damage tables.

Inertial Effect. When exposed to gravity higher than 1G, a character must make a Constitution saving throw at the listed DC, and repeats the save at the indicated interval. If the amount of G increases (but not if it decreases) before the indicated interval, make a new saving throw immediately. Each time a saving throw is required without time at normal gravity to recover, the DC increases by 2.

Inertial Damage. Each time a character fails a saving throw, their inertial damage level increases by 1. Inertial damage is compounded; if a character reaches level 3, they also suffer level 1 and 2. One minute is needed to reduce one's inertial damage level by 1.

SPEED EFFECTS

G-Force	Inertial Effect
0	Freefall
1	None
2	DC10/hour
3	DC10/10 minutes
4	DC10/5 minutes
5	DC10/1 minute
6	DC10/1 round
7	DC12/1 round
8	DC14/1 round
9	DC16/1 round
10	DC18/1 round

INERTIAL DAMAGE

Level	Condition	Effect
1	Blurred Vision	-2 penalty to ability checks and attack rolls
2	Grey-Out	Disadvantage on ability checks
3	Tunnel Vision	Disadvantage on attack rolls and saving throws
4	Blackout	Blindness
5	G-LOC	Unconscious
6	Death	Hit points reduced to 0.

ATMOSPHERIC MOVEMENT

Within a planet's atmosphere, its speed is limited by air pressure. A vessel is not limited in its AR, but it will be limited by its maximum RS. On Earth, that limit is 3RS. On a planet with equal gravity but higher pressure (like Venus), that limit would be reduced to 2RS. As a vessel increases altitude, that RS limit increases until reaching space, where the limit vanishes entirely (as a general guide, when crossing an atmospheric layer, the RS limit increases by 1).

Additionally, a vessel requires an AR at least equal to the planet's gravity to achieve escape velocity if within its atmosphere. This means a planet with high gravity and a dense atmosphere may trap vessels incapable of escaping (specific engines ignore this limitation). This cannot accommodate every planetary environment, but a GM is open the modify rules depending on the particular planet being visited.

Air pressure, like all pressure, creates heat from friction; however, it is assumed that player-controlled spacecraft are adequately shielded from the effects of this heat. Burning up in atmosphere is not an appropriate fate for PCs.

For example, Earth possesses 1 G and 14.7 PSI at sea level; a spacecraft is limited to 3RS at sea level. An AR of 1 or higher is required to escape the planet, and it can manage to do that moving between 1RS and 3RS. Once crossing into the Stratosphere, the RS increases to 4 and then to 5 entering the Mesosphere. Past the Thermosphere, you can ignore any RS limit.

INTERSTELLAR

In reality, the speed of light is an absolute limit, and a pretty slow one it is; it takes four years for light from the *nearest* star to ours to reach us, let alone from the vast distances involved in a galaxy-spanning game. Therefore almost all interstellar fiction elects to ignore this fact, making use of a variety of pseudoscience and outright fantasy to bypass the laws of physics.

WARP GATES

Also known as jump portals or stargates, these are stable locations where starships can shortcut between destinations, generally other star systems. Perhaps a network exists, built by ancient alien empires. Perhaps in this universe, wormholes are stable or can be stabilized with technology, allowing transport. In these cases, the gates are massive creations, used by small and large ships alike. These can be intimidating, frightening affairs, or as routine as going to a modern airport.

Alternately, travel between star systems may only be provided via immense carriers that smaller ships must hitch a ride on.

There is no minimum or maximum distance between warp points, and travel between two points occurs at the speed of plot and/or the established rules of the setting.

Within the setting of *Threshold*, larger vessels teleport to a system by traversing a warp bridge, creating a tunnel behind it other vessels can eventually follow, creating the shortcut between stars. While in transit, passengers often experience strange hallucinations, and no-one can accurately say how much time passes (or if it passes at all). Sometimes ships enter the tunnel and never come out, but most people don't talk about that.

PLANETARY DISTANCES

Interstellar travel via warp gates or threshold bridges is limited to outer system injection, forcing the rest of the voyage to rely upon traditional propulsion. Ironically, travel between stars can be instantaneous, with the majority of a journey (sometimes weeks) taken up with interplanetary movement.

Cruising Speed. All vessels lacking inertial negation are limited to 1AR cruising acceleration, as this is the equivalent of producing 1G gravity on the ship. This may appear initially slow, but given many vessels can maintain this constant acceleration for weeks, it adds up quickly.

For example, if traveling between Earth and the Moon, accounting for the fact a vessel must turn around halfway to decelerate (thus still simulating gravity), a ship under constant 1G acceleration can reach its destination in 3 hours and 20 minutes.

Other examples:

Earth to Venus. 1 day, 11 hours, and 28 minutes.
Earth to Mars. 1 day, 21 hours, and 13 minutes.
Earth to Jupiter. 5 days, 16 hours, and 2 minutes.

Earth to Pluto. 15 days, 7 hours, and 1 minute

These values do not account for orbital mechanics and assume the closest possible distance between planets.

Inertial Negation. A vessel with this modification ignores the effects of g-forces and thus can accelerate and decelerate at higher rates. This allows greater speeds between destinations. Inertial negation is not the same as artificial gravity, which generates 1G where no gravity exists. Negation is more common in the traditional setting of *Threshold* than artificial gravity, as negation can still permit gravity through acceleration.

STARSHIP STATISTICS

Starships possess several unique features that only affect a game in narrative ways, and not in mechanical game advantages. Within these simplified rules, ships possess few statistics.

Acceleration Rating (AR). The acceleration of a starship. This value can be added to or subtracted from its Relativistic Speed (RS) each turn. Deceleration requires physically flipping the ship 180 degrees in order to maintain gravity-under-thrust.

Armor Class. The base armor class of the spacecraft.

Cargo. Offered in cubic yards, not in tonnage. The mass of cargo determines the amount of fuel used, but this is primarily a narrative concern; what is more important is whether something will fit in the hold.

Cost/Salvage. Cost indicates a vessel's purchase price. Salvage suggests how much it is worth if recovered.

Crew. The number of characters than can be given roles as well as potential passengers. This is not the minimum number of crew required to fly a vessel—as long as someone can program the flight computer, no ship in this chapter *requires* a crew at all.

Features. This entry lists any unusual or unique properties of a spacecraft, not affecting gameplay.

Hit Points/Breach. The hit points of the starship; the breach is half this value.

Life Support. The maximum capacity of a vessel before life support is compromised. A ship can accommodate up to twice this number, but carbon dioxide buildup will result in a + 1 Inertial Damage every six hours until resolved.

Maneuver. Unlike aircraft, this is a numerical modifier that affects all Piloting skill checks.

Mass/Cubic Yards. These entries are added for narrative purposes and, in some situations, for the purposes of salvage vessels being able to tow a craft back to port.

Mechanical. This entry lists any unique features of a starship that affects gameplay.

Pull Factor. An aspect of tugs, this is the mass of a vessel that can be towed without significantly compromising that tug's acceleration. A tug can increase its towing capacity, but it may come at the cost of acceleration and ultimately range.

Range. Range is given as a time measurement, and not in physical distance—the length the engines can run before going dry.

Rooms. The rooms one may expect on this vessel—used when building a layout map. Hallways are not indicated, just assumed.

Spaces. This value is the number of slots around and within a vessel where modifications can be placed. These can include systems, force shields, and often enough, weapons. This is a single value but does not represent fixed locations. When adding a modification, it takes up spaces, then a location on that vessel must be defined.

SIZES

Like mecha, there are 12 different scales of sizes of starships, but their actual footprint is highly variable. Some ships are built vertically while others are constructed lengthwise. A Medium-sized vessel is often single-man spacecraft or two-man escape pods. The common mules of the *Threshold* setting are all generally Colossal, though in actuality (as a Colossal space is indicated as 80 ft x 80 ft), they can be over 100 feet long. The spaces indicated only list a ship's footprint when on the ground (generally upright). Spaceships do not have reach. Obviously, a creature cannot fit in any ship smaller than itself. Further, Planetary and Cosmic scale vessels generally cannot land on planets.

Max Ability Modifier. A starship's AC can be modified by the ability score modifier the pilot is using to control the vessel—this can be Dexterity, Intelligence of Strength, depending on the control system being used (GM discretion). The maximum ability modifier depends on the size of the vessel.

STARSHIP SIZES

Size	Max Ability Modifier	Length
Tiny	Unlimited	<6 ft.
Small	Unlimited	6+ ft.
Medium	Unlimited	12+ ft.
Large	+7	20+ ft.
Huge	+6	40+ ft.
Gargantuan	+5	100+ ft.
Colossal	+4	200+ ft.
Immense	+3	600+ ft.
Titanic	None	1,200+ ft.
City	None	1+ mile
Planetary	None	4+ miles
Cosmic	None	10+ miles

TYPES OF ENGINES

Modern drives in *Threshold* utilize reliable fusion drives that, after hundreds of years of development, have grown incredibly efficient. The largest vessels can often run up to six months with smaller vessels often limited to only a few days.

Within the setting of *Threshold*, the titular FTS system is built within whichever reactor provides the means of propulsion.

Chemical (TL1). These engines are limited to Large and smaller vessels and generally only for launching, landing, and inter-vessel transport. Many only possess at most a two-hour fuel supply. Chemical engines still require separate batteries or reactors to power the electrical systems on the ship. Chemical Engines are limited to 5AR maxi-

mum.

Electromagnetic Propulsion (TL2). Also known as Ion drives, these are popular with larger interplanetary freighters where speed is not a concern. EMP drives are known for their high efficiency but low exhaust. As a result, most are limited to 1AR or less but can run for between six months and several years. Long-range colonizer vessels used to run on ion drives. Like chemical rockets, EMP requires a separate nuclear reactor for power.

Magnetoplasmadynamic Thruster (TL2). Plasma drives, or MPDs, branched off from older electromagnetic ion thrusters to improve acceleration with only a marginal reduction in lifespan. These found distribution through interplanetary vessels as a successor to the EMP. Most modern drives still employ later variants of plasma drive, so often that they are often bundled with their reactors as a single core. An MPD drive can be rated as high as AR3 with a lifespan between 2 and 6 months. Larger military vessels began life powered by plasma drives.

Fusion Pulse Drive (TL3). The most advanced propulsion system employed in the modern age (of *Threshold*) is a pulse drive where microscopic nuclear pellets are fed into a reactor and fused, providing both power and thrust for the entire vessel. Later advances have improved the technology, allowing it to run up to four months at 1AR. However, it's the pulse drive's ability to increase acceleration to as much as 8AR that attracted consumers, though this does significantly reduce fuel efficiency. Later mega freighters and colonizer vessels would be equipped with pulse engines limited to 1G but rated to last 10 years before refueling.

Ramjet Fusion Drive (TL3). The largest engine made during the early days of interstellar space travel was the Bussard ramjet, which acquired its fuel via attracting ambient atoms through a colossal electromagnetic "scoop" thousands of kilometers across. Fusion occurred within the reactor, which is then expelled to provide power and propulsion. Only a few vessels were ever equipped with ramjets, and none are in operation today. Each one would be a sight to behold, as they were alleged to dwarf small moons. Ramjets are limited to only 1AR but have an unlimited lifespan.

Photonic Drives (TL4). Certain vessels require so much power to operate that the very radioactive byproduct of the reactor is enough to propel the ship. These mammoth reactors are almost always limited to 1AR or less, but given the massive size of the reactors (Colossal), their lifespan has been rated in centuries. Gluttons are often equipped with Photonic drives as the heat from their reactors are also used for smelting the ore being mined. Given the immense cost to produce these drives, none have been constructed since the Glutton project was canceled.

Antimatter Reactor (TL4). It is believed several ancient vessels were constructed with antimatter drives, though such knowledge of their design has been lost. Despite improvements in fuel refinement, it is still an incredibly complicated and expensive drive to power. As such, only one or two refineries are known to have been built, and all are long since decommissioned. To find an antimatter drive would be a massive win for any salvage team. An adequately fueled antimatter reactor can accelerate in excess of AR50 for a year, or 1AR for 500 years. Because of such impressive specifications, equipped vessels would also require massive inertial negation to make the crew and ship survivable.

Gravity Drives (TL5). Still believed the realm of fantasy, there are legends of at least one vessel being constructed around a miniature black hole, relying on its Hawking radiation for both power and propulsion. Likely, if discovered, a black hole drive may be an artifact of an alien civilization. It has been theorized that such a drive would enable up to AR10 but have an effective infinite lifespan (the Sun would die before this engine would run out).

Space Warp Drive (TL5). This type of propulsion requires a power source and would likely mate to either several massive fusion drives or be powered by a single antimatter or gravity drive. The very fabric of spacetime would be altered to allow a vessel to accelerate to thought impossible speeds. Given the breaking of physical laws, a space warp drive could accelerate at ANY acceleration. Its lifespan would be dependent on the reactor its paired with, given a space warp drive a range of years or eons.

REFUELING

The vast majority of ships players will have access to will require fuel, as most drives will be TL3 Fusion Pulse Drives or TL2 Magnetoplasmadynamic Propulsion systems. To refuel a vessel with an empty tank costs anywhere between $5,000 and $10,000 depending on how far from civilization you are. Black market refueling may cost less at the risk of fuel quality.

MECHA CONVERSION

The rules presented here were designed independently from those in the mecha chapter. Mecha, regardless of size, are designed to operate at a standard human scale, while spaceships operate at their own scale. While these rules do not define the actual distance of a range category, for the purposes of range and movement while involving mecha, 1 RC = 100 feet.

While mecha weapons still possess a normal range, they no longer possess an extreme range (it is now effectively unlimited like starship ranges. This may force mecha to get close to larger ships for their weapons to be effective.

With mecha, as it is with monsters, they possess speed per normal, while starships possess acceleration with no actual maximum speed. Thus for mecha, every 30 feet of fly movement = 1 AR, assuming the mecha has thrusters or gravitics.

By employing the mecha chapter to create spacecraft, these same conversion can apply, with the additional conversion to ally crew members to assume roles (see later). For mecha no other conversion is required.

(It's not a perfect conversion, and a GM may need to homebrew to find the perfect balance for the setting).

COMMON STARSHIP TRAITS

All starships share the following traits.

Escape Pods. Each starship is equipped with as many two-person escape pods as its crew capacity +20% (rounded up).

Immunities. Starships have immunity acid, cold, necrotic, poison, and psychic damage.

Small Arms Invulnerability (SAI). The thick hulls of starships render them nearly impervious to small-arms fire. All starships ignore all forms of damage unless that damage can inflict at least 20 points of damage, regardless if the weapon possesses the AP property or not, as SAI is unrelated to damage resistances and immunities. If a weapon inflicts more than 20 points of damage, this immunity is ignored, and damage can be applied regularly.

Pressurized. The crew within a starship is immune to all poison attacks from outside unless a breach occurs.

Resistances. Starships have resistance lightning, as well as bludgeoning, slashing, and thunder from nonmagical weapons.

Sensors. Starships possess Darkvision out to 1 RC and radar for 10 RC.

ROLES

In combat (or in any crisis situation), there are roles players can assume to improve a vessel's chance of success. A player can assume multiple roles (though generally no more than two), but for full enjoyment, each character should possess a specialized function. Each role offers various unique actions.

Assignment. A player should only assume multiple roles if the party composition is less than four. At party sizes greater than four, there can be multiple gunners and engineers but not multiple tacticians or pilots. For obvious reasons, some roles do not match well with others when assumed by the same player. *For example*, a pilot can also not be the engineer.

SKILLS

Each role also gains a way to apply a unique skill to a combat encounter (training in these skills would be advisable)

Tactical Check. This enables a character to analyze a battle and maximize a vessel's effectiveness.

Piloting Check. This enables a character to maneuver a spacecraft to better position weapons or avoid incoming fire.

TACTICIAN [COMMANDER]

Tactical Skill. You can make Wisdom (Insight) or Intelligence (Investigation) checks as a Tactical skill check.

Attack Pattern (Action). The next attack roll made by your vessel gains a bonus. Make a Tactical check. DC10: +1; DC15: +2; DC20: +3; DC25: +4. This bonus is lost at the beginning of your next turn.

Defense Pattern (Action). Gain a bonus to your vessel's AC against the next attack. Make a Tactical check. DC10: +1; DC15: +2; DC20: +3; DC25: +4. This bonus is lost at the beginning of your next turn.

Boost (Reaction). When an ally aboard ship (or aboard an allied ship) makes an ability check, they have advantage on the check. You must be able to communicate with the ally.

PILOT

Piloting Skill. You can make a Dexterity (Acrobatics), Strength (Athletics), or Intelligence (Investigation) check as a Piloting check (GM discretion, as it's based on a vessel's control system). When your vessel is required to make a Dexterity saving throw, you can use your Piloting check instead.

Attack (Action). The pilot can make an attack action with a weapon connected to his or her controls.

Maneuver (Action). Gain a bonus to your vessel's AC until the beginning of your next turn. Make a Piloting check. DC10: +1; DC15: +2; DC20: +3; DC25: +4.

GUNNER

Attack (Action). The gunner can make an attack action with a weapon connected to his or her controls.

Lock-on Target (Action). The gunner aims and tracks upon a target, compensating for distance and relative velocities; that gunner gains a +4 bonus to his or her next attack roll. This is cumulative up to +12.

Coordinate (Action). Give another ally on the same vessel a +3 bonus on his or her next attack roll made before your next turn.

ENGINEER

Engineering Skill. The engineer should have training in Intelligence (Engineering).

Divert Energy-Weapons (Action). Select a weapon on your vessel. Increase the damage it inflicts. Make an Engineering check. DC10: +6; DC15: +10; DC20: +14; DC25: +18. This effect lasts until the beginning of your next turn.

Repair (Action). Make one Engineering check. Some effects require multiple checks (requiring multiple actions); these need not be consecutive. Track which checks you have succeeded at.

DC20 (two successes)—Recover 1 lost AR or AC.

DC20 (two successes)—Reduce REACON level by 1.

DC15 (one success)—Recover Hit Points to the vessel equal the difference between the skill roll and the DC. This can be used to seal breaches.

DC20 (two successes)—Increase AR by 1 for 1 minute; increase REACON by 1 to increase to 2AR.

DC20 (two successes)—Increase AC by 1 for 1 minute; increase REACON by 1 to increase AC by 2.

DC15 - Recover one disabled system.

Reduce weapon warm-up time by 1 round; increase REACON by 1.

Note: The repair action becomes easier when an engineer takes his or her time.

Overhaul (Reaction). Make an Engineering check after suffering a hit; modify the result of the starship damage roll. DC10: +/-1; DC15: +/-2; DC20: +/-3; DC25: +/-4.

COMBAT

Combat between spacecraft has been simplified to conform to 5E philosophy as well as speed up resolution; as such, combat still only requires an attacker making a d20 attack roll. However, this value can be significantly modified by factors such as relative speeds, range, and countermeasures.

Modifier	Value
Distance to Target	10 – RC is a +/- modifier to attack
Speed of Faster Target (Orientation?)	RS faster target – RS slower target is a penalty to attack for both sides.
Target Enhancement	Reduces the RC for the purposes of distance modifiers
Target Location	-4 penalty for targeting any basic location hit (do not make a starship damage roll)
Target Location	-8 penalty to target any Severe location hit (do not make a starship damage roll)

For example, if two ships are 6 RC apart, both vessels gain a +4 bonus to attack rolls. If one ship is moving at RS6 and the other vessel is moving at RS2, both vessels suffer a -2 penalty to attack rolls, reducing the total bonus to +2 for both sides. If the modified result is more than +/- 3, you may choose to apply advantage/disadvantage instead for simplicity's sake.

AC versus Size. Like with human scale, Armor Class is determined by a combination of physical defenses and agility. This applies to spacecraft as well, with larger vessels possessing the same AC as small, maneuverable vessels. As such, there are no modifiers to attack larger or smaller vessels.

Orientation. Attack modifiers based on the relative velocities assume two vessels are maneuvering around each other. When attempting to escape, a ship moving faster is also only moving away; therefore, this modifier can be ignored.

STARSHIP DAMAGE ROLL

Each time a hit occurs, the attacker makes an additional d20 roll. The result is compared to the Starship Damage Table. There are several ways to modify this result of a starship damage roll.

Attacker Roll. The final attack roll minus the target's AC is applied as a bonus to the starship damage roll.

Critical Hit. If the attacker rolls a natural 20, add a +5 bonus to the final result for the purposes of the starship damage roll. If the attacker rolls a critical hit which is *not* a natural 20, add a +2 bonus instead.

Target Location. If targeting a location, do not make a starship damage roll; instead, the location hit is specified (basic or severe hit). However, an engineer can still alter this result with a reaction.

Additional Modifiers. Some vessels and modifications possess modifiers to all starship damage rolls. Additionally, many weapons can alter starship damage results base on their capabilities.

Overhaul. The engineer can alter the result of a starship damage roll by using his or her Overhaul reaction.

Breached. Each vessel has two hit points values, its maximum hit points, and half this value, called "breach." Once a vessel's current hit points crosses this value, all further hits gain an additional +5 bonus to starship damage rolls.

Zero Hit Points. Once a vessel's hit points reach 0, it does not immediately explode. Instead, when hitting a target that has been reduced to 0 hit points, all starship damage rolls gain an additional bonus (added onto the existing +5) equal to the damage inflicted divided by 10 (round down, minimum 1). This modifier compounds with successive hits.

For example, if a ship is reduced to 0 hit points and then suffers a 50-damage hit, its next starship damage roll incurs a +10 bonus (+5 for the damage, +5 for being breached). It then suffers an additional 60-damage hit, incurring a +16 bonus to the next starship damage roll (+5 for breach, +5 for the 50 damage, and +6 for the 60 damage). This continues to be cumulative until the ship is destroyed.

Destroyed Systems. Destroyed systems cannot be repaired with the Engineer's Repair action as it takes too much time for a simple patch.

STARSHIP DAMAGE

Roll D20	Result	Effect
</=15	N/A	None
16-20	Ship Shaken	All characters must make a DC15 Con/Dex/Str or have disadvantage with all ability checks and attack rolls until the end of their next turn.
21	Basic Hit Drive	+1 to REACON
22	Basic Hit Stability	-1 penalty to Maneuver
23	Basic Hit System	Roll on the System Damage Table. This system is damaged and non-working.
24	Basic Hit Armor	-1 penalty to AC
25	Basic Hit Integrity	Increase hit damage 20%; a random room suffers a minor air leak.
26	Basic Hit Propulsion	-1 to AR
27	Severe Hit Drive	+2 to REACON
28	Severe Hit Stability	-2 penalty to Maneuver until fixed
29	Severe Hit System	Roll twice on the System Damage Table. These systems are damaged and non-working.
30	Severe Hit Armor	-2 penalty to AC until fixed.
31	Severe Hit Integrity	Increase hit damage 40%; a random room suffers a significant air leak
32	Severe Hit Propulsion	-2 to AR
33	Extreme Hit Drive	+4 to REACON until fixed
34	Extreme Hit Stability	-3 penalty to Maneuver until fixed
35	Extreme Hit System	Roll thrice on the System Damage Table. These systems are damaged and non-working.
36	Extreme Hit Armor	-3 penalty to AC until fixed
37	Extreme Hit Integrity	Increase hit damage 60%; a random room suffers a hull breach. All crew in that room must make a DC15 Dexterity saving throw or suffer 2d10+10 piercing damage (save half).
38	Extreme Hit Propulsion	-3 to AR
39	Destroyed Drive	+8 to REACON
40	Destroyed Stability	-10 penalty to Maneuver until fixed
41	Destroyed Systems	Roll four times on the System Damage Table. These systems are damaged and non-working.
42	Destroyed Armor	AC reduced to 5 until fixed
43	Destroyed Integrity	Increase hit damage 100%; a random room is destroyed. All crew in that room must make a DC15 Dexterity saving throw or suffer 4d10+40 piercing damage (save half).
44	Destroyed Propulsion	AR 0
45+	Catastrophic Collapse	Ship offline. All systems dead. Requires at least 1 day to recover 1 system. Next hit destroys the ship.

REACTORS

Similar to mecha, a starships drive (however it's powered) can suffer damage. When the reactor suffers a hit, it increases its chance of detonation. This refers to the *Reactor Condition* (or **REACON**) table. By default, a starship operates at Level 0. This level increases with hits via the starship damage table.

Each time the REACON level increases, it imposes the effects listed on the table. Reach high enough, and the reactor may explode, instantly reducing the vessel to 0 hit points and potentially causing a catastrophic detonation. Engineers can also increase Reacon to accomplish certain feats.

STARSHIP REACON

Level	Effect
0	None
1	Random system disabled
2	Fuel reduced 25% from max
3	Random system disabled
4	Fuel reduced 50% from max
5	Random system disabled
6	Radiation Damage (6d6+18)
7	Random system disabled
8	Radiation Damage (8d6+48)
9	AR 0 (if not already)
10	Radiation Damage (9d6+27)
11	**DRIVE DESTROYED (11d6+33)**

Drive Destroyed. Depending on the type of drive, when destroyed, a reactor may utterly annihilate the vessel. In other situations, it may result in a catastrophic situation where the crew have only a few minutes to abandon ship. The conventional drives in the *Threshold* setting only break apart, making it nearly impossible to fix, but not destroying a vessel utterly. A drive destroyed condition also results in radiation damage. Additionally, if reaching stage 11, a vessel's hit points is reduced to 0.

Radiation Damage. When reaching this step (6, 8, 10, and 11), the main drive of a vessel suffers a catastrophic breach. Although able to be fixed, for a moment, it floods radiation into all engineering spaces. All crew within these spaces must make a DC15 Constitution or Dexterity saving throw or suffer radiant damage (save half). The damage inflicted is equal to the stage level of the drive during the breach in d6 + 6 multiplied by half that level (so at REACON6, a radiation leak will inflict 6d6+[3x6=18] damage). Thankfully, engineers always wear appropriate personal protective equipment (right?).

SYSTEM DAMAGE

Ship systems are numerous and can be disabled or damaged via drive hits or starship hits. When a damaged drive disables a system, the system is not damaged – it just no longer has power. Dropping the REACON level brings the affected system back online. When rolling on the system damage table via starship damage, the system in question is actually damaged. Systems can be rolled or selected by

the GM. If a ship does not have the system in question, re-roll, or select another result. Systems can also be disabled via plot events (GM discretion), such as viruses, electromagnetic interference, internal damage, etc.

System Damage

Roll or Choose	System Disabled
1	Artificial gravity—reduced to 0
2	Inertial negation—reduced by 1
3	One random weapon
4	Faster than light drive
5	Doors—won't open automatically
6	Lights
7	Internal Sensors
8	External Sensors (Radar)
9	Landing Gear
10	Life support—reduced 25% from max
11	Force shield—reduced 25% from max
12	Medical—disadvantage with Wisdom (Medicine) checks
13	Engineering—disadvantage on Intelligence (Engineering) checks
14	Bridge—disadvantage on any skill checks on the bridge.
15	Food supply—reduced by half
16	Tow cable severed.
17	Internal communications
18	External Communications
19	Stealth suite
20	Targeting computer

Weapons

Spaceship weapons do not operate like one-handed, two-handed, heavy, or super-heavy weapons, and the properties applied to standard gear do not apply here. Space weapons operate with their own rules, though, as stated earlier, for the purposes class features, space weapons count as heavy weapons (though without the movement restrictions).

Sp (Spaces). This is the number of spaces the weapon occupies. This value cannot be reduced.

Common Weapon Properties

Range

Weapons possess an effective unlimited range while in space. Laser-based weapons attenuate after about 2,000RC, plasma-based weapons work within 1,500RC, and nuclear accelerators operate within 3,000RC, all well beyond the practical range of an encounter. Magnetic weapons have literally no range—they continue at their launch speed until they hit something.

Warm-up

After firing this weapon, it requires a certain number of rounds to fire again. The weapon becomes available again at the highest initiative count on the round *after* the warm-up count has passed; so a weapon with warm-up (2) would become available again at the top of the third round after firing. Capacitor bleed prevents the weapon from being pre-charged before combat begins unless the characters are aware conflict is coming. Once charged, the weapon will discharge the energy safely within 5 rounds if not fired.

Specific Weapon Properties

Laser

Lasers count as inflicting fire damage as they transmit heat despite not being treated as fire in their use in space. Lasers traverse at the speed of light, offering excellent accuracy, though their damage is decreased.

Light. If a laser hits a target, all subsequent attacks on the same target gain a +1 bonus to attack until you miss or change targets.

Superlaser. This devastating energy modification launches a wide beam towards a target. When firing, pick a target; draw a straight line to that target. Any target within range of the beam's trajectory (200 feet or 3RC), as well as the impact point, is affected by the blast effect. Additionally, if the superlaser misses a direct target by 6 or less, that target is still caught in the blast radius.

Heat. If you roll a natural 20 with a laser weapon, you reduce the target's AC by 1d4 until repaired.

Magnetic

Also known as kinetic kill weapons, railguns fire iron flechettes between 36,000 miles per hour to as fast as 108,000 miles per hour (or 30 miles a second), inflicting damage through pure mass and velocity.

Anti-Missile. Point defense weapons can be switched to target incoming missiles. As a reaction to one or more missile hits as part of a single attack, you can make an attack against the incoming missiles (AC 18). Since point defense weapons possess the auto-heavy property, you can target up to ten missiles per reaction. For every hit, one missile detonates halfway between you and the attacker.

Ricochet. On a hit, a magnetic weapon gains a +1 bonus when rolling on the starship damage table (+3 with a natural 20).

Nuclear Accelerator

Particle accelerators operate similar to railguns, but instead of propelling a metal slug at between Mach 6 and Mach 100, a particle accelerator fires a stream of subatomic particles close to the speed of light, effectively an identical equation of mass versus velocity with different values. As the weapon is a stream, it can slice enemy vessels in two. On average, particle accelerators inflict the most damage for the price.

SPACE WEAPONS

Weapon	Cost	Damage	TL	Sp	Properties
Laser Weapons					
Laser, Small	40,000	3d6+18 force	2	1	Attack +1
Laser, Medium	50,000	5d6+30 force	3	3	Attack +2
Laser, Heavy	60,000	7d6+42 force	4	6	Attack +2
Laserlance, Medium	45,000	4d6+24 force	3	3	AP, attack +2
Laserlance, Heavy	55,000	6d6+36 force	3	6	AP, attack +3
Superlaser	1,000,000	20d6+120 force	5	50	AP, attack +3, direct (40d6+240), exp (200 ft./3RC), warm-up (10)
Magnetic					
Point Defense Cannon	35,000	2d8+16 piercing	2	1	Anti-missile, AP, Auto-heavy (2d10+20), feed (500)
Point Defense Cannon, Heavy	45,000	3d8+24 piercing	2	2	Anti-missile, AP, Auto-heavy (3d10+30), feed (500)
Railgun, Light	40,000	3d8+24 piercing	2	1	AP, feed (50)
Railgun, Medium	50,000	5d8+40 piercing	2	3	AP, feed (50)
Railgun, Heavy	60,000	7d8+56 piercing	2	6	AP feed (50), warm-up (1)
Railgun, Massive	70,000	9d8+72 piercing	3	12	AP, feed (50), warm-up (2)
Missiles					
Nuclear Rocket, Superlight	500	1d10+10 bludgeoning	2	0.10	AP, direct (2d10+20), exp (10 ft.)
Nuclear Rocket, Light	2,000	2d10+20 bludgeoning	2	0.25	AP, direct (4d10+40), exp (20 ft.)
Nuclear Rocket, Medium	5,000	4d10+40 bludgeoning	2	0.5	AP, direct (8d10+80), exp (30 ft.)
Nuclear Rocket, Heavy	10,000	6d10+60 bludgeoning	2	1	AP, direct (12d10+120), exp (40 ft.)
Nuclear Rocket, Superheavy	15,000	9d10+90 bludgeoning	2	3	AP, direct (18d10+180), exp (50 ft.)
Torpedo, Antimatter	40,000	20d10+200 bludgeoning	5	10	AP, direct (40d10+400), exp (100 ft./1RC)
Nuclear Accelerators					
Disruptor	40,000	2d10+20 radiant	2	5	
Nuclear Pellet Launcher	65,000	3d10+30 radiant	3	8	AP, direct (6d10+60), exp (5 ft.)
Particle Accelerator, Light	75,000	3d10+30 radiant	2	1	
Particle Accelerator, Medium	85,000	5d10+50 radiant	3	3	Attack, +1
Particle Accelerator, Heavy	95,000	7d10+70 radiant	4	6	Attack +2
Particle Accelerator, Massive	105,000	9d10+90 radiant	4	10	Attack +3, warm-up (1)
Plasma Weapons					
Pulse Gun, Light	45,000	2d12+24 fire/radiant	3	2	AP
Pulse Gun, Medium	55,000	4d12+48 fire/radiant	3	4	AP
Pulse Gun, Heavy	65,000	6d12+72 fire/radiant	4	10	AP, attack +1
Phazer, Light	75,000	5d12+60 fire/radiant	5	8	AP, attack +2
Phazer, Heavy	85,000	7d12+84 fire/radiant	5	16	AP, attack +3

Accelerator. If you roll a natural 20 with a nuclear accelerator, add one additional rolled die and one additional maximized die over typical critical hit damage.

Disruptor. If a disruptor hits a force shield, the attack is considered a critical hit. If hitting an unshielded vessel, roll one additional time on the starship damage table with a -10 modifier.

Nuclear Pellet. These weapons accelerate miniature magnetically contained nuclear pellet explosives. If an attack misses by 2 or less, the attacker can detonate the pellet to inflict an explosive attack (as per missiles, below).

MISSILES

A missile occupies space within a launcher. The ammunition is entirely based on the number of missiles purchased. Missiles cannot be reloaded easily, requiring a long rest to reload. When used, they must be re-purchased. To employ missiles in space, take an action to lock on a target, and fire any number of missiles you possess. The attack roll occurs as a free action when the missiles strike (based on their speed).

Missiles have the same initial SR as the vehicle launching them and have an AR of 4, but only possess a four-round fuel supply. After that, a missile continues at its current speed but can no longer maneuver to make additional attacks.

If a missile misses on its attack roll by 2 or less, the attacker can choose to manually detonate it as part of the attack roll to catch the target in the blast radius. Otherwise (or if the attack misses entirely), the missile can swing wide to attempt a second attack as a free action at the start of the attacker's turn after next.

Anti-Matter Torpedo. With the antimatter torpedo, the target can be caught in the blast radius if missed by 4 or less.

PLASMA THROWERS

An intermediate between particle accelerators and railguns, plasma throwers accelerate contained balls of plasma. These are also known as pulse weapons. Plasma weapons inflict both radiant and fire damage. Later variations, phazers, switch out the ball with a channel (or tunnel) connecting attacker to target (making it appear like a laser).

Superheated. If you roll a natural 20 with a plasma weapon, gain an additional +5 bonus when rolling on the starship damage table.

STARSHIP MODIFICATIONS

Modification	Cost	Space	TL	Effect
Airlock Umbilical	2,000	0.5	2	Extend airlock by 200 feet.
Artificial Gravity	80,000	1	5	Generate between 1G and 3G anywhere on the vessel.
Cargo Module, Mk1	1,000	1	2	500 cubic yards
Cargo Module, Mk2	2,000	2	2	1,000 cubic yards
Cargo Module, Mk3	4,000	3	2	2,000 cubic yards
Defense Upgrade, Mk1	10,000	1	2	+1 to AC; +3 to SAI
Defense Upgrade, Mk2	30,000	2	2	+2 to AC; +6 to SAI
Defense Upgrade, Mk3	60,000	3	2	+3 to AC; +10 to SAI
Drive Upgrade, Mk1	10,000	2	2	+1 to AR
Drive Upgrade, Mk2	30,000	4	3	+2 to AR
Drive Upgrade, Mk3	60,000	6	4	+3 to AR
Escape Pods	1,000	1	2	+3 2-person escape pods
Extended Fuel Cell	5,000	1	2	+50% fuel range
Floatation Rig	1,000	0.5	3	Float on water
Force Shield, Mk1	15,000	1	3	DV 40; SAI 20
Force Shield, Mk2	30,000	2	3	DV 60; SAI 30
Force Shield, Mk3	60,000	4	4	DV 80; SAI 40
Force Shield, Mk4	120,000	6	5	DV 100; SAI 50
Gravity Extender	30,000	0.5	5	Extends 1G gravity to a docked vessel
Grav Pod	15,000	0.5	4	Greatly increases pull factor
Inertial Negator, Mk1	3,000	0.5	3	IN-3
Inertial Negator, Mk2	10,000	1	4	IN-6
Inertial Negator, Mk3	20,000	1	5	IN-12
Maneuvering Thrusters, Mk1	10,000	0.5	2	Piloting +2
Maneuvering Thrusters, Mk2	20,000	1	2	Piloting +4
Maneuvering Thrusters, Mk3	40,000	2	3	Piloting +6
Manipulator Arms	5,000	0.5	2	Manipulate objects up to 1RC
Reinforced Landing Gear	5,000	0.5	2	Additional or reinforced landing system
Solar Sail	2,000	1	2	0.5 AR and recharges batteries
Sensor Suite, Mk1	1,000	1	2	Darkvision 5 RC; radar 30 RC
Sensor Suite, Mk2	3,000	1	3	Darkvision 10 RC; radar 100 RC; blindsense 1 RC
Sensor Suite, Mk3	6,000	1	4	Darkvision 30 km; radar 200 RC; blindsense 5 RC
Stealth Suite	10,000	1	2	Guided weapons have disadvantage.
Tachyon Transmitter	10,000	0.5	3	10 x light speed for communication
Targeting Computer, Mk1	5,000	1	2	RC modifier: -3
Targeting Computer, Mk2	10,000	1	3	RC modifier: -6
Targeting Computer, Mk3	20,000	1	4	RC modifier: -10
Tow Cables	500	0.5	1	+500 tons towing capacity
Tractor Beam	10,000	2	4	Moor a ship up to RC3 away.

SHIP MODIFICATIONS

Any spaceship can be equipped with a number of modifications, as long as that ship has the spaces to spare. While many offer mechanical benefits, especially in combat, others are provided for narrative function only.

Airlock Umbilical. An umbilical is an air-tight tunnel that can adjust to link the airlocks of any vessel, abrogating the need for complex docking maneuvers. The umbilical can extend up to 200 feet, possesses an AC of 15 with each 5-foot segment having 20 hit points. If reduced to zero, the umbilical depressurizes, and is severed. Mooring cables are still attached, however. An airlock umbilical cannot be used to tow a vessel.

Artificial Gravity. This advanced technology provides up to 3G of gravity upon a vessel. This gravity is not required to be uniform; each room can be programmed to direct gravity in a particular direction and in any severity. This can be adjusted via access to a computer terminal with an action (and the appropriate security clearance). Gravity can also be terminated. If disabled or damaged, affected areas revert to the vessel's current acceleration (with 'down' opposite the vector of thrust).

Cargo Module. These outer sections provide an airtight container that can function as a hanger bay, drydock, or basic storage bay.

Defense Upgrade. This series of reinforced plating and maneuvering thrusters increase a vessel's armor class. You must possess Mk1 to gain Mk2, and both are required for Mk3. AC bonuses do not overlap, and you cannot purchase lower levels multiple times. Higher levels also increase a vessel's Small Arms Invulnerability (SAI).

Drive Upgrade. This upgrades a vessel's main reactor, increasing power (rated in improved AR). You must possess Mk1 to gain Mk2, and both are required for Mk3. AR bonuses do not overlap, and you cannot purchase lower levels multiple times.

Escape Pods. The listed cost is per three additional 2-person escape pods.

Extended Fuel Cell. This increases the range of the vessel by 50% (if the ship utilizes a fuel capacity).

Floatation Rig. As an action, the bottom of the vessel deploys air-filled baffles allowing a spacecraft to float on

water or rise to the surface if already underwater. The number of baffles depends on the size and design of the vessel (GM determination). Each baffle possesses an AC of 10 and 2 hit points, and if 30% of the baffles are destroyed, the ship cannot float.

Force Shield. This device erects an energy barrier around the vessel. Force shields cannot function in atmospheres or when docked with another vessel. Any physical objects (including spacesuits and cargo modules) cannot approach the ship as long as a shield is up. Dropping and raising a shield takes an action, but does not take effect until the same initiative count of the following round.

A shield provides a defense value (DV) that is removed from all incoming damage. Each hit is applied separately, and if any damage makes it through, starship damage rolls are made with a -5 modifier. Regardless if damage penetrates a shield, a shield's defense value is reduced by 10% of the incoming damage. If the attack penetrates the shield, this value increases to 20%. Once a shield's defense value is reduced to zero, it is effectively down. Shields also provide their own Small Arms Invulnerability (SAI) value while up; this value is in addition.

For example, a force shield DV of 40 is struck with 30 damage attack. No damage breaks through, and the shield is reduced by 3 (down to 37). Later, another attack inflicts 60. 23 damage makes it through to the vessel's HP. The shield is reduced by 12 to 25.

Gravity Extender. A vessel equipped with artificial gravity can extend up to 1G of gravity control to another docked ship of the same size or smaller (if the vessel already has artificial gravity of 1G or less, this instead can nullify it to zero G, even if the vessels are under thrust; it cannot be used to change the direction of said gravity).

Grav Pod. A grav pod offers two functions. First, it can be attached to a towed cargo module or a wreck to reduce its effective mass, making it lighter. Additional pods can be added, reducing a towed mass to zero. An umbilical maintains power to the main vessel. Second, a pod can be mounted on a powered vessel to reduce its mass, making its power-to-weight ratio better. The ship gains a +1 to AR. Only one grav pod can be used this way.

Inertial Negator. A predecessor to artificial gravity, the inertial negator reduces the effects of acceleration and G-forces. Generally, these devices will minimize inertia down to 1G to allow ship gravity during high acceleration. Response time to sudden maneuvers and incoming attacks is reduced by 99.9%, enabling minuscule feedback to aid tactical decisions, although severe impacts have resulted in crew members being tossed about a room. Each level offers an IN value, which is the amount G-forces the negator can absorb.

Maneuvering Thrusters. Additional reaction control engines scattered throughout a vessel improves navigation and guidance. Each level offers a bonus to Piloting skill checks.

Manipulator Arms. These thin appendages offer basic clamps and adjustable tools that can be controlled by any assigned crew member onboard the ship. These manipulators can extend to any targets within 1RC.

Reinforced Landing Gear. This system allows more secured landing on higher gravity planets as well as defense if the landing gear is damaged in combat (must be hit twice to be destroyed). Additionally, ships without landing gear can be equipped with one.

Solar Sail. This extravagant system takes five minutes to deploy and retract. While utilized, a solar sail can recharge a ship's power supply (though not its fuel supply) and provide 0.5 G acceleration away from the nearest sun (within 5AU for a Sol-type star).

Sensor Suite. This array of visible antennae and dishes improves a ship's sensor capabilities. It enhances a vessel's Darkvision, radar, and may provide blindsense.

Stealth Suite. This system can not only scramble a vessel's identification codes, but it also can disrupt incoming guided missiles. When making an attack with a guided weapon, this attack has disadvantage.

Tachyon Transmitter. This allows tight-beam transmissions to broadcast to 10 times the speed of light.

Targeting Computers. These advanced combat systems reduce the effects of range modifiers. Each entry lists a range category modifier, effectively reducing the distance between attacker and target. No modifier can reduce the RC below 0.

Tow Cables. Additional two cables allow the pulling of more fragile cargo. Each tow cable can pull 500 tons at 1G, and cables also come equipped with nets.

Tractor Beam. This allows a vessel to make an attack action against a target within 3RC. On a hit, the ships are tethered via tractor beam. The attacker can pull the vessel 1 RC closer per turn, but the ship cannot move beyond 3RC. The beam negates up to 4 AR; multiple beams can strengthen a vessel's hold by 2 AR each. Once beyond 3RC the target vessel is no longer bound. (For instance, a vessel caught by a single tractor beam would require AR5 to escape, with an effective acceleration of AR1 allowing it to escape after 3 rounds; one caught by two beams would require AR7 to escape at the same speed).

MULES

Mules are multi-purpose salvage vessels capable of carrying massive payloads, either inside cargo bays or towed behind. All mules are more or less equal in capabilities though some are more expensive than others.

COBB

The largest mule, the Cobb can double as a modest freighter. The cobb is slow and vulnerable, and although it can land, it is an arduous process. The Cobb was Aerospace Hull's first attempt at a mule design, later following it up with the smaller snark. The Cobb is the most common mule employed outside of the mule industry thanks to its robust design.

SPECIFICATIONS

AR. 2
Armor Class. 13
Hit Points. 400; **Breach** 200
Maneuver. -7
Cargo. 23,000 cubic yards; **Pull Factor**. 70,000 tons
Crew. 4 with 6 passengers; **Life Support**. 18 people
Mass. 12,175 tons
Cost. $500,625
Range. 3 months
Spaces. 10
Size. Immense
Rooms. Airlock (x3), Canteen, Cockpit, Cryosleep Chamber, Medical, Engine Control Room, Escape Pods (2:12 persons), Fire Control, Generator, Showers, Storage (x6)

CRAB

Also called the "Universal Towing Vehicle," this second mule designed by Badger Engineering can in no way be mistaken for another craft. Only the Outrigger stands out more with its array of docking clamps and towing lines. The Crab's distinguishing feature is its massive front-mounted claw designed to latch onto errant wrecks and other salvage where the state of the target is not a concern. The Crab is the only craft that can push as well as pull, and because of that, it can haul in wrecks too fragile for towing lines. Like the Vandal, a Crab can land on most planets, though like many mules, it possesses no aeroform.

SPECIFICATIONS

AR. 3
Armor Class. 14
Hit Points. 300; **Breach** 150
Maneuver. -5
Cargo. 10,000 cubic yards; **Pull Factor**. 60,000 tons
Crew. 4 with 6 passengers; **Life Support**. 15 people
Mass. 8,075 tons
Cost. $401,300
Range. 3 months
Spaces. 10
Size. Colossal
Rooms. Airlock (x2), Canteen, Cockpit, Crew Quarters (4) Cryosleep Chamber, Medical, Engine Control Room, Escape Pods (1:6 persons), Fire Control, Generator, Showers, Storage (x4)

FATBOY

Some reviews consider this mule to be more a small spaceliner rather than a tug. Not surprising since it was constructed by Trans-Galactic Spacelines, the largest manufacturer of spaceliners since the *Martian Princess* over a thousand years ago. With the capacity of almost seventy people, Fatboys rarely pull anything save for the cargo of customers also being transported. Trans-Galactic's subdivision, Trans-Movers, is equipped entirely of Fatboys. Eventually, this became the primary purpose of the Fatboy. Charter ships and personal yachts have been adapted from these craft. Other people hollowed the crew pod and installed grav pods to increase pull capacity, but that is not often done. The glaring flaw with the Fatboy is that it while it can dock at spaceports and seadocks, it can't land on ground. Sea landings are rather interesting since half the ship is submerged.

SPECIFICATIONS

AR. 2
Armor Class. 13
Hit Points. 300; **Breach** 150
Maneuver. -6
Cargo. 5,500 cubic yards; **Pull Factor**. 20,000 tons
Crew. 4 with 70 passengers; **Life Support**. 100 people
Mass. 2,900 tons
Cost. $301,000
Range. 4 months
Spaces. 8
Size. Colossal
Rooms. Airlock (x4), Canteen, Cockpit, Crew Quarters (8), Cryosleep Chamber (4), Medical, Engine Control, Escape Pods (4:24 persons), Fire Control System, Generator, Security Office, Showers, Storage (x2), Surgery

GOBLIN

Made by Fastcore, the Goblin is the fastest unmodified mule on the market, ironic considering Fastcore is the Bloc's primary military contractor. Fastcore decided to concentrate on speed and maneuverability instead of weapons and armor, resulting in the Goblin's capability to run circles around its competition. The drawback is its minuscule towing capacity. The Goblin is one of the only mules with defensive systems and hardpoints for weapons, giving it the unfortunate distinction as being the most wildly used mule for pirates until the Vandal showed up. Alternately, the goblin is also a common sight in the underground racing circuit. Like many mules, the Goblin can land anywhere.

SPECIFICATIONS

AR. 4
Armor Class. 14
Hit Points. 300; **Breach** 150
Maneuver. -4
Cargo. 2,000 cubic yards; **Pull Factor.** 15,000 tons
Crew. 4 with 7 passengers; **Life Support.** 20 people
Mass. 2.500 tons
Cost. $370,000
Range. 3 months
Spaces. 7
Size. Colossal
Rooms. Airlock (x2), Canteen, Cockpit, Crew Quarters (3), Cryosleep Chamber (2), Medical, Engine Control, Escape Pods (2:12 persons), Fire Control, Generator, Security Office, Showers, Storage (x3)

HORNET

Carson Astronautics, dedicated to deep space travel, wanted to design a mule that could go further than the rest. With the longest range, the Hornet has the luxury of being one of the few vessels that could fly from one end of a cluster to the other end before refueling. This is done with the help of two immense solar disks on either side of the Hornet that improve engine efficiency by not diverting energy to life support. Unfortunately, it's also slow. Although able to enter an atmosphere, the Hornet can't land on either water or land.

SPECIFICATIONS

AR. 2
Armor Class. 14
Hit Points. 300; **Breach** 150
Maneuver. -5
Cargo. 5,000 cubic yards; **Pull Factor.** 15,000 tons
Crew. 4 with 4 passengers; **Life Support.** 12 people
Mass. 6,475 tons
Cost. $350,000
Range. 5 months
Spaces. 7
Size. Colossal
Rooms. Airlock (x2), Canteen, Cockpit, Crew Quarters (2), Cryosleep Chamber (1), Medical, Engine Control, Escape Pods (2:12 persons), Generator, Showers, Storage (x3)

OUTRIGGER

One of the smallest mules, the Outrigger is also one of the most powerful. Although it has the highest towing capacity of any mule, it lacks significant cargo space. Its ability to tow massive loads is a result of its sturdy hull and two powerful externally mounted grav pods. The Outrigger is famous across the cluster, given its low maintenance and incredible power. Because of its grav pods, the Outrigger can hover over a landing site but not actually land. It is perfect for water landings. Badger Engineering distributes both the Crab and Outrigger mules, and have added a towing net array with the latter to make it more attractive to those who like the Crab's oddball advantage.

SPECIFICATIONS

AR. 2
Armor Class. 12
Hit Points. 350; **Breach** 175
Maneuver. -5
Cargo. 1,500 cubic yards; **Pull Factor.** 100,000 tons
Crew. 4 with 2 passengers; **Life Support.** 10 people
Mass. 2,635 tons
Cost. $550,000
Range. 3 months
Spaces. 6
Size. Colossal
Rooms. Airlock (x2), Canteen, Cockpit, Crew Quarters (2), Cryosleep Chamber (1), Medical, Engine Control, Escape Pods (2:12 persons), Generator, Showers, Storage (x1)

SNARK

Aerospace Hulls' second and proudest achievement, often referred to as the "Dual-Environment Mule," the Snark fills a comfortable middle ground. If riggers don't know what to buy, they usually play it safe and buy a Snark. As a mule, it is entirely average. The Snark is streamlined and can easily land on virtually any surface, even snow, thanks to its skid-like landing gear.

SPECIFICATIONS

AR. 3
Armor Class. 14
Hit Points. 350; **Breach** 175
Maneuver. -4
Cargo. 9,000 cubic yards; **Pull Factor.** 40,000 tons
Crew. 4 with 5 passengers; **Life Support.** 15 people
Mass. 11,790 tons
Cost. $485,000
Range. 3 months
Spaces. 8
Size. Colossal
Rooms. Airlock (x2), Canteen, Cockpit, Crew Quarters (2), Cryosleep Chamber (1), Medical, Engine Control, Escape Pods (2:12 persons), Generator, Showers, Storage (x2)

VANDAL

TMA's only attempt at a mule, the Vandal is relatively small but with a bite, designed to attack and defend against those who would steal its cargo. It has heavy armor and four hardpoints for weapons, however, its towing and cargo capacity is limited. The Vandal is also famous for bounty hunting since it is the most armored vessel a civilian can purchase legally. It can land virtually anywhere, but no landing gears makes the process difficult.

killing the lot of the crew, leaving the vessel ready for the taking by the other side, but vanished before it could be retrieved. The official report said it was destroyed by a scrammed reactor breach when refueling near the hostile gas planet, Chaos.

SPECIFICATIONS

Full Name. TSS Angolan
Description. Capital ship
AR. 1
Armor Class. 17
Hit Points. 3,000; **Breach** 1,500
Maneuver. -10
Cargo. 200,000 cubic yards
Crew. 10 with 20,000 passengers;
Life Support. 100,000 people
Mass. 1,000,000 tons
Salvage Cost. $50,000,000
Range. Unlimited
Spaces. 500
Size. Cosmic
Rooms. Airlock (x10), Armory (x2), Canteen (x5), Cockpit (x2), Command Center, Crew Quarters (x500), Cryosleep Chamber (x100), Medical (x4), Engine Control (x3), Engineering Bench, Engineering Bay, Escape Pods (50:300 persons), Fire Control (x4), Generator (x4), Laboratory, Launch Bay (x50), Security Office (x2), Server Room, Showers (x2), Storage (x100), Surgery (x2).

SPECIFICATIONS

AR. 3
Armor Class. 15
Hit Points. 350; **Breach** 175
Maneuver. -4
Cargo. 2,000 cubic yards; **Pull Factor.** 20,000 tons
Crew. 4 with 2 passengers; **Life Support.** 10 people
Mass. 3,410 tons
Cost. $450,000
Range. 2.5 months
Spaces. 10
Size. Colossal
Rooms. Airlock (x2), Canteen, Cockpit, Crew Quarters (3), Cryosleep Chamber (2), Medical, Engine Control, Escape Pods (2:12 persons), Fire Control System, Generator, Security Office, Showers, Storage (x3)

SPACECRAFT

ANGOLAN

The largest battleship known to exist, rumors hold this ambiguous vessel is still in one piece. Hearsay speaks of it being so large (over 30 km), armed and armored (over 1,000 weapons), that nothing could attack it. The Commonwealth feared this Authority ship would overwhelm them. A popular rumor held that a virus was introduced,

BANSHEE

ConAer's successful military freighter resembles an oversized WW2 bomber with its wings clipped. Over 5,000 were built with nearly half unaccounted for after the war, with the primary cause sourced to weak armor plating on the underside. As a result, salvaged Banshees are often found gutted from the bottom with little to no interior.

SPECIFICATIONS

Full Name. CSA-965 Banshee
Description. Long-Range Military Freighter
AR. 3
Armor Class. 16
Hit Points. 1,000; **Breach** 500
Maneuver. -10
Cargo. 100,000 cubic yards

Crew. 6 with 50 passengers; **Life Support**. 100 people
Mass. 90,000 tons
Salvage Cost. $20,000
Cost. 2,000,000
Range. Unlimited
Spaces. 10
Size. City
Rooms. Airlock (x2), Canteen, Cockpit, Crew Quarters (x2), Cryosleep Chamber, Medical, Engine Control, Engineering Bench, Escape Pods (6 persons), Showers, Storage (x6)

BEETLE

These modern, efficient mining craft are much smaller than Gluttons and far more ecologically responsible. At least a dozen still exists, though half are believed to be owned by pirates or scavengers. Another three models have gone missing, all in Merkaba, resulting in the other Beetles refusing to enter that region.

SPECIFICATIONS

Full Name. TMA-01 Beetle
Description. Medium-Haul Mining Vessel
AR. 1
Armor Class. 12
Hit Points. 500; **Breach** 250
Maneuver. -10
Cargo. 100,000 cubic yards
Crew. 2 with 25 passengers; **Life Support**. 50 people
Mass. 80,000 tons
Salvage Cost. $35,000
Cost. 3,500,000
Range. Six months
Spaces. 20
Size. Titanic
Rooms. Airlock (x2), Canteen, Cockpit, Crew Quarters (x2), Cryosleep Chamber, Medical, Engine Control, Engineering Bench, Escape Pods (6 persons), Showers, Storage (x6)

CERBERUS

Carrying the most powerful energy weapon ever made, the NA 3000 OPA Particle Accelerator, the CCD was an intimidating vessel for its time (300 years ago). All models (believed four) were later assumed destroyed during the battle of Heraculan's Object, though many of the wrecks were never located.

SPECIFICATIONS

Full Name. Cerberus Command Destroyer
Description. Capital Ship
AR. 2
Armor Class. 16
Hit Points. 1,000; **Breach** 500
Maneuver. -7
Cargo. 100,000 cubic yards
Crew. 10 with 5,000 passengers; **Life Support**. 10,000 people
Mass. 900,000 tons
Salvage Cost. $25,000,000
Range. Ten years
Spaces. 100
Size. Planetary
Rooms. Airlock (x4), Armory, Canteen (x2), Cockpit, Command Center, Crew Quarters (x100), Cryosleep Chamber (x25), Medical (x2), Engine Control, Engineering Bench, Engineering Bay (x3), Escape Pods (20:120 persons), Fire Control, Generator (x2), Laboratory, Launch Bay (x10), Security Office, Server Room, Showers (x2), Storage (x20), Surgery (x2).

CUTLASS

A streamlined successor to the Stingray, the Cutlass boasts a sleek design enabling nimble aerodynamic maneuverability. Its other notable features are its armored wings and nose, allowing the Cutlass to function as a kinetic bombardment weapon, an essential feature given its actual armament was light. On more than one occasion, rigger crews have found wrecks with intact Cutlasses inside. Cutlasses are still in operation today.

SPECIFICATIONS

Full Name. LWSS-67 Cutlass
Description. Front Line Interceptor
AR. 8
Armor Class. 18
Hit Points. 200; **Breach** 100
Maneuver. -2
Cargo. 500 cubic yards
Crew. 3; **Life Support**. 6 people
Mass. 200 tons
Salvage Cost. $10,000
Cost. $1,000,000
Range. 6 weeks
Spaces. 10
Size. Gargantuan
Salvage Components. Laserlances, heavy armor
Rooms. Airlock, Cockpit, Cryosleep Chamber, Engine Control, Escape Pods (6 persons).

CYCLOPS

A Commonwealth missile carrier, the Cyclops was designed from the ground up to deliver a specific missile payload upon a target, but during the development, more effort was placed on the payload and its targeting system than in the vessel's own defensive measures. Specifically, the engine core could be easily disabled, making a Cyclops a sitting duck. As a result, more than a dozen Cyclops are believed to have not completed their mission, leaving them and their payload adrift and begging to be discovered.

SPECIFICATIONS

Full Name. 101A Cyclops
Description. Missile carrier
AR. 3
Armor Class. 15
Hit Points. 200; **Breach** 100
Maneuver. -4
Cargo. 50 cubic yards
Crew. 4; **Life Support**. 8 people
Mass. 900 tons
Salvage Cost. $45,000 (without armament)
Cost. $4,500,000
Range. 1 month
Spaces. 6
Size. Gargantuan
Salvage Components. Antimatter torpedo
Rooms. Airlock, Canteen, Cockpit, Command Center, Crew Quarters, Cryosleep Chamber, Medical, Engine Control, Escape Pods (6 persons), Fire Control System, Security Office, Showers, Storage.

GALACTIC OASIS STARLINER

Interstellar cruise ships, proven popular before the war, have come back in a big way as safe star travel has become commonplace. Those starliners trapped post-Divine Marker were replicated to produce a fleet of more than two dozen spacecraft. Each one was repurposed for troop duty but returned to civilian use afterward. At least two were lost during the war while in action, while another two have been lost through peacetime.

SPECIFICATIONS

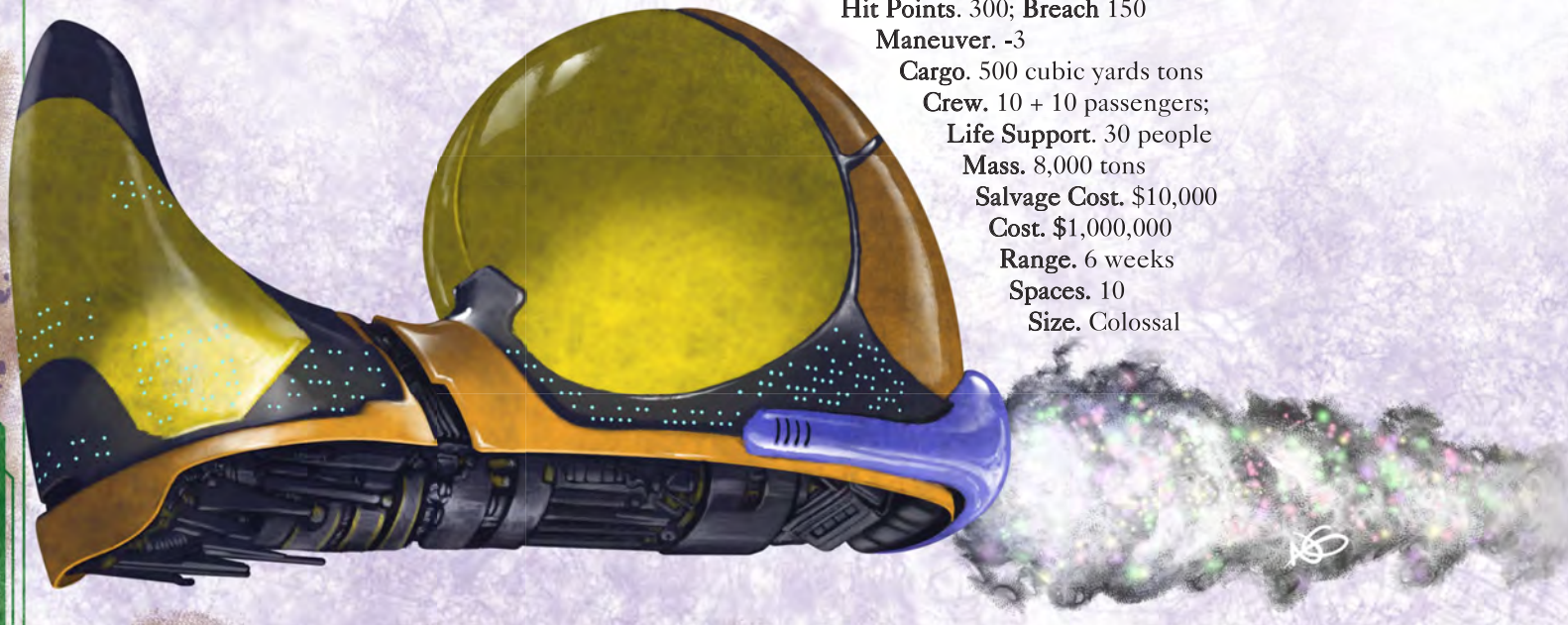
Full Name. MSS Galactic Oasis Starliner
Description. Starliner
AR. 1
Armor Class. 12
Hit Points. 200; **Breach** 100
Maneuver. -6
Cargo. 1,000 cubic yards
Crew. 60 + 600 passengers; **Life Support**. 2,000 people
Mass. 20,000 tons
Salvage Cost. $300,000
Cost. $30,000,000
Range. 2 months
Spaces. 4
Size. Titanic
Salvage Components. Payload, reactor, expensive interiors
Rooms. Airlock (x4), Canteen [restaurants] (x6), Command Center, Crew Quarters (x20), Medical (x2), Engine Control (x3), Escape Pods (10:60 persons), Fire Control System, Generator (x2), Launch Bay (x5), Security Office (x2), Server Room, Storage (x4), Surgery.

KOBAYASHI

The mainstay of the Commonwealth, hundreds of Kobayashi gunship have served alongside larger vessels since the early days of space exploration, making the original design over six hundred years old. The technology has improved, reactors have gotten smaller, but the deck layout and internal furnishing have changed little. The vessel's only problem remains its limited range, resulting in more than a few examples being abandoned in near mint condition without any fuel.

SPECIFICATIONS

Full Name. OLF-871 Kobayashi
Description. Perimeter Defense Craft
AR. 1
Armor Class. 19
Hit Points. 300; **Breach** 150
Maneuver. -3
Cargo. 500 cubic yards tons
Crew. 10 + 10 passengers;
Life Support. 30 people
Mass. 8,000 tons
Salvage Cost. $10,000
Cost. $1,000,000
Range. 6 weeks
Spaces. 10
Size. Colossal



Salvage Components. Electronics and defense plating as well as various heavy lasers

Rooms. Airlock (x2), Canteen, Cockpit, Crew Quarters (x3), Medical, Engine Control (x3), Escape Pods (2:12 persons)

LAING

"Triple-X Toxin Trucks," as they are unofficially known, are smaller than the average mule, but with thicker armor than most battleships. It is the only type of craft employed to transport toxic chemicals. The craft, designed and built by Vassel Biological, can easily be spotted by the mandatory yellow and red paint scheme marked by the sign "Do Not Follow" on the rear. Salvaging a Laing is always a risk.

SPECIFICATIONS

Full Name. XXX-1 Laing Toxin Transport
Description. Hazardous Chemical Transport
AR. 1
Armor Class. 18
Hit Points. 150; **Breach** 75
Maneuver. -6
Cargo. 5,000 cubic yards
Crew. 2 + 4 passengers; **Life Support**. 12 people
Mass. 15,000 tons
Salvage Cost. $10,000
Cost. $1,000,000
Range. 1 month
Spaces. 2
Size. Colossal
Salvage Components. Defense and radiation plating
Rooms. Airlock, Canteen, Cockpit, Crew Quarters, Medical, Engine Control, Escape Pods (6 persons), Showers.

MACO

Not more than just a sphere, a spaceframe, and engines, Macos are popular vessels with a design tracing back nearly a thousand years. Rumors claim the designer of the Maco proposed the blueprint after constructing the first human-crewed Mars' mission. Each century, a new Maco hit the market with a longer range and better engines. After the Divine Marker, the development of this design stalled. As the forward module can break off in case of a cataclysmic meltdown, there are few of these reported lost, though their engines can still fetch a price.

SPECIFICATIONS

Full Name. Mk XI Maco
Description. Basic transport
AR. 1
Armor Class. 12
Hit Points. 150; **Breach** 75
Maneuver. -8
Cargo. 2000+ cubic yards
Crew. 2 + 8 passengers; **Life Support**. 20 people
Mass. 5,000+ tons
Salvage Cost. $5-10,000
Range. 2 months
Spaces. 2
Size. Immense
Salvage Components. Reactors, payload
Rooms. Airlock, Canteen, Cockpit, Crew Quarters, Medical, Engine Control (x3, located externally in the engine section), Escape Pods (6 persons), Showers, Storage (x6).

MANTA

The Manta was a weapons transport popular during the last war. It was often equipped with various payloads for nuclear-based ground strikes. The Control Compartment was a self-contained module capable of sustaining life for about 200 days when released in an emergency. Although no Mantas were lost during the war, after they were decommissioned, several units turned up missing and appeared later operated by pirate groups. Thankfully, their armaments had been removed before their theft.

SPECIFICATIONS

Full Name. XIII-12 Manta
Description. Ground attack spacecraft
AR. 4
Armor Class. 18
Hit Points. 400; **Breach** 200
Maneuver. -5
Cargo. 500 cubic yards
Crew. 4 + 2 passengers; **Life Support**. 12 people
Mass. 5,000 tons
Salvage Cost. $35,000
Cost. $3,500,000
Range. 3 months
Spaces. 20
Size. Colossal
Salvage Components. Weapon hardpoints, military payload.
Crew. 6
Rooms. Airlock, Armory, Canteen, Cockpit*, Command Center*, Crew Quarters, Cryosleep Chamber, Medical, Engine Control (x2), Escape Pods (6 persons), Fire Control System, Generator, Showers, Storage.

*These are a single unit that can be detached in an emergency.

MEDUSA

Formally a cargo vessel, the Medusa was retrofitted into a missile delivery system at the closing stages of the war. They found significant success, resulting in all Medusa undergoing this modification. Afterward, many of them returned to civilian duty, blessed with the advancements given during wartime, save for the destructive payload. A few military models have reported missing, meaning when one is encountering as a wreck, it's coin toss which one is

being salvaged. If military, there is even the chance the wreck may contain an undetonated 200-megaton nuclear payload, a typical loadout.

SPECIFICATIONS

Full Name. ERT-9000 Medusa
Description. Cargo hauler / Missile ship
AR. 4
Armor Class. 15 / 18
Hit Points. 400; **Breach** 200
Maneuver. -5
Cargo. 20,000 cubic yards
Crew. 8 + 8 passengers; **Life Support.** 30 people
Mass. 30,000 tons
Salvage Cost. $25,000 / $50,000
Cost. $2,500,000 / N/A
Range. 2 months
Spaces. 15
Size. Immense
Salvage Components. Payload and potential military armaments
Rooms. Airlock (x2), Armory, Canteen, Cockpit, Command Center, Crew Quarters (x2), Cryosleep Chamber, Medical, Engine Control (x2), Engineering Bench, Engineering Bay, Escape Pods (6 persons), Fire Control System, Generator, Launch Bay, Security Office, Showers, Storage (x5), Surgery.

MIDGET

The Midget is a small maintenance flyer with articulator arms which can aid in outside repairs of both itself and other craft. They are sometimes used as tugs and as maintenance craft.

SPECIFICATIONS

Full Name. M1 Midget
Description. Maintenance Ship
AR. 1
Armor Class. 10
Hit Points. 50; **Breach** 25
Maneuver. -2
Cargo. 5 cubic yards
Crew. 1 + 1 passengers; **Life Support.** 3 people
Mass. 5 tons
Salvage Cost. $500
Cost. $50,000
Range. 1 day
Spaces. 1
Size. Large
Salvage Components. Manipulator arms
Rooms. Cockpit

MINNOW

A long-range interceptor scoutship constructed by the Bloc Military Authority, the "Torus" Minnow is the only design the BMA made public after the war, sans weapons of course. The Minnow is clean, 2-person craft popular for its price and ease of use. It is also one of the cheaper spacecraft that can land and fly in an atmosphere.

SPECIFICATIONS

Full Name. TOR-155 Minnow
Description. Scout ship
AR. 8
Armor Class. 15
Hit Points. 100; **Breach** 50
Maneuver. -1
Cargo. 3 cubic yards
Crew. 2; **Life Support.** 4 people
Mass. 10 tons
Salvage Cost. $1,000
Cost. $100,000
Range. 2 days
Spaces. 6
Size. Gargantuan
Salvage Components. Engine
Rooms. Airlock, Cockpit, Crew Quarters, Engine Control

MORAY

The Moray is not a missile delivery system—it is a missile, the only known successful interstellar missile produced, though "successful" is pushing it, as only one was ever officially deployed. This singular weapon inflicts a massive punch capable of wiping out all life on small planets, so not many would be required. A persistent rumor claims more than a half-dozen were launched near the end of the war, with only one ever officially acknowledged as actually reaching its target, meaning the rest are unaccounted for.

SPECIFICATIONS

Full Name. R-1 Moray "Planet-Buster"
Description. Interstellar Missile
AR. 8
Armor Class. 16
Hit Points. 100; **Breach** 50
Maneuver. -5
Cargo. 5 cubic yards
Crew. None; **Life Support.** 3 people
Mass. 500 tons
Salvage Cost. $40,000
Range. 3 weeks
Spaces. 10
Size. Gargantuan
Salvage Components. Antimatter Warhead
Rooms. Airlock, Cockpit, Engine Control, Engineering Bay, Fire Control System, Server

MOBIUS STRONGPOINT

This "flying saucer" avoids traditional propulsion in place of antigravity, enabling the mobius to defend itself from any direction. Built by the Authority's mobile weapons division, the Mobius was capable of interplanetary travel but seldom left the worlds it was deployed to. These vessels proved effective against direct planetary attacks, with the few lost crashing upon the worlds they defended. Later, cities would be erected within and around the fallen wrecks. Only a few are unaccounted for.

SPECIFICATIONS

Full Name. 6006 Mobius Strongpoint
Description. Low-orbit military base
AR. 3
Armor Class. 17
Hit Points. 400; **Breach** 200
Maneuver. -3
Cargo. 100 cubic yards
Crew. 4 + 2,000 passengers; **Life Support.** 4,000 people
Mass. 40,000 tons
Salvage Cost. $500,000
Range. 1 year
Spaces. 100
Size. Titanic
Salvage Components. 10 assault lasers, 10 heavy lasers on turrets, 5 heavy particle accelerators, 10 laserlances, 2 medium rocket launchers, 3 heavy rocket launchers, 10 railcannons, gravity pods.
Rooms. Airlock (x4), Armory (x2), Canteen (x2), Command Center, Crew Quarters (x50), Medical (x2), Engine Control (x3), Engineering Bench, Engineering Bay, Escape Pods (5:30 persons), Fire Control System, Generator (x2), Laboratory, Launch Bay (x10), Security Office (x2), Server, Showers (x2), Storage (x10), Surgery.

NARCISSUS

These small vessels were primarily employed as intersystem crew transports and are common, even after 300 years of use within civilian circles as interplanetary recreational cruisers. When recovered, these vessels are often rebuilt to being space-worthy rather than stripped for parts.

SPECIFICATIONS

Full Name. Model EL-2249 Narcissus Cruiser
Description. Short-range interplanetary shuttle
AR. 3
Armor Class. 15
Hit Points. 100; **Breach** 50
Maneuver. -5
Cargo. 100 cubic yards
Crew. 3; **Life Support.** 6 people
Mass. 850 tons

Salvage Cost. $5,000
Cost. $500,000
Range. 3 weeks
Spaces. 3
Size. Gargantuan
Salvage Components. Intact hull
Rooms. Airlock, Canteen, Cockpit, Crew Quarters, Engine Control, Escape Pods (6 persons), Showers, Storage.

ORION

The fastest private cruiser on the market, this original Lazarus design by Santorini Electronics is a popular choice for rich playboys looking for the fastest civilian vessel one can buy. It is not the most luxurious vessel (that's the Starmaster), but it's certainly fast, thanks to its two externally mounted fusion rockets.

SPECIFICATIONS

Full Name. ZED-XIX Orion
Description. Private cruiser
AR. 6
Armor Class. 13
Hit Points. 100; **Breach** 50
Maneuver. -1
Cargo. 100 cubic yards
Crew. 2 + 4 passengers; **Life Support**. 12 people
Mass. 350 tons
Salvage Cost. $8,000
Cost. $800,000
Range. 1 month
Spaces. 2
Size. Gargantuan
Salvage Components. Lavish interior
Rooms. Airlock, Canteen, Cockpit, Crew Quarters, Engine Control, Escape Pods (6 persons), Storage

PARTISAN

Designed initially as a long-range scout vessel, the Partisan was repurposed during wartime to act as a light corvette packed with every weapon and countermeasure that could be crammed in, with little leftover for crew accommodations. Although proving successful during the war, there was little use for this unpopular vessel afterward, especially since it lacked escape pods. In one of the pivotal battles of the war, the Authority lost nearly 200 partisans, with half of them never being recovered.

SPECIFICATIONS

Full Name. E-Max Partisan
Description. Long-range armored corvette
AR. 6
Armor Class. 18
Hit Points. 300; **Breach** 150
Maneuver. -2
Cargo. 50 cubic yards
Crew. 2; **Life Support**. 6 people

Mass. 1,500 tons
Salvage Cost. $15,000
Cost. $1,500,000
Range. 3 months
Spaces. 12
Size. Colossal
Salvage Components. 25 assault lasers
Rooms. Airlock, Cockpit, Engine Control.

PIRANHA

This one-man atmosphere fighter qualifies it for listing here given its nuclear rocket allows for space travel, despite barely being able to achieve escape velocity. Light armor within a small frame permits excellent maneuverability, though if struck, the Piranha can barely protect itself. Hundreds of Piranhas were constructed, and after the war, became extremely popular in the used craft market. The more intact the model, the better, which is itself a rarity as even a minor engine hit could result in the entire vessel exploding.

SPECIFICATIONS

Full Name. 2DA Piranha
Description. Trans-atmospheric fighter
AR. 9
Armor Class. 16
Hit Points. 100; **Breach** 50
Maneuver. -1
Cargo. 5 cubic yards
Crew. 1 + 2 passengers; **Life Support**. 4 people
Mass. 5 tons
Salvage Cost. $2,000
Cost. $200,000
Range. 2 days
Spaces. 1
Size. Huge
Salvage Components. 1 laser
Rooms. Cockpit

ROMO

The Romo was an ingenious design meant to replace the obsolete Conestogas. Simple enough, it is composed of three modules, a command center, a drive engine, and a communication unit, with a number of cargo modules placed in between as needed. One noteworthy Romo contained over a hundred cargo modules, stretching it over four kilometers. Generally, these were only employed for small payloads.

SPECIFICATIONS

Full Name. K1X Romo
Description. Cargo ship
AR. 1
Armor Class. 12
Hit Points. 600; **Breach** 300
Maneuver. -10
Cargo. 20,000 cubic yards
Crew. None; **Life Support**. 3 people
Mass. 30,000 tons
Salvage Cost. $15,000 + 1,000 per cargo module
Cost. $1,500,000 plus 100,000 per module
Range. 6 months
Spaces. 0
Size. City
Salvage Components. Payload
Rooms. Airlock, Canteen, Cockpit, Crew Quarters, Cryosleep Chamber, Medical, Engine Control (externally accessed), Escape Pods (6 persons), Generator, Launch Bay, Showers, Storage (between 1 and 50).

SHARK

An advanced high superiority fighter, the Shark could have won the war single-handedly for the Commonwealth if it has been released five years earlier. Its launch at the twilight of the war may have contributed to the attrition as the research and development costs for the Shark must have been astronomical. It operates with one of the most efficient and powerful ion drives ever constructed, offering incredible range with shockingly high propulsion from a traditionally underpowered reactor. Sharks are also equipped with miniature grav pods to increase maneuverability. Unfortunately, the schematics were lost shortly after the war. Several are still floating around, though none in active service. Several attempts have been made to strip a unit down to find how to build more, but the construction has proven too difficult. There are reports that nearly a dozen may be unaccounted for.

SPECIFICATIONS

Full Name. TMA-2 Shark
Description. Long-range superiority fighter
AR. 10
Armor Class. 18
Hit Points. 150; **Breach** 75
Maneuver. 0
Cargo. 10 cubic yards
Crew. 3; **Life Support**. 6 people
Mass. 150 tons
Salvage Cost. $25,000
Cost. $2,500,000
Range. 2 months
Spaces. 6
Size. Gargantuan
Salvage Components. 4 heavy particle accelerators, 2 laserlances, gravity drive, ion drive
Rooms. Cockpit, Engine Control, Escape Pods (6 persons)

SKYBASE

Skybases are still in operation after centuries of use without a single alternation to their design. They float in planetary orbits and in Lagrange points accommodating vessels

up to Immense size. Larger ships can moor to one of the four external docking clamps. Vessels able to enter a Skybase can drydock and receive repairs from the dozens of automated robots standard with each station. Although equipped with bay doors, the lack of force shields to contain the pressure prevents a consistent atmosphere. As a result, the bay is always open and depressurized. The schematics for Skybases entered public domain centuries ago, resulting in thousands of identical designs scattered throughout the universe. It was no shock that more than a few have gone missing, with several appearing in operation by scavengers and pirate groups.

SPECIFICATIONS

Full Name. Skybase
Description. Generic space station
AR. 0.5
Armor Class. 10
Hit Points. 400; **Breach** 200
Maneuver. -20
Cargo. 20,000 cubic yards
Crew. 2 + 80 passengers; **Life Support.** 160 people
Mass. 80,000 tons
Salvage Cost. $20,000
Cost. $2,000,000
Range. 1 year
Spaces. 20
Size. City
Salvage Components. Cargo bays, other ships
Rooms. Airlock (x4), Canteen, Crew Quarters, Medical, Engine Control, Escape Pods (6:36 persons), Generator, Launch Bay (x6), Showers, Storage (x6).

STARLAB

These mobile space stations can move under their own power to locations where staff can conduct various scientific experiments. In a pinch, they have been known to operate as a port of call, but often, approaching a Starlab is prohibited. The average scientific station is considerably more advanced than any other laboratory aboard any other vessel.

SPECIFICATIONS

Full Name. Starlab
Description. Deep-space science/research facility
AR. 10
Armor Class. 12
Hit Points. 150; **Breach** 75
Maneuver. -10
Cargo. 2,000 cubic yards
Crew. 2 + 28 passengers; **Life Support.** 60 people
Mass. 40,000 tons
Salvage Cost. $30,000
Cost. $3,000,000
Range. 8 months
Spaces. 4
Size. Immense
Salvage Components. Laboratories, science equipment
Rooms. Airlock, Canteen, Cockpit, Crew Quarters, Cryosleep Chamber, Medical (x4), Medical, Engine Control, Escape Pods (6 persons), Generator, Launch Bay, Laboratory (x8), Showers, Surgery (x3), Storage (x4).

STARMASTER

The current Starmaster is a replication of a 700-year old design from before the Divine Marker, which has been equipped with newer reactors and given a longer range. The bullet-shaped vessel maintains its popularity as a luxurious interplanetary transport despite lacking the speed of alternative designs like the Orion.

SPECIFICATIONS

Full Name. T88 Skymaster
Description. Private cruiser
AR. 3
Armor Class. 15
Hit Points. 100; **Breach** 50
Maneuver. -2
Cargo. 20 cubic yards
Crew. 2 + 6; **Life Support.** 16 people
Mass. 350 tons
Salvage Cost. $10,000
Cost. $1,000,000
Range. 1 month
Spaces. 3
Size. Gargantuan
Salvage Components. Reactor
Rooms. Airlock, Canteen, Cockpit, Command Center, Crew Quarters (x2), Cryosleep Chamber, Engine Control, Escape Pods (6 persons), Storage

STINGRAY

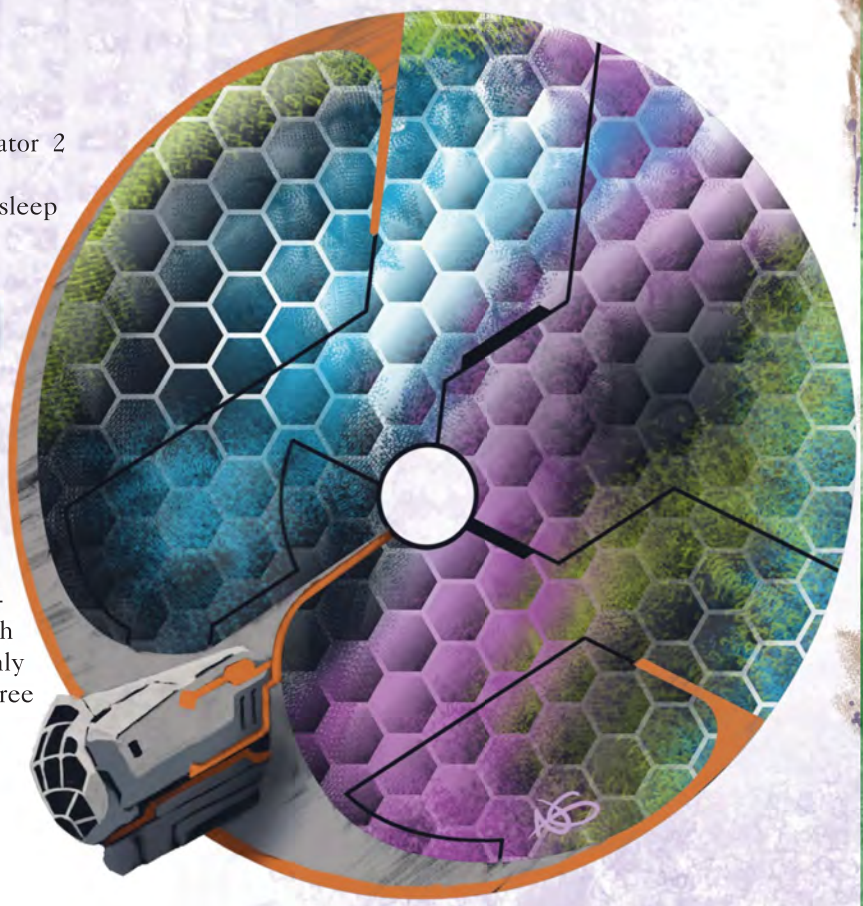
One the largest spacecraft still dubbed a "fighter" the Stingray's design was unearthed from ancient archives with no evidence that it ever saw a production run. It was accelerated into deployment to act as the Commonwealth's frontline fighter after the nation was forged and remained in service for centuries. Even now, the Stingray's multipurpose functionality has proven it popular in both military and private channels with its only detraction being cost.

SPECIFICATIONS

Full Name. 00-Beta Stingray
Description. Long-range dual-environment fighter
AR. 8
Armor Class. 17
Hit Points. 200; **Breach** 100
Maneuver. -2
Cargo. 50 cubic yards
Crew. 4; **Life Support.** 8 people
Mass. 250 tons
Salvage Cost. $30,000
Cost. $3,000,000

Range. 1 month
Spaces. 8
Size. Gargantuan
Salvage Components. 1 heavy particle accelerator 2 medium rocket launchers
Rooms. Airlock, Cockpit, Crew Quarters, Cryosleep Chamber, Engine Control, Fire Control System.

VENDETTA



Designed initially as a trans-atmospheric heavy lifter, the Vendetta was reconceived to serve a military function by its original creators in hopes of accelerating development. The resulting design proved so popular that after the war, the Vendetta still found distribution sans weapons as the most reliable transport of cargo to and from high-gravity environments. Unlike larger vessels, requiring shuttles to shepherd cargo to a surface, the mammoth Vendetta can land thanks to its engine design. Only two are recorded to have crashed with another three having gone missing during the war.

SPECIFICATIONS

Full Name. VF-X Vendetta Armored Transport
Description. Trans-atmospheric heavy transport
AR. 4
Armor Class. 13
Hit Points. 500; **Breach** 250
Maneuver. -8
Cargo. 10,000 cubic yards
Crew. 4 + 20; **Life Support**. 40 people
Mass. 25,000 tons
Salvage Cost. $40,000
Cost. $4,000,000
Range. 6 months
Spaces. 6
Size. City
Salvage Components. Payload, potential armaments.
Rooms. Airlock (x2), Armory, Canteen, Cockpit, Command Center, Crew Quarters (x3), Cryosleep Chamber (x3), Medical, Engine Control (x3), Engineering Bench, Engineering Bay, Escape Pods (2:12 persons), Fire Control System, Generator, Laboratory, Launch Bay, Security Office, Server, Showers, Storage (x10), Surgery.

WASP

Before the Stingray, there was this large, fast interceptor that could take on even the Shark. No one knows what it looks like or who made it. Some say it doesn't exist.

SPECIFICATIONS

Full Name. AV1-435 Wasp
Description. High-superiority long-range fighter
AR. 11
Armor Class. 18
Hit Points. 150; **Breach** 75
Maneuver. 0
Cargo. 50 cubic yards
Crew. 4; **Life Support**. 8 people
Mass. 500 tons
Salvage Cost. $35,000
Range. 3 months
Spaces. 10
Size. Gargantuan
Salvage Components. Mounted super-heavy weapons, reactor core, fuel.
Rooms. Airlock, Cockpit, Crew Quarters, Cryosleep Chamber, Medical, Engine Control, Escape Pods (6 persons).

WARHAWK / CRANEFLY

These two identical designs have maintained popularity in many circles since their introduction 650 years ago. This full delta-wing-shaped vessel can maneuver in an atmosphere, land, and take off vertically, as well as serve multiple functions given its engine design. Eventually, the original manufacturer, Fastcore, introduced a military model that became prevalent for decades, with many modern examples still being retrofitted Warhawks than noncombatant Craneflies.

SPECIFICATIONS

Full Name. YT-21 Warhawk / Cranefly
Description. General support spacecraft
AR. 5
Armor Class. 14/16
Hit Points. 300; **Breach** 150
Maneuver. -3
Cargo. 50 cubic yards
Crew. 4 + 2 passengers; **Life Support**. 12 people
Mass. 200 tons
Salvage Cost. $8,000
Cost. $800,000
Range. 1 month
Spaces. 6
Size. Gargantuan
Rooms. Airlock, Canteen, Cockpit, Crew Quarters (x2), Cryosleep Chamber, Medical, Engine Control, Escape Pods (6 persons), Fire Control System, Showers, Storage.

WHALE

Envisioned almost a thousand years ago and realized 200 years later, the Whale personifies the adage that something shouldn't be fixed if it's not broken. This heavy hauler features shuttlecraft for atmospheric entry, massive cargo space, and engines powerful enough to allow a soft landing on planets with less than ½ Earth standard. Its cargo bays can remove their walls if required to create one colossal pressurized space.

SPECIFICATIONS

Full Name. STS-1 Whale
Description. Long range freighter
AR. 3
Armor Class. 13
Hit Points. 500; **Breach** 250
Maneuver. -10
Cargo. 10,000 cubic yards
Crew. 15; **Life Support**. 30 people
Mass. 25,000 tons
Salvage Cost. $40,000
Cost. $4,000,000
Range. 10 months
Spaces. 5
Size. City
Salvage Components. Payload
Rooms. Airlock (x4), Canteen, Cockpit, Crew Quarters (x3), Cryosleep Chamber (x2), Medical, Engine Control (x3), Engineering Bench, Engineering Bay, Escape Pods (2:12 persons), Fire Control System, Generator, Laboratory, Launch Bay (x2), Security Office, Server, Showers, Storage (x100), Surgery.

DESIGNING A LAYOUT

Unlike other "dungeons," *Threshold* presents the components for GMs to create their own layout based on one of the many ship designs listed here. A GM can create any plans necessary based on the story or the ship, whether it be a ship here or a new one out of one's imagination.

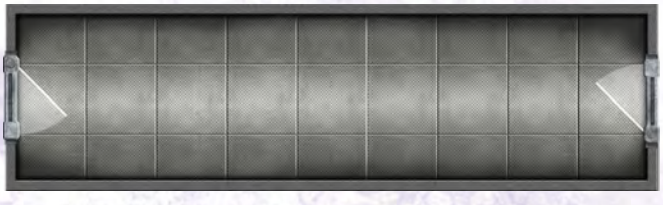
Room sizes can be altered by merging them. They can even have their visual signatures changed (an underlit hallway can suddenly be brightly lit). The point is to make the story carry the adventure and not the map.

DOORS

Door are offered for GMs to customize their deckplans, adding additional doorways in rooms and hallways.

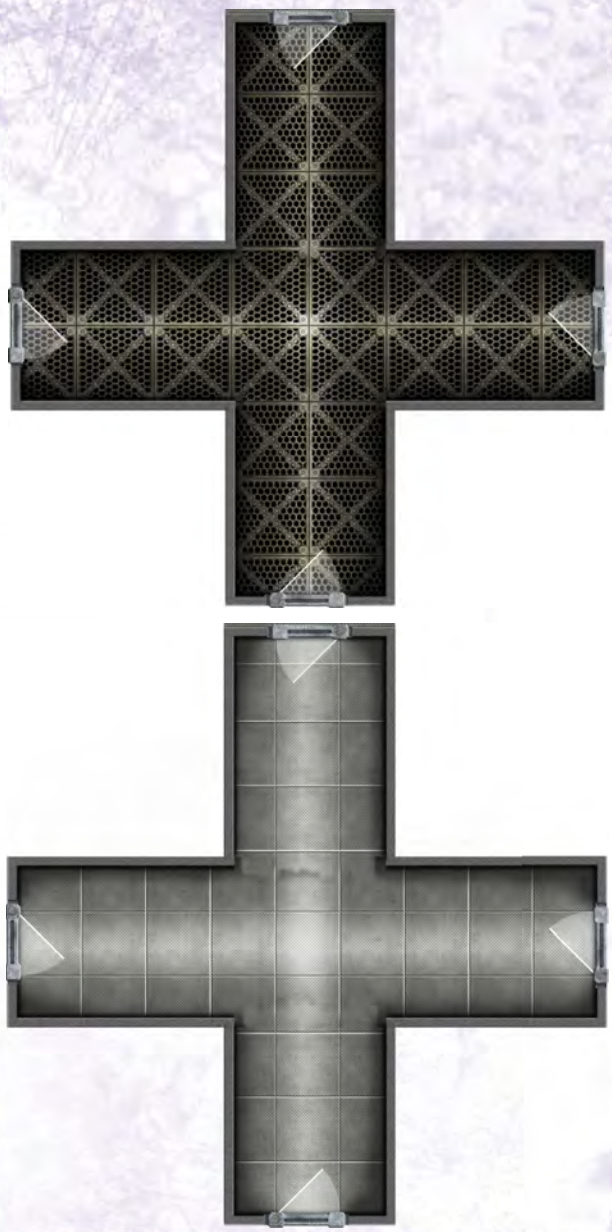
HALLWAYS

There are several different lengths of hallway a GM can employ to construct a vessel; there are no hardline rules. The only recommendations are to make rooms as close as possible to each other. Hallways can be duplicated to make them longer.



INTERSECTIONS

Since all rooms only have one entrance, it is essential to place crossings when needed. Room placement should make sense; *for example,* Surgery should be next to Medical.



ROOMS

The following rooms have been included, which can be encountered while salvaging. As mentioned, they can be modified based on the story being told. Even identical ships can boast different layouts.

AIRLOCK

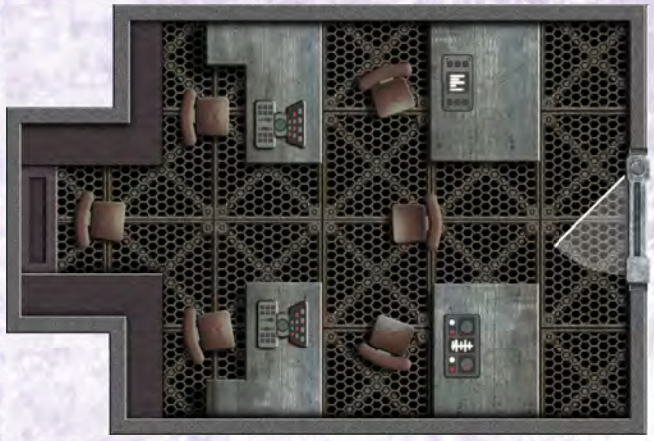
This small room allows egress into space. A heavy door rotates into position from above and is extremely difficult to breach, given the outer door opens inward into the airlock. This room is obviously required to be placed on the outer edge of a map and is often the entry point for a docking ship. If the vessel lacks power, this door can be manually opened, though a mechanical failsafe must be bypassed to open both simultaneously.

ARMORY

This room contains potential armor and weapons. It can also serve as a storage area for military-adjacent equipment. If encountering an armory on a salvage run, it is unlikely to be brimming with items; it is also unlikely to be carrying any technology higher than the TL of the ship. The walls of the room are covered with racks to hold weapons and items, with some within locked cages. This room can be considered a "dragon's lair" of sorts, and depending on the challenge level of the vessel, there may be more than a half-dozen to as many as a dozen different useful items (if you want it to be full, pack the gaps with less valuable items or repeats. Roll on the Tech Item Tables as often as needed.

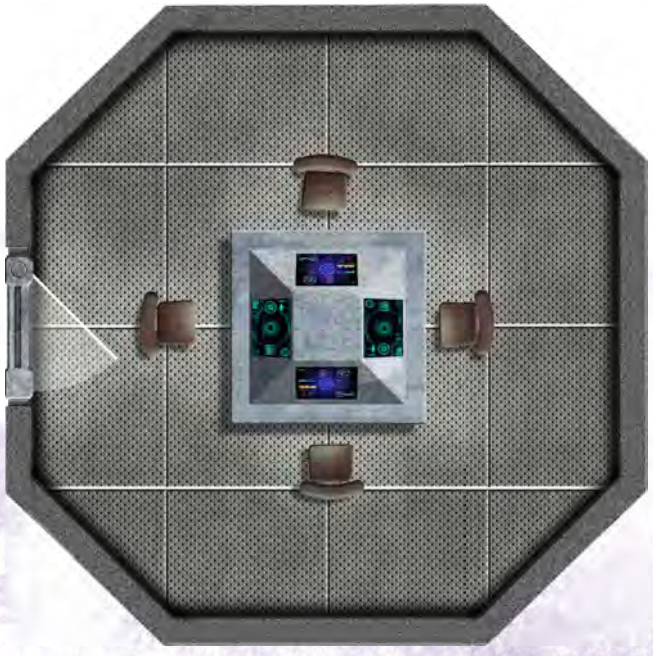
CANTEEN

The canteen is antiseptic with metal tables and matching chairs. This room can be combined with duplicates to increase its size, potentially overlapping to conceal additional kitchens. The kitchen itself is actually a wall built with an automated food dispenser. The refrigerated food storage unit is often not accessible with manipulator arms either creating the food or (more likely) unwrapping a pre-made meal. If this vessel is being salvaged, the refrigeration system might have failed, resulting in the food becoming rotten and/or desiccated from evaporation. If properly sealed, the food may be salvageable. If under power, it might even be able to prepare meals. With the advances in food preparation, the quality of prepared meals can be surprisingly high.



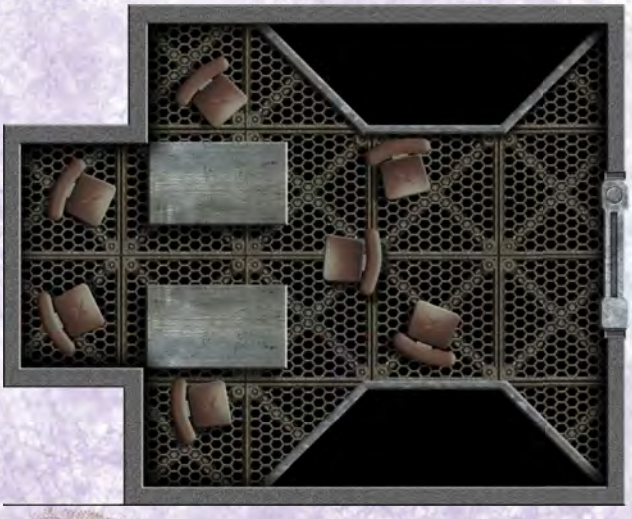
COMMAND CENTER

Certain larger vessels may also be equipped with a command center, designed to not only relay more detailed information back to a commander and staff but also coordinate fleet tactics with other nearby allied ships. A large central computer features a holographic display that is viewable from all angles. Four access terminals surround this display. If powered, the holographic system is shockingly realistic. The ship's log will be located here as well.



COCKPIT

This is the standard bridge for most Huge and larger vessels. If a smaller craft, reduce the size by half. Most of the room is comprised of control equipment and computers. The ship's log and an engineering computer can often be found here as well. If the vessel requires a crew of 4 or more, one chair in the center will be the captain chair. If the reactor is online, the vessel can be controlled from this room. If offline, most bridges are also equipped with manual recharge stations that can power one terminal for five minutes, though the ship won't move until the reactor is repaired and/or refueled.



CREW QUARTERS

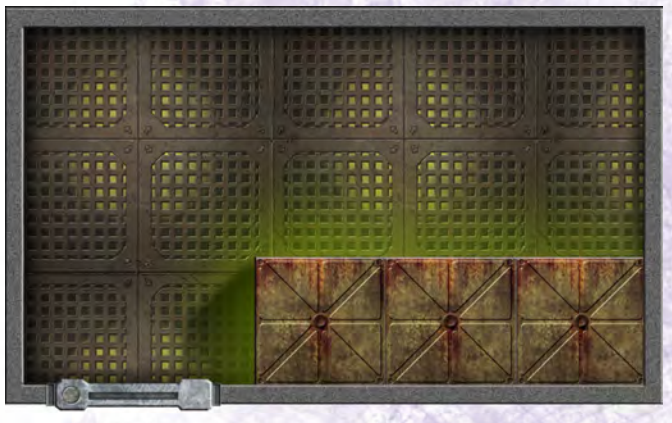
Crew quarters are a standard and usually spartan arrangement of identical restricted cubicles. Each one contains a bed, a small desk, and a personal computer, with clothes being stored both under the bed and in a closet. These rooms can be personalized with artwork, photos, and novelty toys. Each door is labeled with a name. On military vessels, the beds are replaced with bunks able to accommodate two people per room instead of one. Officers will always have their own room.

CRYOSLEEP CHAMBER

This larger room allows crew members to enter suspended hibernation. Early models placed patients in a deep sleep; later models reduce a target's temperature to near freezing, locking them in a moment of time. Both variants came equipped with a lucid dreaming system known as Frontier, allowing brain activity to interface with a virtual reality system that allowed users to create their own realities. This system can be suppressed or slowed for longer journeys. Nanotechnology rebuilds cells to prevent cryotic damage or brain cell death. The illustration shows a half-dozen modules, though this room can be duplicated for larger crew capacities or reduced for smaller crews. A nearby computer shows the status of anyone in a chamber. Emergency batteries located within this room can keep chambers active even when the main reactor is offline, allowing a survivor within a wreck to endure centuries after the rest of a ship has been destroyed.

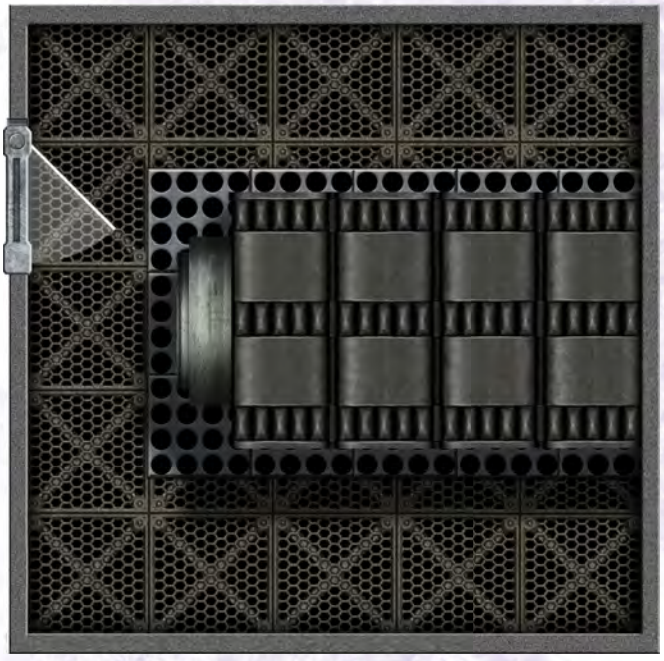
ENGINE CONTROL

This is the standard engine room found on nearly every spaceship, allowing direct access to portions of the main reactor. Colossal sized vessels will generally feature only one control room, though larger ships may possess three or more; in these situations, an engine control room will be placed around a reactor. In this case, flip the rooms (printing a room horizontally or vertically) to accurately indicate where the reactor really is. The actual main drive is not accessible except for crawl spaces. All Intelligence (Engineering) checks must be made from an engine control room, and during a radiation leak, these rooms are affected. Combat or explosions within this room may damage the main drive. Each time an attack misses or an explosion goes off, there is a 50% chance the REACON level will increase by 1 (the GM may adjust this depending on the extent of the damage). To bring a drive online, successful Intelligence (Engineering) checks must be made from every engine control room a ship possesses.



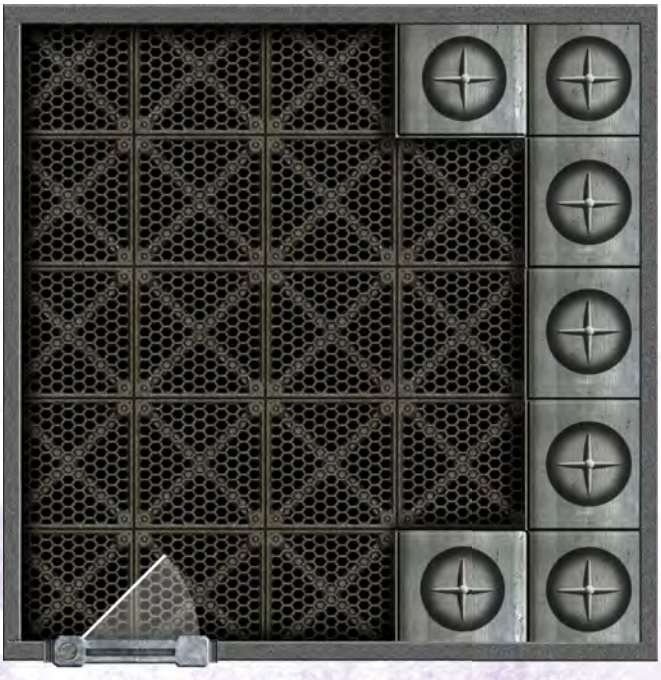
ENGINEER BAY

This room is generally found on larger vessels with one or more engine control rooms, coordinating between them. Although a segment of a reactor is accessible, most of the engineering bay is comprised of computer access terminals and access spaces. Intelligence (Engineering) checks made from the bay instead of a control room gain a +2 bonus. During a radiation leak, these rooms are affected. Combat or explosions within this room may damage the main drive. Each time an attack misses or an explosion goes off, there is a 50% chance the REACON level will increase by 1 (the GM may adjust this depending on the extent of the damage). The engineering bay can be used as a larger replacement for a single-engine control room. Additionally, a bay may be merged with two or more engine control rooms to create a massive Engineering bay.



ESCAPE PODS

This room often does not contain actual pods, but rather access ports in which to gain entry to them. Standard escape pods are coffin-like constructions featuring propulsion, life-support, and comforts for up to two people, but space is not such a luxury. The assumption of spacious escape modules is an artifact of fiction. Actual escape pods are narrow and confining. At TL3 and higher, escape pods double as cryogenic hibernation tubes to extend the life of survivors. The hatches in this room lead down into the pod in question. Upon activation, the pod ejects at the beginning of the activator's next turn. A pod accelerates at 2AR for 1 minute before running out of fuel. Rudimentary controls can offer some manual adjustment, but by default, an escape pod will move in the opposite direction of a vessel for as long as possible, immediately sending out general distress calls until recovered. An escape pod is Medium-sized, has an AC of 14 and 30 hit points. If on a salvage run, generally more than a few pods may be vacant, and if not, then where is the crew? An escape pod can be salvaged for $200 each, though the pods do need to be removed from the outside and not from within this room.



ENGINEERING BENCH

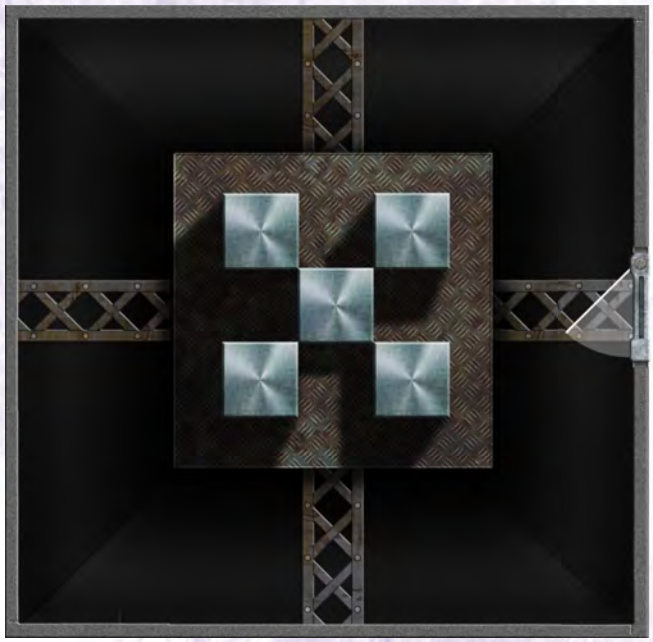
The bench does not operate or access a vessel's main reactor; instead, it is a supplementary room where an Engineer can work on projects, including the repairing of specific parts or the construction of new ones, including gear and weapons. In many situations, if an Engineer wishes to build any complicated piece of technology, it requires an engineering bench to facilitate. In simpler procedures, the bench can offer advantage to the check (GM discretion). The bench itself is equipped with numerous tools, manipulators, and often hundreds or even thousands of dollars in installed widgets (these cannot be removed and are counted as part of a bench's construction). Finding an engineering bench can be an auspicious find as it may offer the chance to improve or create gear in a tenth the time than normal. Depending on the tech level of the bench, it may possess $(3d6 x 100) x TL in widgets.

FIRE CONTROL

This room can serve one or two functions (though not always both). For one, it can coordinate internal damage sensors, reporting issues from anywhere from any source. Often, this room is used to organize and activate fire suppression systems and doors, offering those within the capability of controlling hull breaches and potential fires. Although equipped with cameras, a fire control system does not provide as much comprehensive monitoring as a security station. The second function assigned to a fire control system can be to operate weapon turrets and hardpoints on vessels with multiple weapon systems. Often, with lightly armed craft, fire control is handled from the bridge, but when dealing with numerous different weapon turrets, fire control can help coordinate their function. Up to four gunnery stations are stationed here.

GENERATOR

Separate from the main reactor and drive, this system either supplies primary power or auxiliary power. Several forms of propulsion require external power to operate, though modern engines commonly used in the *Threshold* setting employ a fusion drive, which doubles for both. However, with chemical rockets and ion drives, a separate reactor is required, located in this room. Unlike other chambers, this one is extremely tall, as the reactor extends into an expansive structure anywhere from several to dozens of meters in height. Ladders and access hatches permit engineers to climb the reactor structure. If providing auxiliary power, this room either contains one larger reactor or several smaller batteries. If the latter, unless hundreds of years old, they may still provide power even if the main drive is offline. It won't provide propulsion but will power the entire vessel if need be. If this reactor is required for propulsion, this system must be brought online in addition to the main drive.

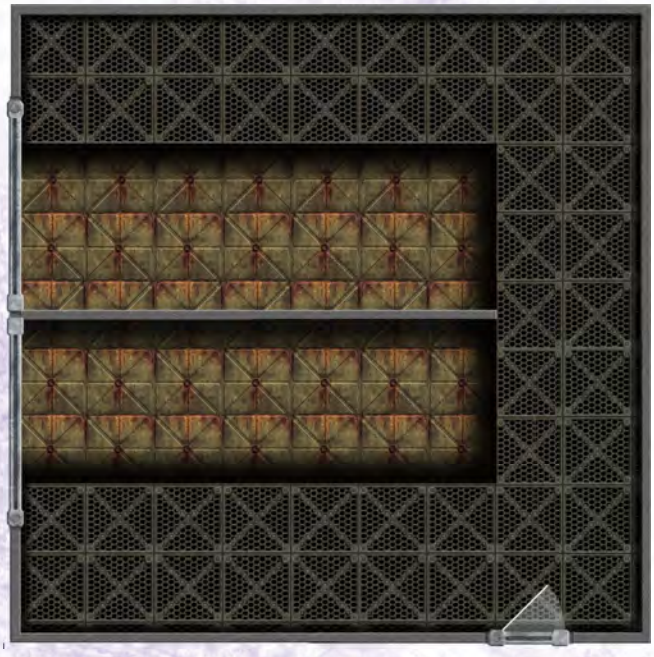


LABORATORY

A scientific research room. It is often located near to, if not directly connected to surgery and/or medical. It is useful in scientific and medical skill checks. It can study external data or analyze samples. The specifics are dependent on the laboratory's focus, which is most commonly biology, chemistry, or astrophysics. These rooms can include computer terminals, large high-resolution monitors, and various analysis machines, including microscopes and spectrographic instruments. Any Intelligence (Sciences) checks of DC20 or lower made within this room have advantage. If a vessel being salvaged contains a laboratory, there should be something mysterious being analyzed.

LAUNCH BAY

The launch bay is basically a larger cargo module but with massive egress doors allowing ships to enter and exit. With higher tech level spacecraft (TL4 and up), force fields contain the air pressure, allowing people to work within an open shuttle bay without environment suits. For most other ships, or when higher-tech vessels are out of power, opening bay doors depressurize the room, forcing anyone inside to wear spacesuits. Additionally, the doors leading into the launch bay are reinforced to handle pressure differentials, and the storage racks and hardware within the room are often secured to prevent jostling when receiving or departing shuttles. Cranes and various engineering gear can also be found in a launch bay.



MEDICAL

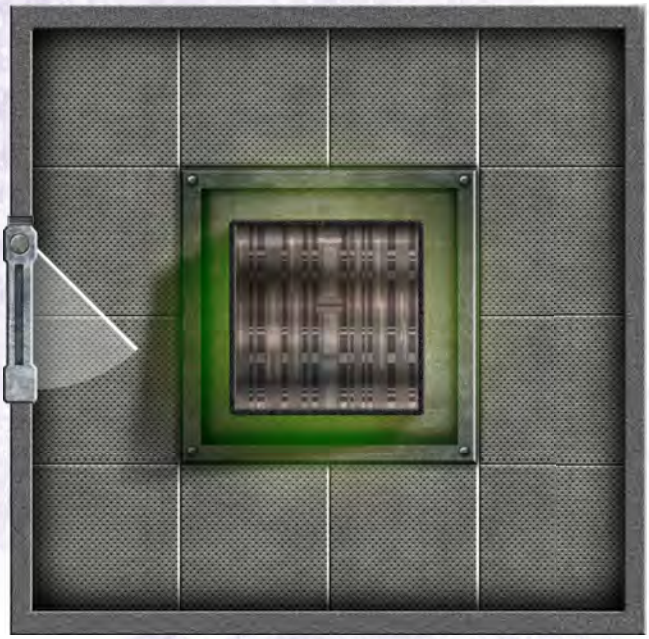
This is the standard medical room common on many vessels. The default offers three beds for general use, none of which can be isolated (you need a surgery to isolate someone). An extended counter provides several pieces of medical equipment. Any Wisdom (Medicine) checks of DC20 or less have advantage when made from inside medical. Multiple medical rooms can be combined for larger vessels. This room holds a more rudimentary form of analysis equipment found in the laboratory but also contains a fridge for biological samples.

NEST

This is the only room that replaces existing storage rooms based on the needs of the adventure. The nest is a region where foreign alien life forms can reside. Both the xenobites and the evolution can possess nests. Both types of monsters have advantage with Stealth checks while inside the nest. By default, this room is a converted storage room, but it can be expanded and converted to serve alternate purposes. As such, it can be placed anywhere to be "in the way" of any other objective.

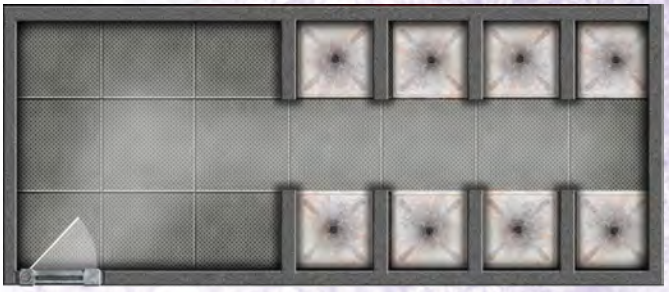
SECURITY OFFICE

The security room allows up to four people to access and control the many cameras mounted about a vessel (assuming they exist and are working). Each station sports a half-dozen screens, allowing surveillance into multiple rooms. The security office can (with the proper clearance) lock and unlock doors in the vessel (assuming the ship has power). It can also remotely override ship systems, including life support and gravity. Generally, a security office is nearby an armory, with the former generally possessing a single locked weapons locker with potential gear.



SHOWERS

Most vessels don't possess private shower rooms, thus supply this communal area with private stalls. Often the ship's head is also located in or adjacent to this room, with a waste processing system (which may or may not be leaking or explosively malfunctioning) tucked away behind a nearby bulkhead.

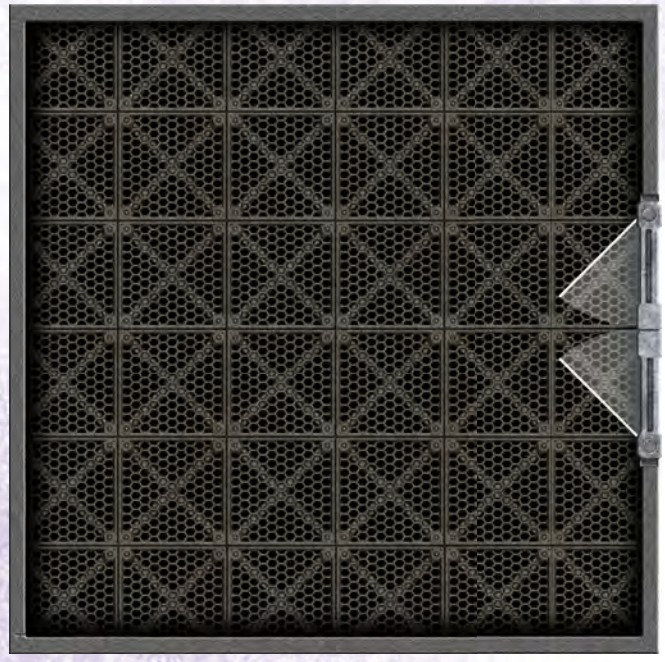


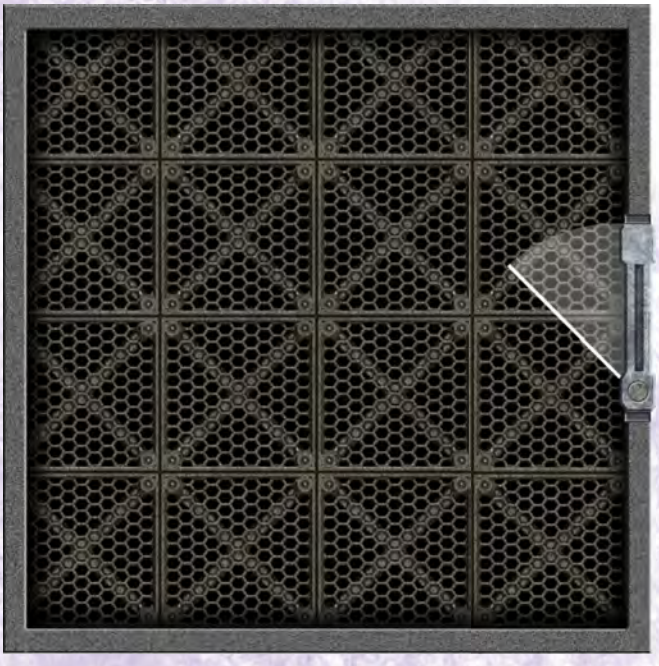
SERVER

Larger vessels require a main room where the majority of computer equipment is stored, also called the computer core or the central core. For ships without a server, they still possess a computer core, but these are either located in engineering or on the bridge. The standard computer core includes several access terminals within the walls, with the majority of the hardware contained in liquid cooling rigs under the floor. To access equipment directly, a block can be extracted from the coolant and returned. The server requires either the main drive or the auxiliary batteries to function. Any Intelligence (Investigation) checks or Intelligence (Engineering) checks of DC20 or less have advantage when made from inside the server room. If damaged or destroyed, a vessel cannot function and must either be repaired or patched with a temporary system.

STORAGE

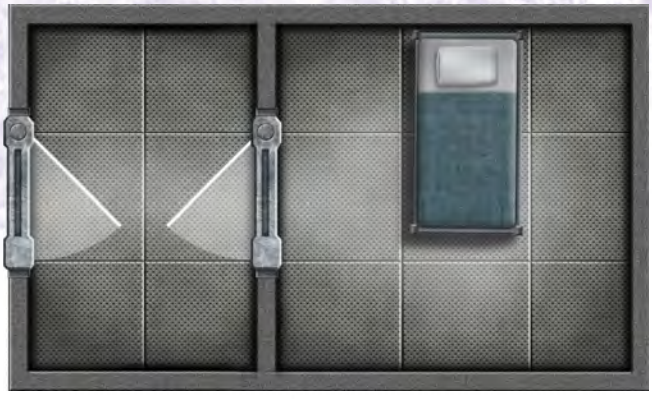
Storage or cargo bays are large open spaces with a ceiling any distance above, based on the designs of the ship and the needs of the plot. The GM may add crates, forklifts, pallet racks, and manifestations of bureaucracy (clipboards, emergency lights, safety gear, etc.). Freighters generally will feature much large cargo bays, resulting from merging larger rooms. The doors leading into storage rooms are often thicker than standard doors to handle pressure changes in case of hull breaches. These rooms will generally also feature a large external door to accommodate larger loads.





SURGERY

This room is always nearby the medical room and/or a laboratory. It contains a single bed within a sealed surgical room; this room can be isolated with its own life support system, preventing any airborne viruses from escaping. The opposite side of surgery is a prep room with surgical coats, masks, and sterilization stations. Any Wisdom (Medicine) checks of DC20 or less have advantage when made from inside surgery.



EPISODES

Because of the loose nature of the *Threshold* setting, it would be inefficient to detail an entire campaign world. Instead, here are a bunch of ideas GMs can use as jumping points for adventures.

THE SHROUD

The heroes uncover a lead directing them to the possible location of a prototype vessel, the *Eldridge*. This legendary vessel has been the source of many rumors between riggers for decades, given the accounts detailing its infamous inaugural journey. Allegedly, the *Eldridge* was the first vessel equipped with a device to render it invisible to all sensors and targeting equipment. Upon activation, the ship vanished entirely from spacetime, only to emerge hundreds of AU away seconds later. Before anyone could reach the vessel and ascertain what had happened, the ship disappeared again, returning only a few feet from its original location. However, moments later, it disappeared one more. It would be another three years before the vessel was reported in another star system. The crew of the rescue ship Nightingale managed to board the craft only seconds before it vanished. Three more sightings occurred in the intervening decades, with half of the crew of Nightingale escaping from the latest emergence. The survivors reported that only a few hours had passed, but shortly after, the crew all suffered complete psychological breakdowns and committed suicide. The players upon finding the *Eldridge* must board the vessel, locate the drive and disable it, hopefully returning to their time and place while simulta-

neously fighting off the alien presence that managed to get on board. Although technology within the *Eldridge* can be scavenged, despite the condition of the vessel at the end of the adventure, it will still mysteriously disappear before being salvaged.

THE MINEFIELD

While over the Earth-sized moon, Tarantula (yes, it's called Tarantula), the heroes' vessel suffers a massive electromagnetic pulse, forcing them down to the planet (in whatever condition they can manage). Upon the barren tundra of this alien world, the players find several other downed vessels with crews long dead from starvation. The EMP interference prevents communication, forcing the crew to explore the planet in hopes of locating the source of the interference. As it turns out, Tarantula was once the location of a long decommissioned and abandoned military base working on drones that could bring down vessels via a nuclear pulse attack. Unfortunately, these drones are not the unarmed flying variety, but rather the scary-looking-blade-wielding-machines-of-death variety. The players must fight through the drones, enter the dilapidated facility, and shut the network down so they can escape. Several small vessels on the planet can be salvaged if possible.

MIRRORS AND SHADOWS

The heroes locate a strange, potentially alien vessel floating perfectly several meters above a low-gravity Sulphur-rich moon. The ship appears to not exist entirely within our universe, with most of it appearing semi-translucent. Randomly, the vessel's floor and walls will vanish entirely, resulting in tumbles and humorous pratfalls. This ancient alien vessel possesses a strange foreign reactor that, upon malfunctioning, pushed the vessel slightly out of phase. It was probably damaged from an evolution attack, sending the enemy into phase along with the ship. Alas, this menace is still on board, though how it manifests, and its vulnerability appears as random as the vessel itself. Attacks upon it will occasionally miss while attacks it makes may also miss. It will vanish entirely, only to reappear somewhere else. After being defeated, the vessel cannot be adequately salvaged, though it can be reported. The players will receive compensation but will be unable to approach the ship again, as it will be quarantined by the local military.

BIOHAZARD

The heroes' vessel is struck by a random rock that managed to avoid detection (or it was noticed and destroyed, only for a fragment to pierce the hull). Suffering from significant damage and lacking the parts required, the crew is forced to limp towards the nearest repair facility, which in this remote location is the Marathon Disposal Facility—a dilapidated toxic waste station that fires its received containers into a nearby sun. Unknown to them, the MDF was recently visited by another ship...A Schiller biological transport whose genetically defective fungus cargo has overrun and mutated the crew. The players are faced with battling their way into the station, avoiding contamination, and escaping with the needed parts. Afterward, the status of the station can be reported. It will later be sterilized.

SITTING DUCKS

A collector hires the heroes to find and recover a missing Cyclops, an extremely rare and valuable old military vessel. Locating the ship is easy. However, upon reactivation, it is discovered the antimatter missile is still loaded and armed. The vessel immediately comes to life and continues on its course to deliver its payload to the nearby populated world of Tower. The crew had apparently abandoned the boat and set it on autopilot, an automatic system that turned on the moment the players hit the switch. Likely, the crew is divided the moment the Cyclops rockets away, forcing a pursuit while those on board desperately try to stop the missile from reaching its target. Hopefully, the missile is disarmed in time, and the Cyclops is returned for payment.

ACCESS DENIED

The heroes discover a small Maco freighter without power, and all its escape pods jettisoned. It appears completely intact otherwise. The vessel seems to be shut down, and upon activation, the players can conduct a thorough investigation, only to discover nothing wrong. However, the Maco successfully transmits a virus to the heroes' ship, hijacking its controls and sending it off into deep space. Regardless if the players succeed in shutting the hijack down in time, the players will eventually discover the virus is meant to divert victims to an empty corner of space where they are picked up by an alien vessel entirely populated by robots intent on dissecting both human and ship. Upon escaping, the players can only watch as a much larger vessel arrives to capture the smaller ship and vanish.

SPLINTER

The heroes receive a distress call from the Galactic Oasis Starliner *Interstellar Queen*, which has crash-landed upon the ocean world of Suffolk and is slowly sinking into the poisonous waters below. Once considered a potential colony world, hopes were dashed when it was discovered all the water on Suffolk possessed a salinity rating of 42%, higher than the Dead Sea on old Earth. Additionally, the red algae growing on the surface is considerably toxic. Thankfully, the salinity is slowing the sinking of the vessel, but the planet is not the genuine threat. Instead, it's the encroaching pirates that are wishing to hijack the crippled ship and steal anything not welded down. Initially, the players will be tasked to rescue survivors from deep in the vessel, pulling some from the contaminated waters and either placing them upon the part of the starliner still above water, upon life rafts, or on the heroes' vessel. However, half-way through the operation, the pirates arrive to make the situation a lot more complicated. The player must rescue, protect, and fight at the same time. Eventually, after the majority of the threats are resolved, reinforcements will arrive to finish the rescue.

THE COLLECTION

In the middle of deep space, the heroes stumble upon a small, ancient wreck, an X91 Skystriker (salvage value $500)—a chemical rocket-powered spacecraft reserved for ground-to-low orbit travel, a typical vessel employed hundreds of years ago. Even if it could still be in operation somewhere in this system, it would never be found this far from any colony. Analyzing the wreck's course traces it to the ring system of the gas planet Hutz. Within the rings, the heroes stumble upon another misplaced wreck, this time an ancient CST-100 Starliner (salvage value $500), manufactured by the long-defunct company Boeing. This vessel hasn't been seen since the Extraction Incident. As it turns out, a much larger vessel of unknown origin has captured numerous other smaller craft on some unknown mission and eventually found itself crippled with the Hutz ring. Impacts from the millions of ice shards and rocks have decimated what's left of the unidentified craft, knocking the rest of its cargo loose (save one). Empty moorings indicate at least three other vessels may be adrift within the ring. Unfortunately, one of them is an Evolution. Although the larger vessel is worthless in its current state, there is also a Piranha and a Minnow floating within the ring as well. The players will have to locate the two prized wrecks while avoiding or confronting the Evolution. As for the one wreck still within the unidentified collector, it's the *USS Cyclops*, a Proteus-class sea vessel operated by the United States Navy in the mid-20th century.

HARRISON'S TERROR

The heroes receive a distress signal from the water-covered farming colony of Harrison's World. The settlement is constructed upon a network of nets, kilometers across, from which plants are grown. There is only a small landing pad barely large enough to fit the PC's spacecraft, a pad that breaks, partially submerging and trapping the PC's vessel a for a time. The heroes are then tasked by the poor locals to defend them from a hostile native species that appeared in the past few months. The monsters rise from the waters and drag off farmers with little warning. These can be xenobites or some creature from another 5e supplement that makes biological sense in this world. The first attack is a small afternoon raid; the second is a night attack which proves more challenging to fend off; both appear from the same direction. The heroes are given a boat to track the creatures to their source. After another attack upon the boat, the players reach the origin of the attack—a crashed research vessel from Schiller Biological, a bio-weapons corporation. It can be salvaged or destroyed after the remaining creatures are dealt with. The player's return to the colony to find their vessel has been dragged out of the water.

STARVING IN THE GARDEN

The heroes receive a transmission from the nearby planet of Grove—a disturbing transmission when the person on the other side appears to kill himself before severing the communication. If the heroes investigate, they discover Grove is a lush, fertile world quarantined due to the scientific value of such an untouched ecosphere. Alas, the scientific research facility built to analyze the planet has gone quiet. A fire destroyed the colony's food supply, forcing them into the general ecosphere to search for food. An unidentified toxin in the fruit causes insanity. A player may have ingested some tainted food and been infected (no save—goes into effect within the hours; the target is affected as by the *confusion* spell for 1 hour). The heroes must face the former residents who are unrecoverable to escape the planet. Afterward, the quarantine is reinforced.

BEST DEFENSE

The heroes receive a news report that a Galactic Oasis Starliner, the *Starblade*, has been hijacked by an obscure terrorist group known as the Sixth International. Given the distances of space, the players are one of the few vessels nearby. Although a distress call has been made, the players are not asked to intervene given the hazards involved (leave it for law enforcement). The heroes locate the vessel and can intercept if they wish, but also discover it is under acceleration on course for the nuclear warehouses on the Bloc planet of Berganofsky. The liner has already passed the halfway mark, meaning the vessel will not be able to stop by the time it reaches the planet—likely, the terrorist group intends to crash the *Starblade* into the base, wiping out 85% of the Bloc's nuclear arsenal. Obviously, the Bloc won't let that happen and will likely shoot down the flight, killing everyone on board. As the passengers are Authority, this would likely spark a war. The player can try to be heroes, intercept the *Starblade*, find a way on board and eliminate the terrorists. Then, they can seize control of the liner and send it away from its collision course.

MONSTROSITY

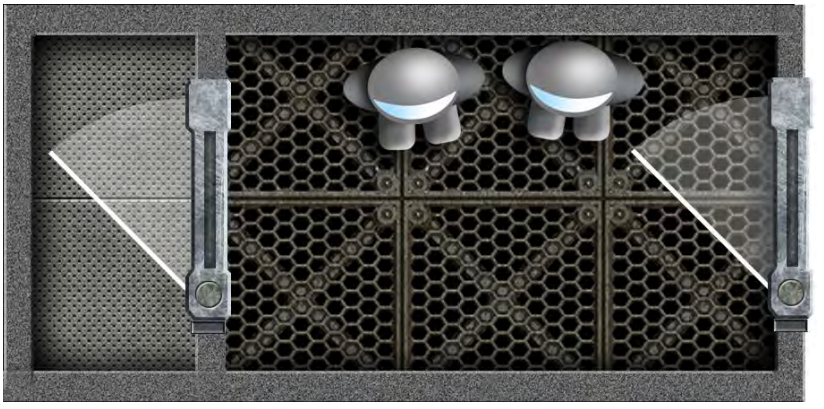
The heroes are on a long-term journey in cryosleep. When they awaken, they find themselves apparently far off course—with their vessel gently resting within a rolling cornfield. Their ship appears out of power—its energy is being siphoned away as quickly as it is generated. The planet appears surreal and random, with massive machines battling each other for seemingly no reason. The heroes have, in fact, drifted into a rotating space colony, built centuries ago and long since abandoned thanks to an unstable reactor and a malfunctioning AI overlord called Zoa. The players traverse this strange landscape while battling Zoa's machinations in the hope of reaching its main core and destroying the computer system, thus disabling the gravity locks currently mooring their vessel in place. They also encounter other vessels having been trapped over the centuries, including an evolution or xenobite vessel, along with a few others of unknown origin. Time is also running out as the colony is currently on a collision course with a nearby star. Although one or two abandoned vessels can be salvaged, the colony cannot be recovered and will eventually be destroyed.

ORTHRUS

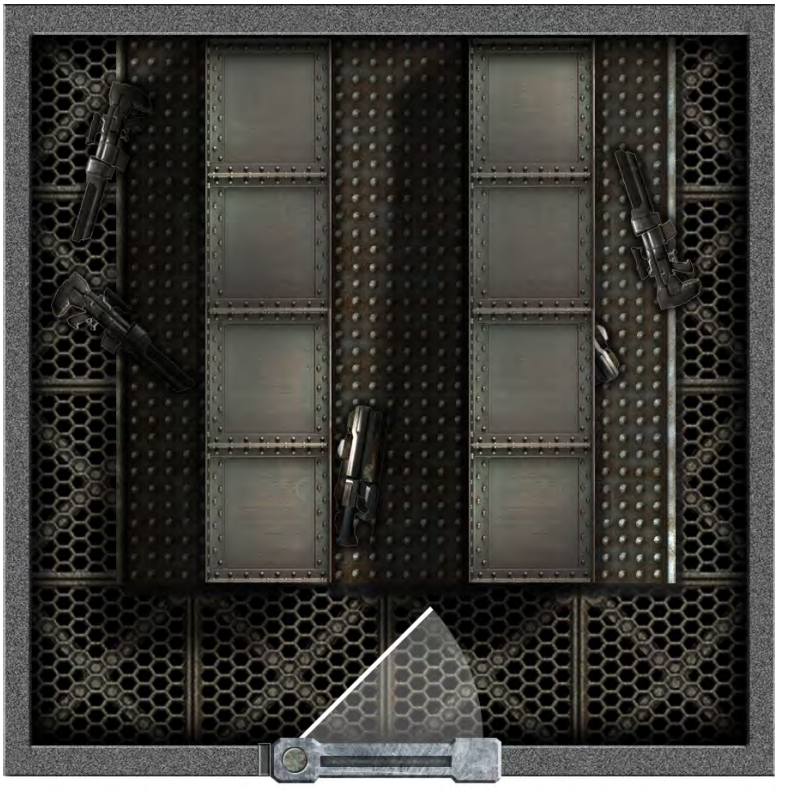
The heroes are hired by a mysterious individual (maybe in a tavern) to locate an old military vessel on condition that anything found onboard is turned over to him. The ship can be salvaged for payment. The mysterious individual (known only as Face) knows there is precious cargo on board and will not accept any compromise—if the heroes want the job, they must adhere to his conditions. The vessel is the *TSS Orthrus*, a Medusa-class vessel that can be found floating within an asteroid cloud. Being an advanced military vessel, the *Orthrus* employs DNA keys for all doors and computers. The weapon's secret cargo is a child held in suspended animation, a child infected with a powerful virus that mutates human DNA. Said virus broke out and infected the crew, which were later killed by the *Orthrus*'s defense robots when it couldn't identify them via their DNA. These very same defense robots are still on board the *Orthrus* and will target the players when they board the vessel. The players can eventually destroy the robots and recover the child, which has been resealed in quarantine—a child doomed to kill anyone nearby if it were released.

MAPS

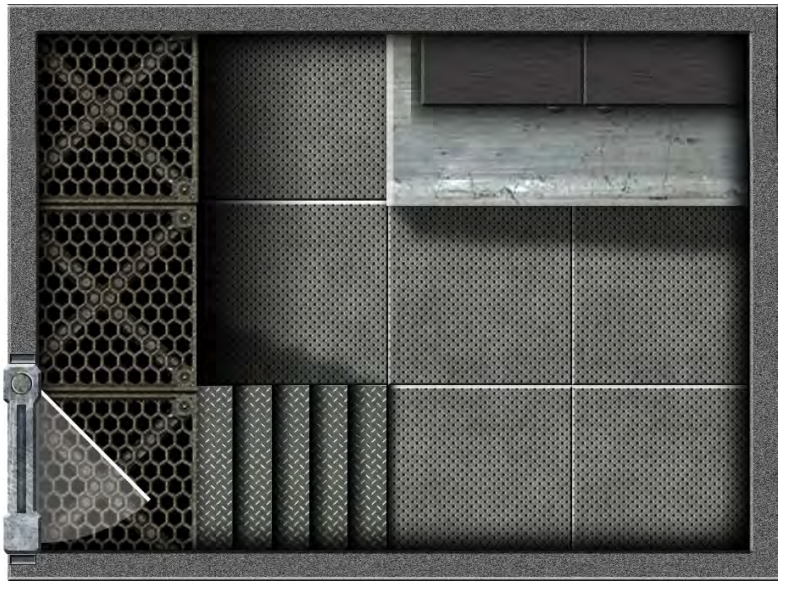
Permission is granted to photocopy all maps within this section for personal use.



AIRLOCK

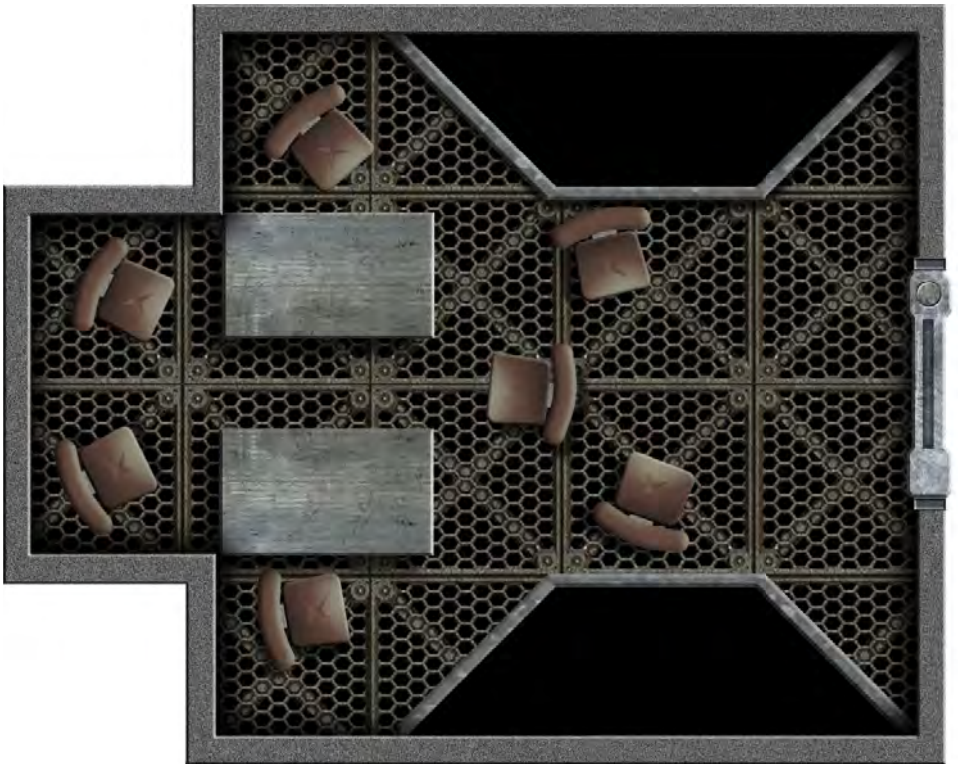


ARMORY

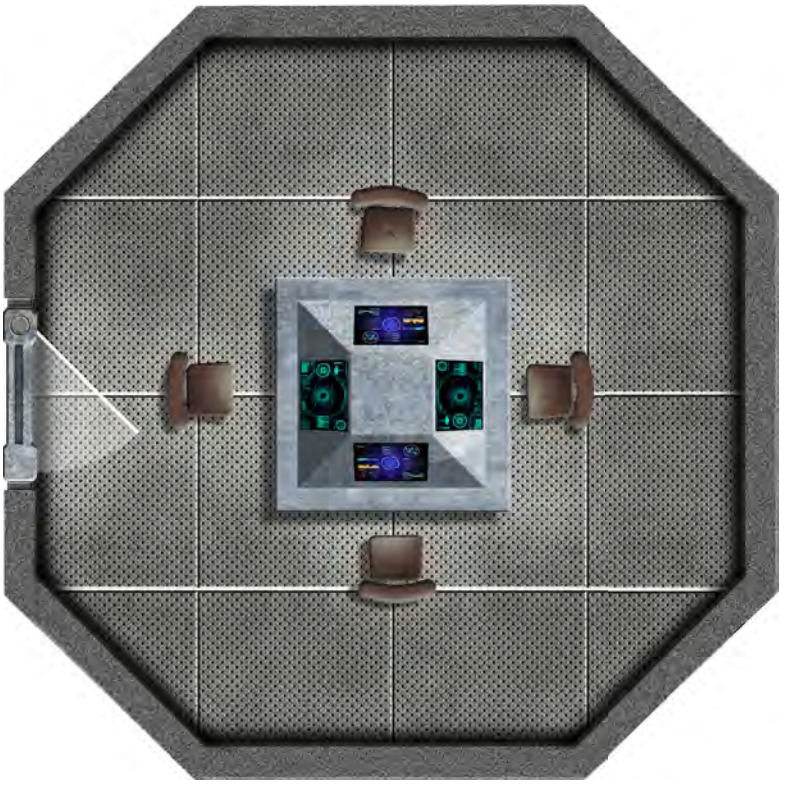


ENGINEERING BENCH

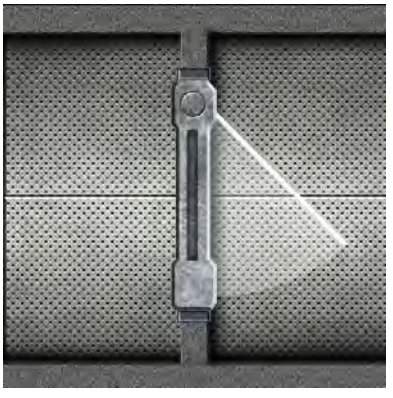
COCKPIT #1



COCKPIT #2



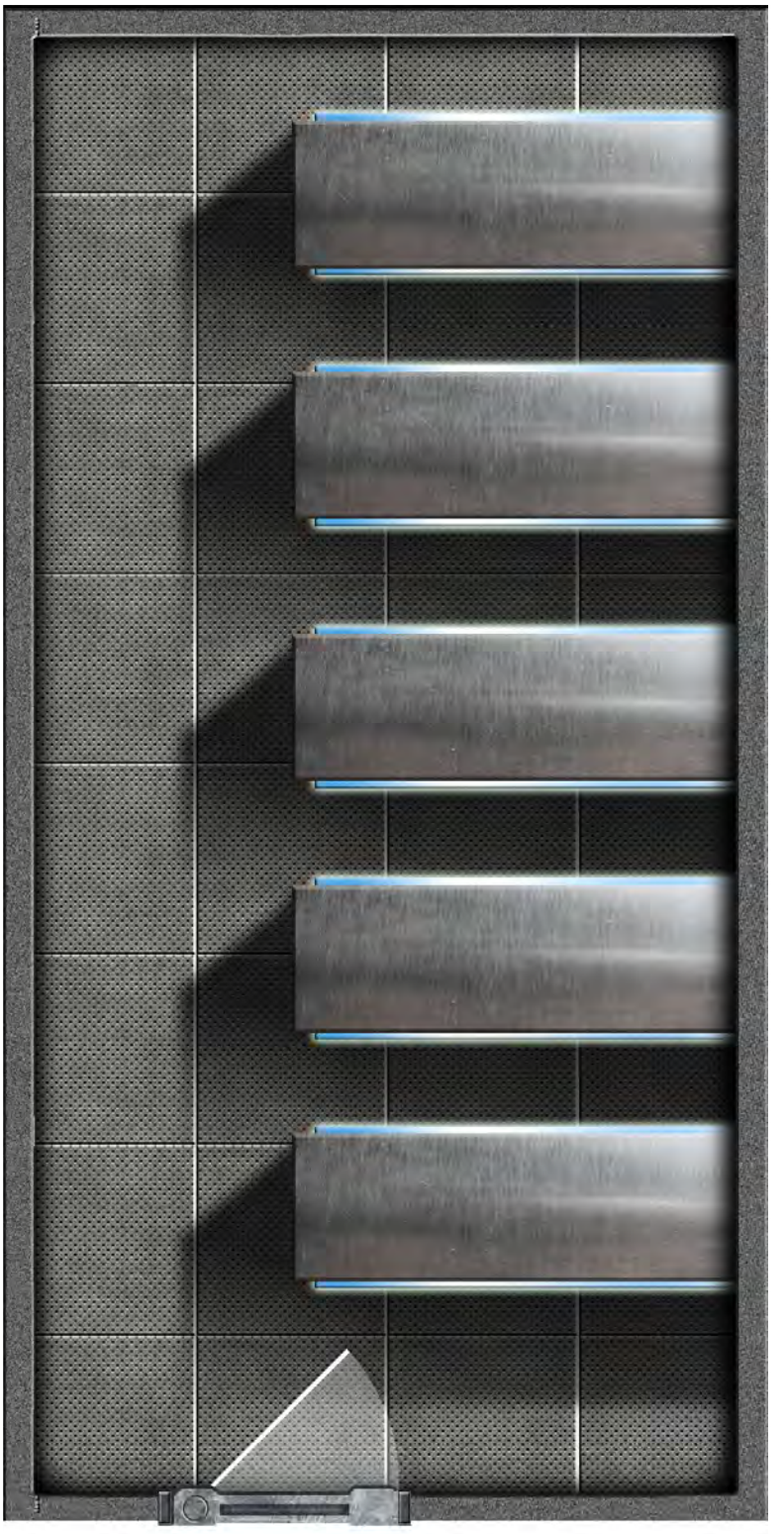
COMMAND CENTER

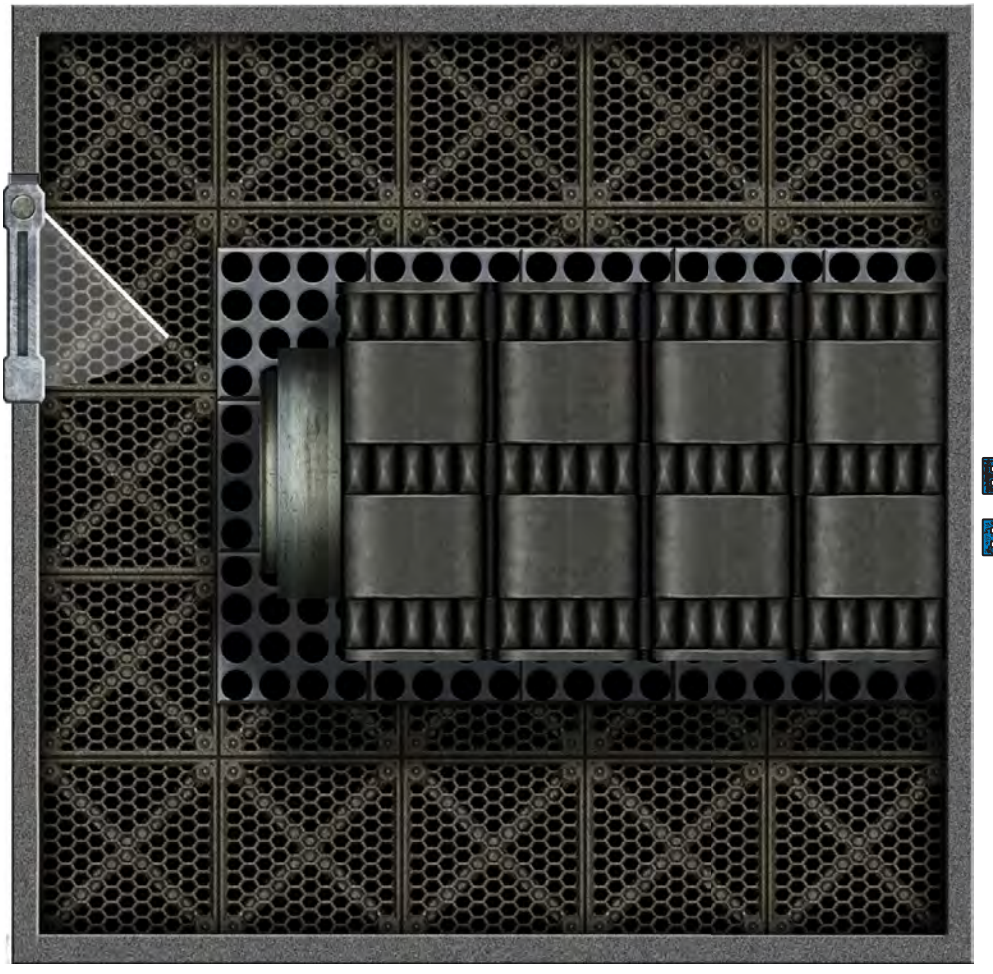


DOORS

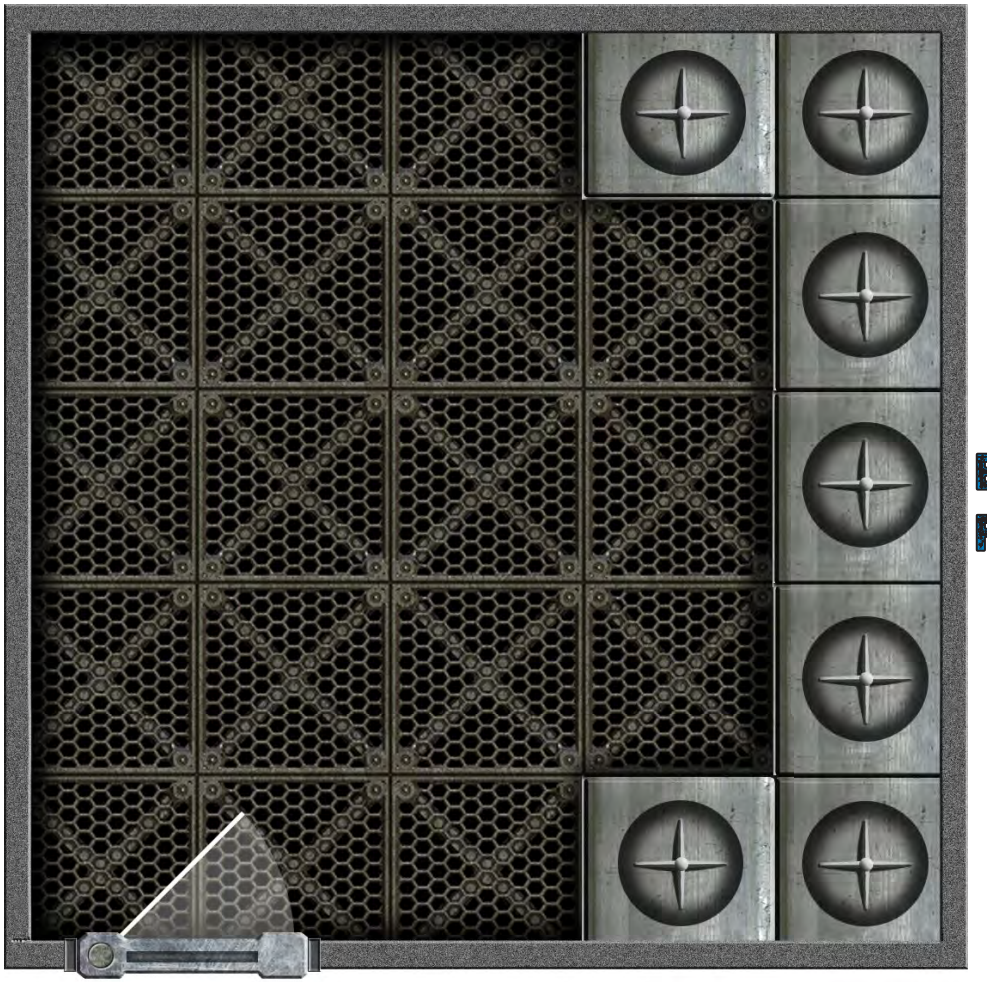
ENGINE CONTROL ROOM

CRYOSLEEP CHAMBER





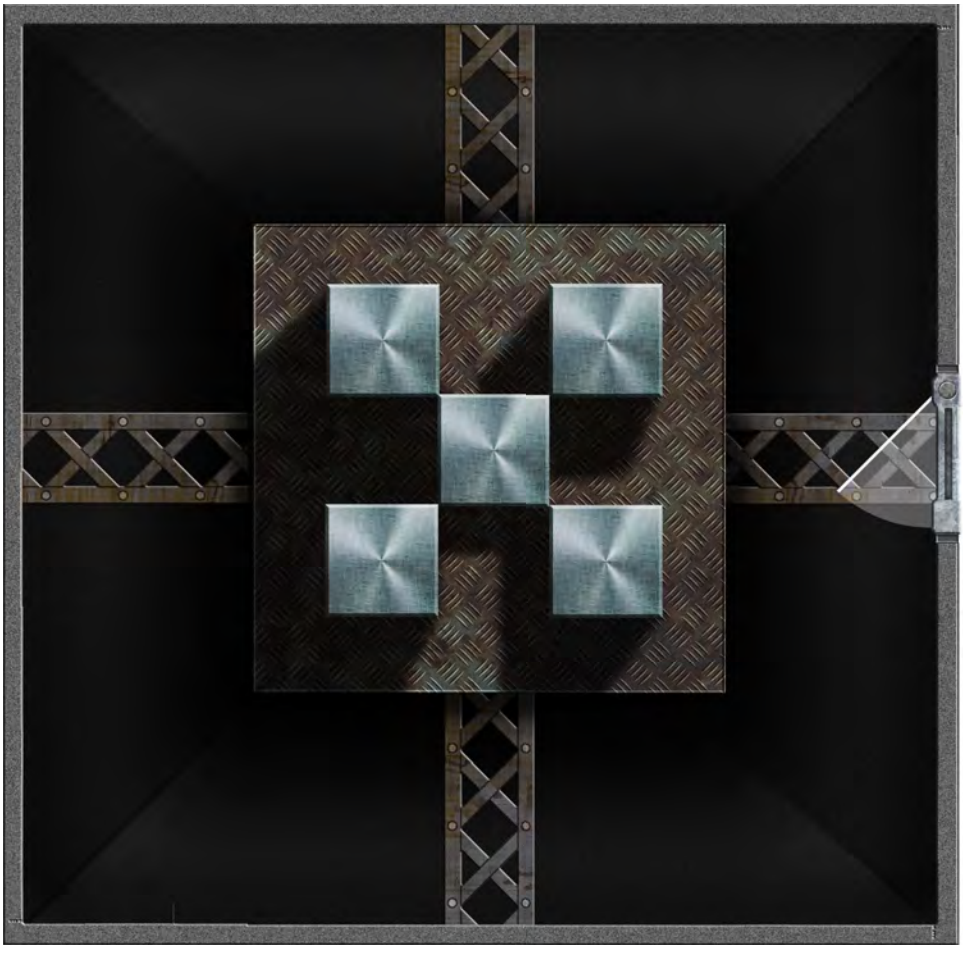
ENGINE BAY

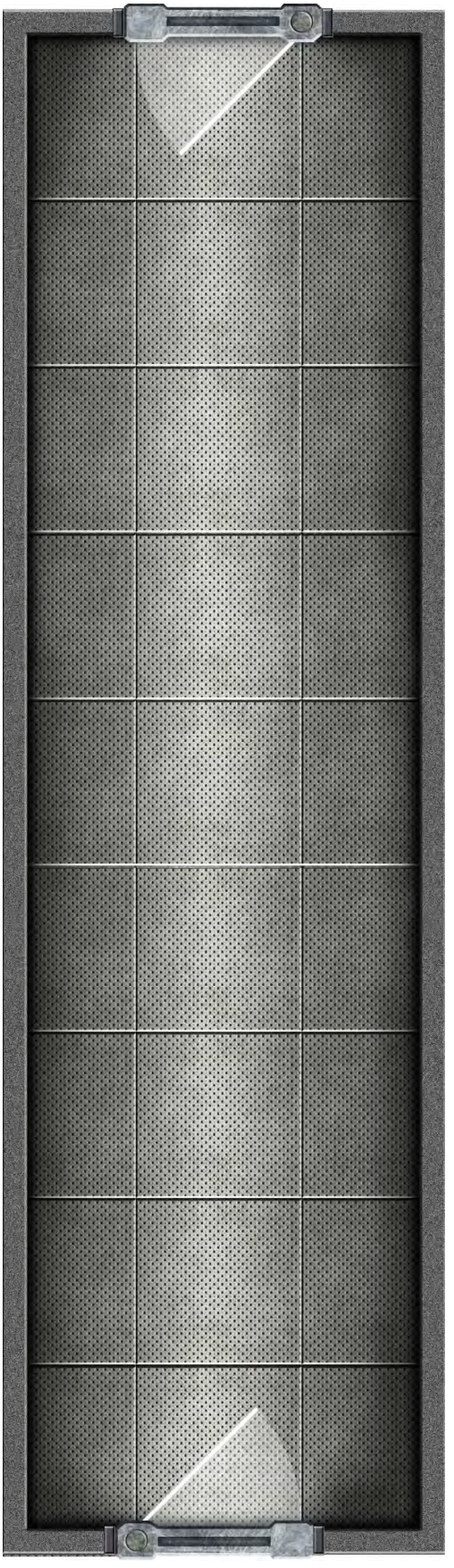


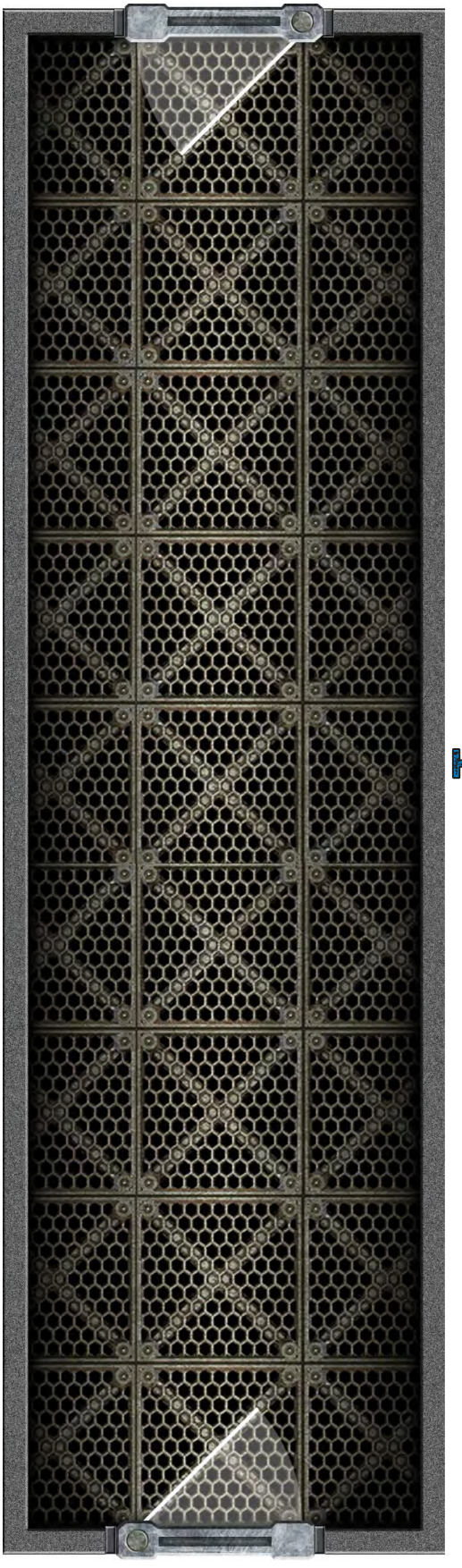
ESCAPE PODS

FIRE CONTROL ROOM

GENERATOR







HALLWAYS

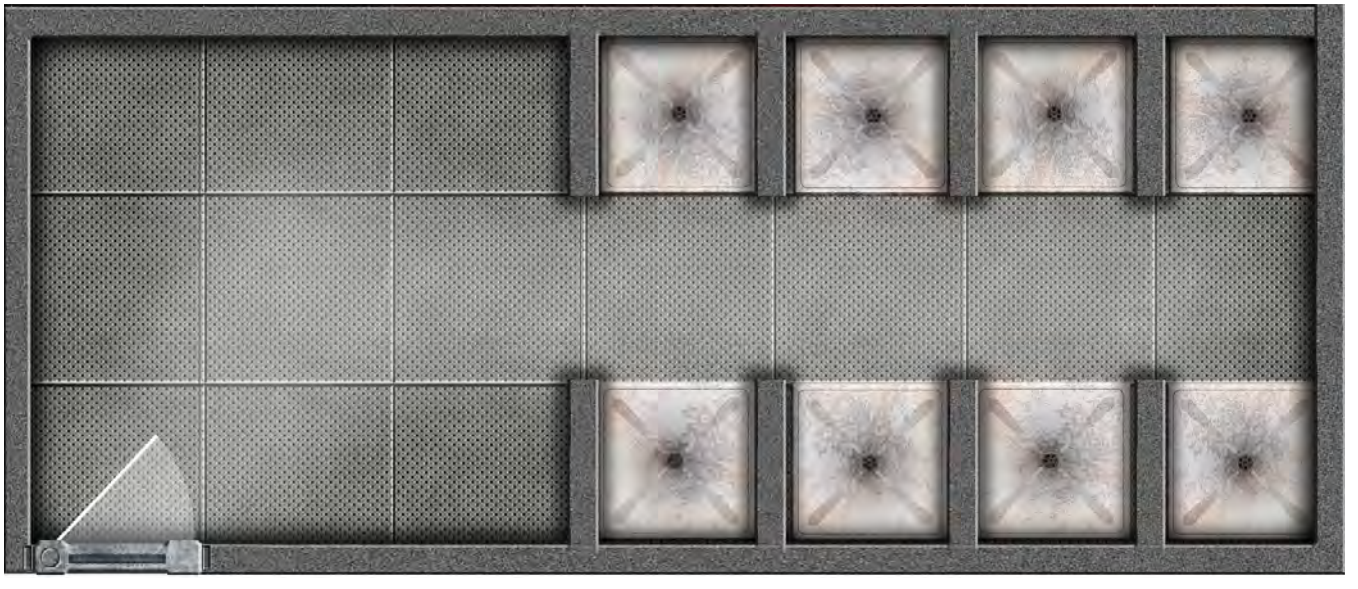
KITCHEN

LABORATORY

MEDICAL

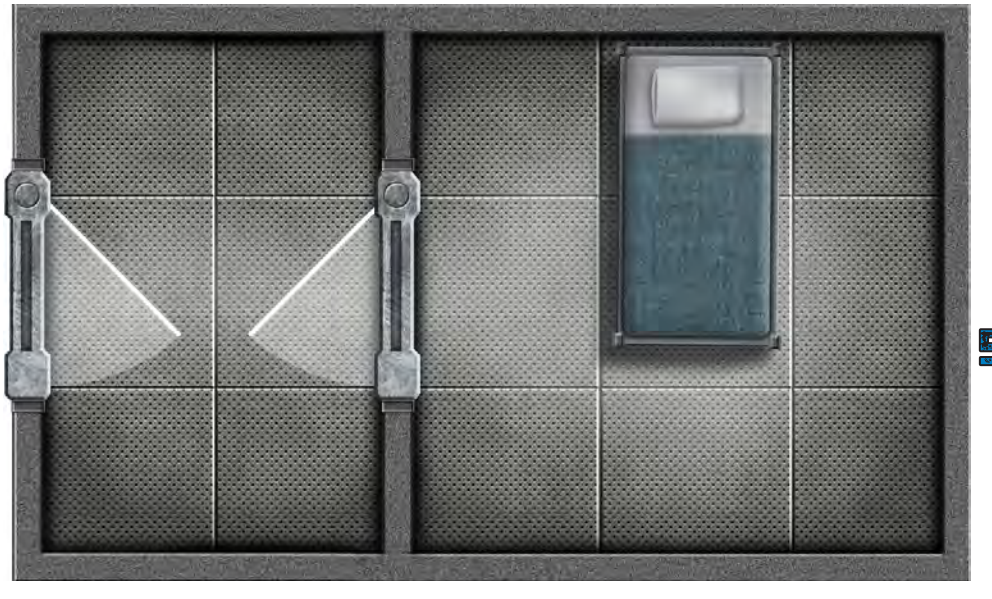
NEST

QUARTERS (LEFT)



SHOWERS

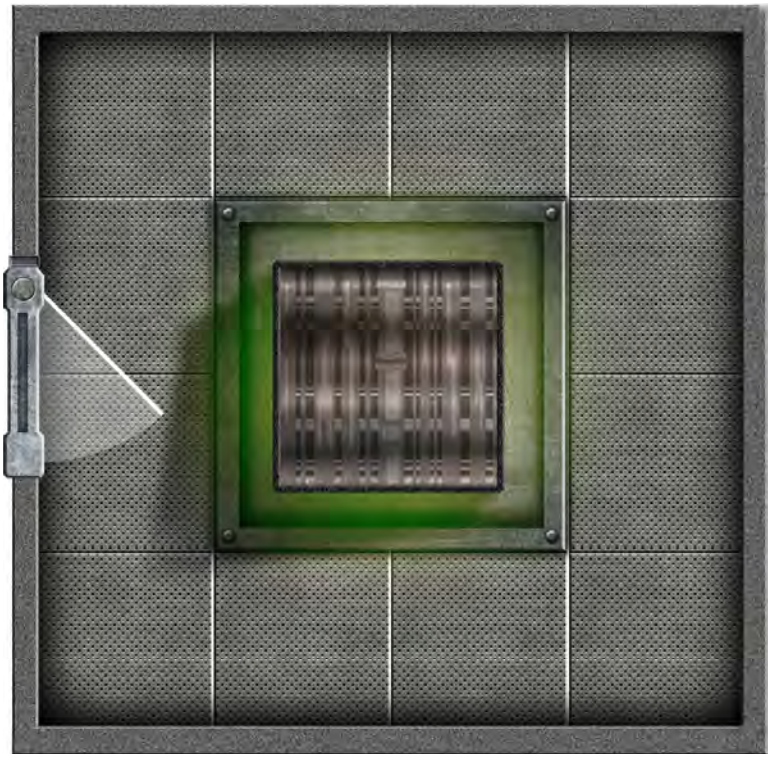
QUARTERS (RIGHT)

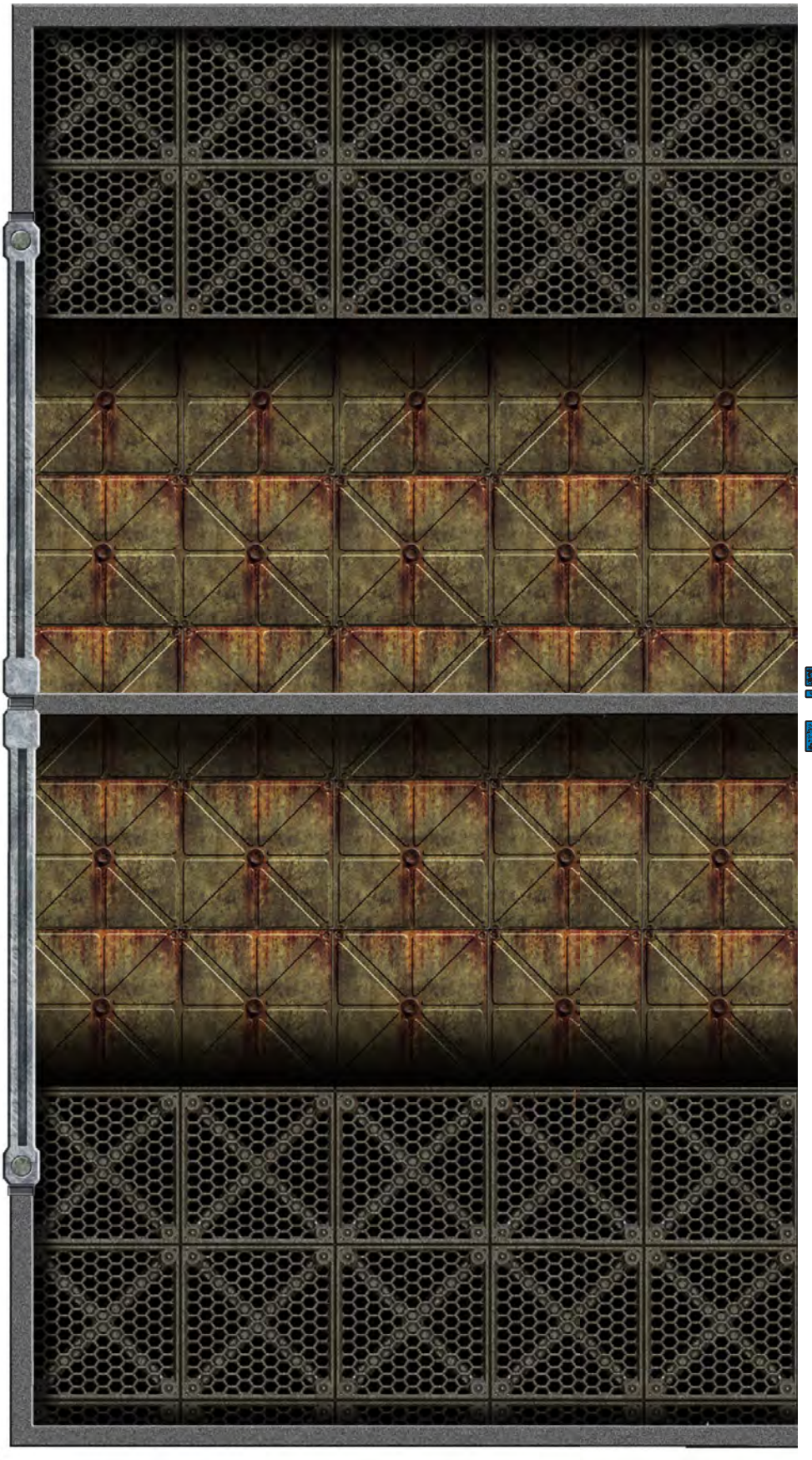


SURGERY

SECURITY

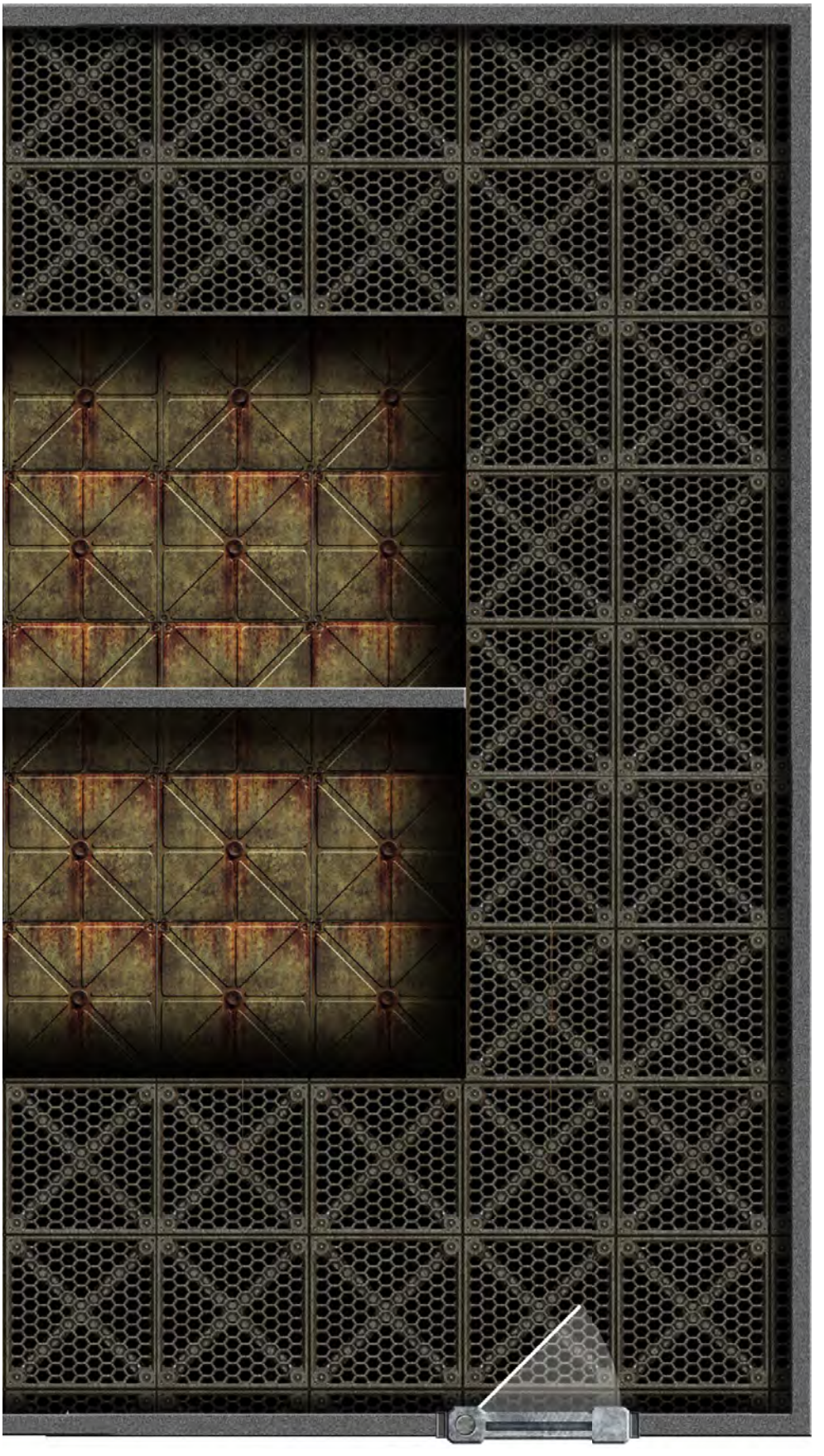
SERVER

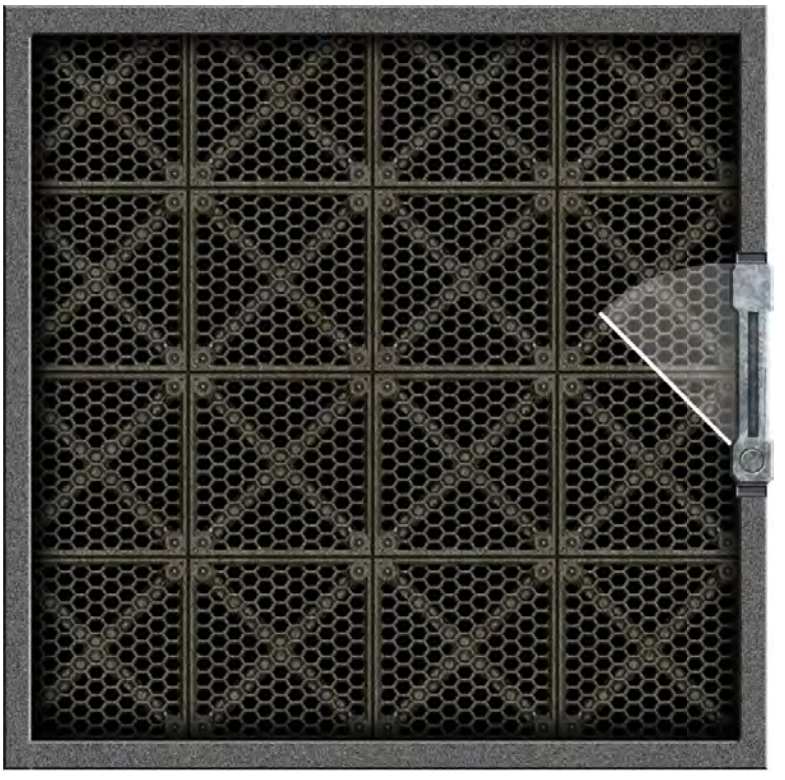




SHUTTLE BAY(LEFT)

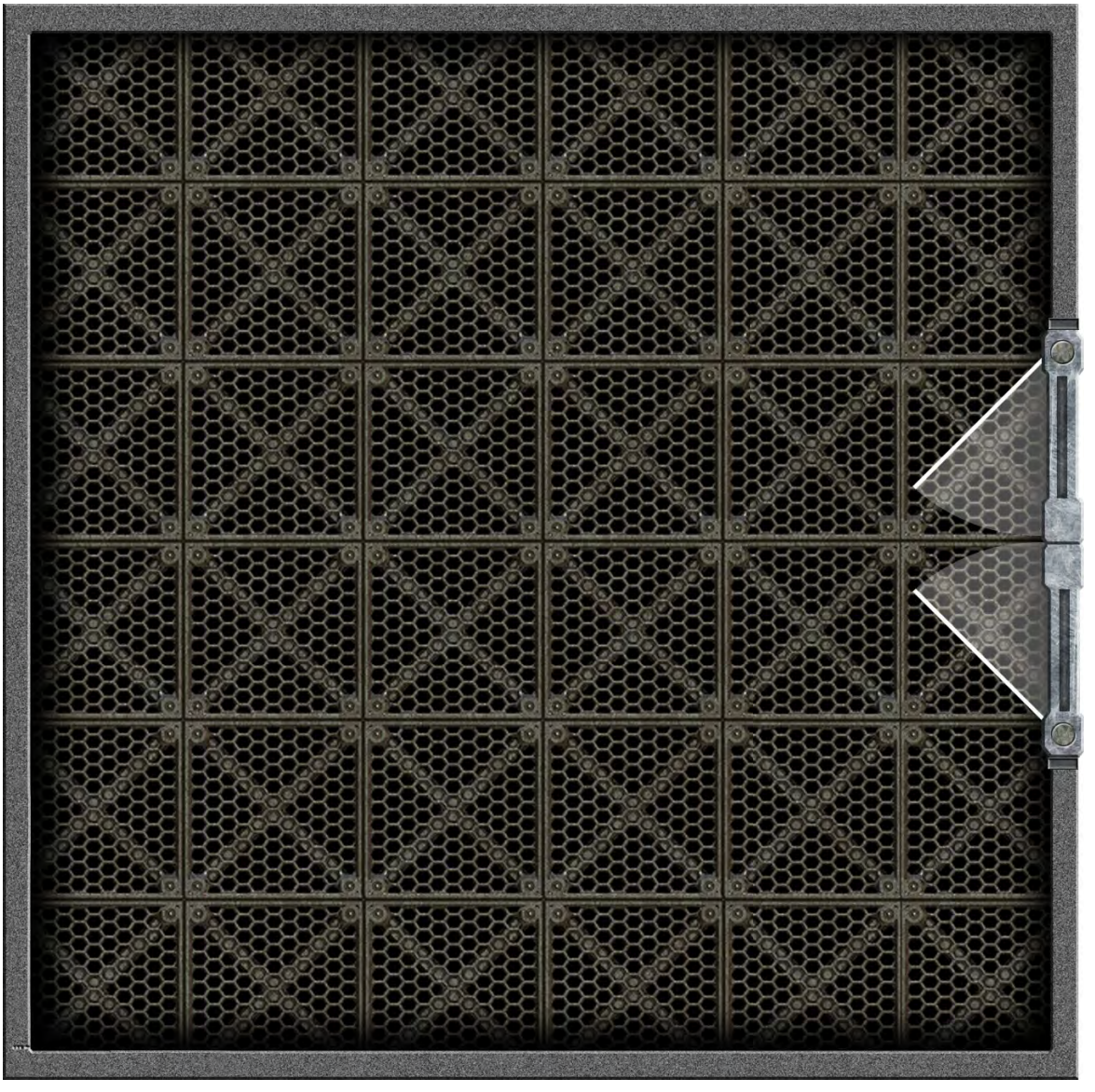
SHUTTLE BAY (RIGHT)

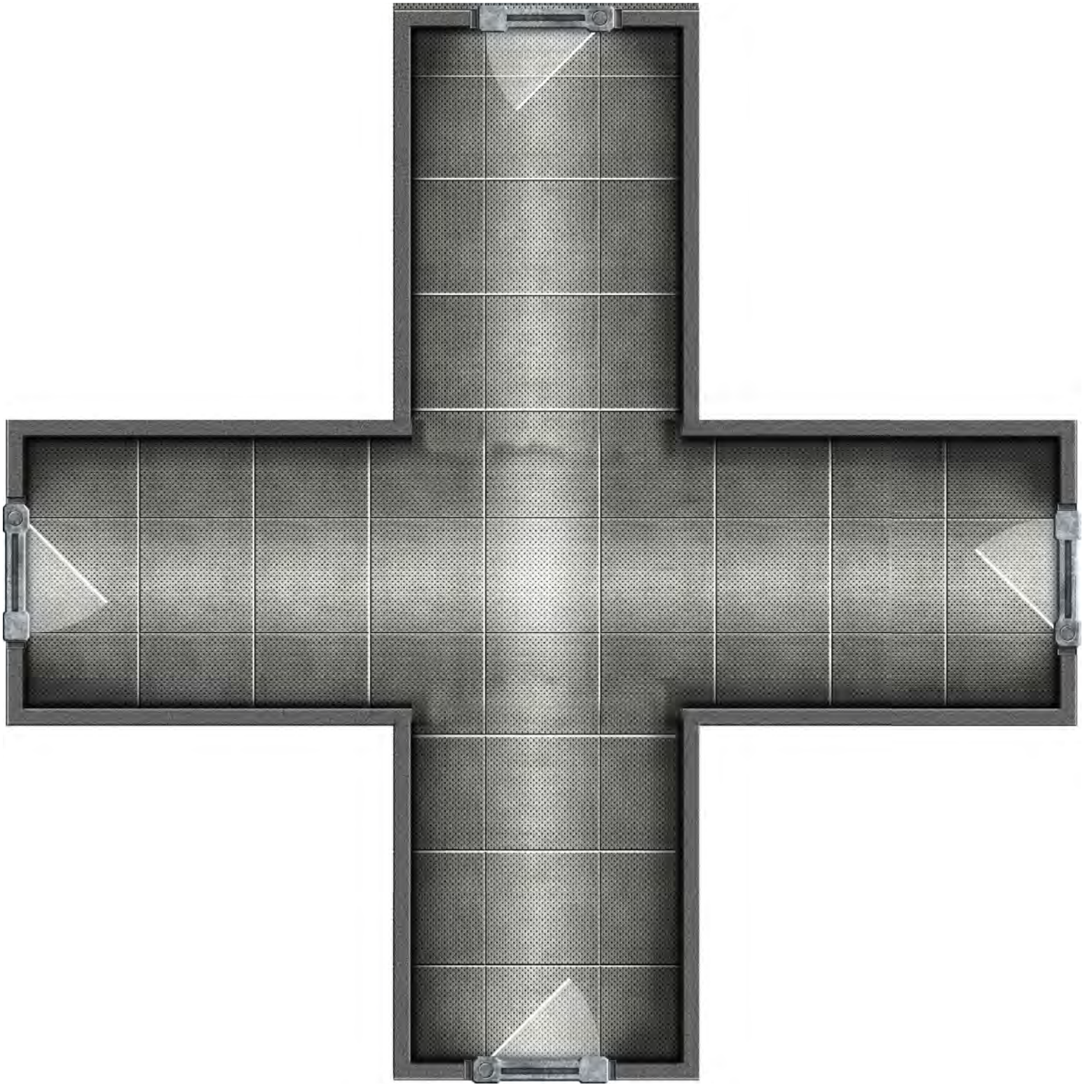




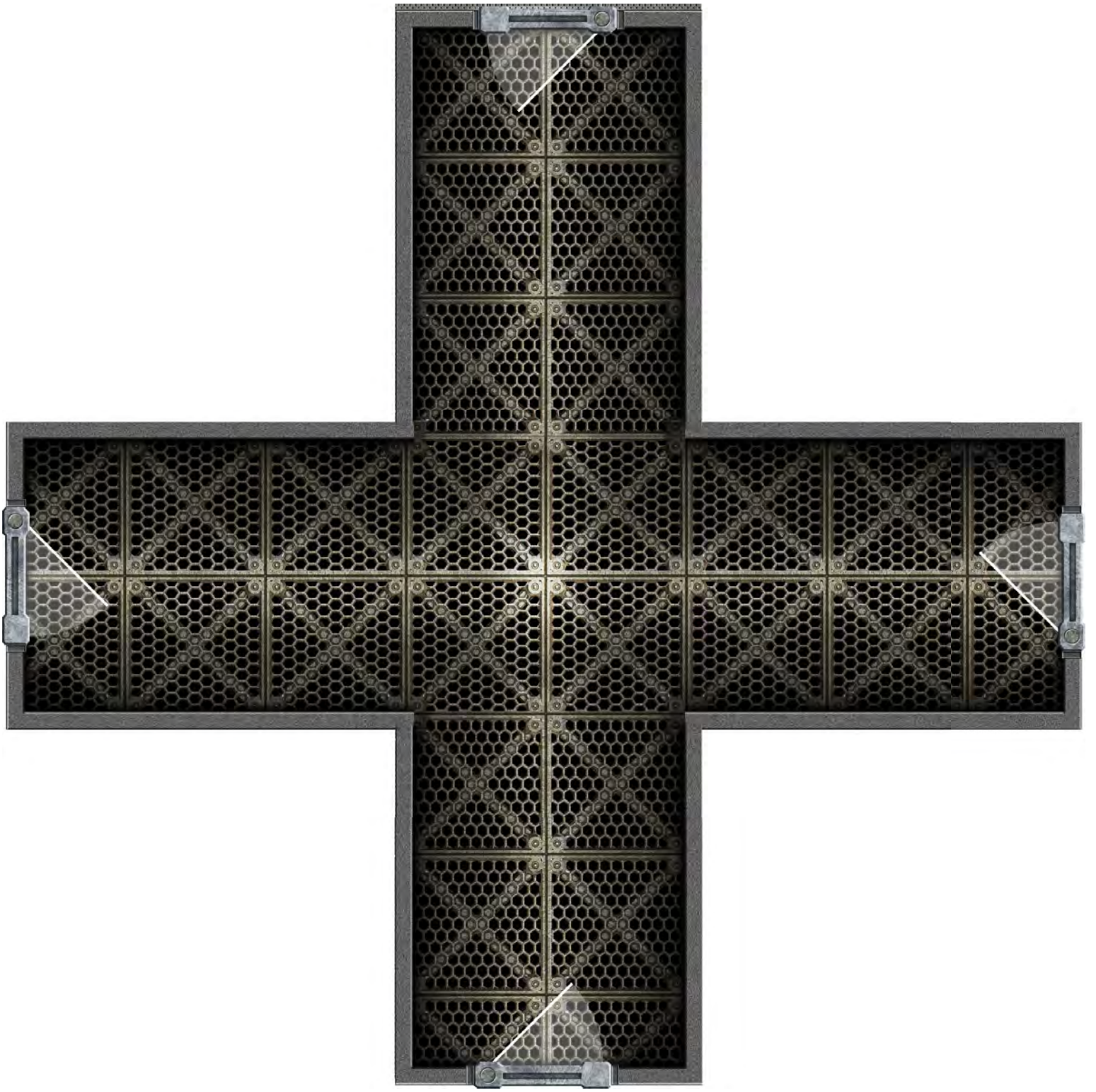
CARGO BAY, SMALL

CARGO BAY, LARGE





INTERSECTION #1



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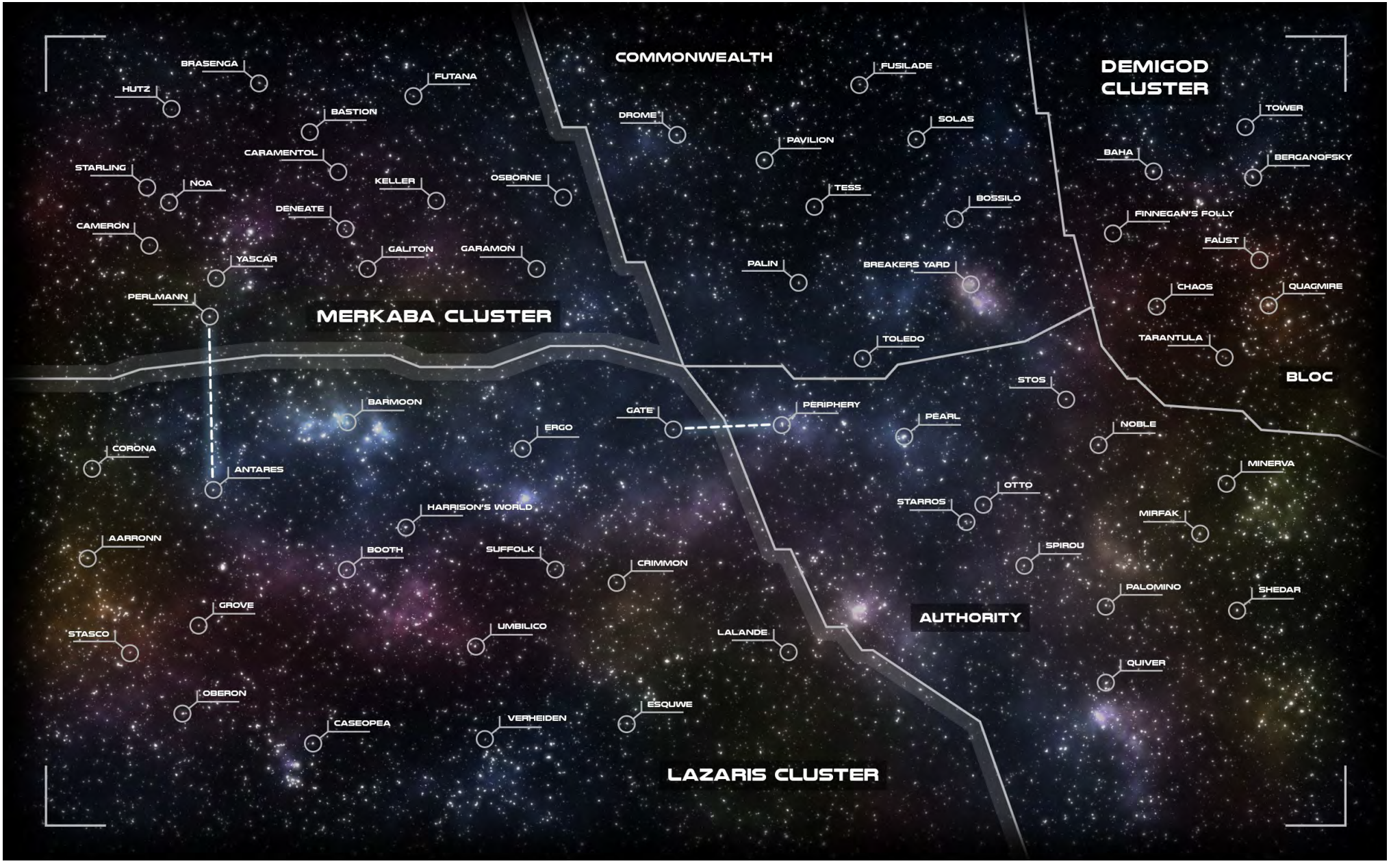
COMMONWEALTH
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MERKABA CLUSTER
LAZARIS CLUSTER
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BLOC
BRASENGA
HUTZ
FUTANA
BASTION
CARAMENTOL
STARLING
NOA
KELLER
OSBORNE
DENEATE
CAMERON
YASCAR
GALITON
GARAMON
PERLMANN
DROME
FUSILADE
SOLAS
PAVILION
TESS
BOSSILO
PALIN
BREAKERS YARD
TOLEDO
TOWER
BAHA
BERGANOFSKY
FINNEGAN'S FOLLY
FAUST
CHAOS
QUAGMIRE
TARANTULA
STOS
PEARL
NOBLE
MINERVA
OTTO
STARROS
MIRFAK
SPIROU
PALOMINO
SHEDAR
QUIVER
BARMOON
GATE
PERIPHERY
ERGO
CORONA
ANTARES
HARRISON'S WORLD
AARRONN
BOOTH
SUFFOLK
CRIMMON
GROVE
STASCO
UMBILICO
LALANDE
OBERON
CASEOPEA
VERHEIDEN
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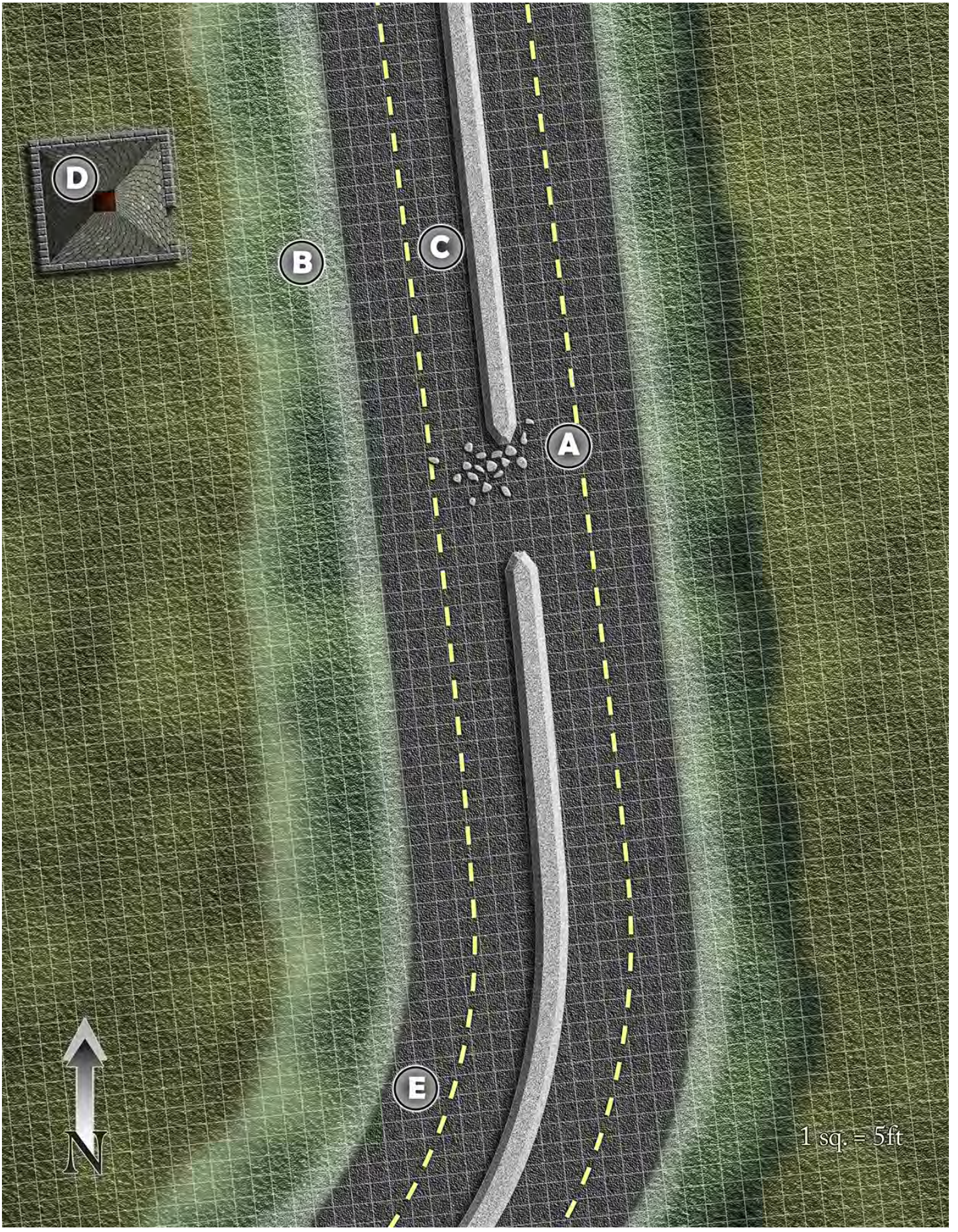
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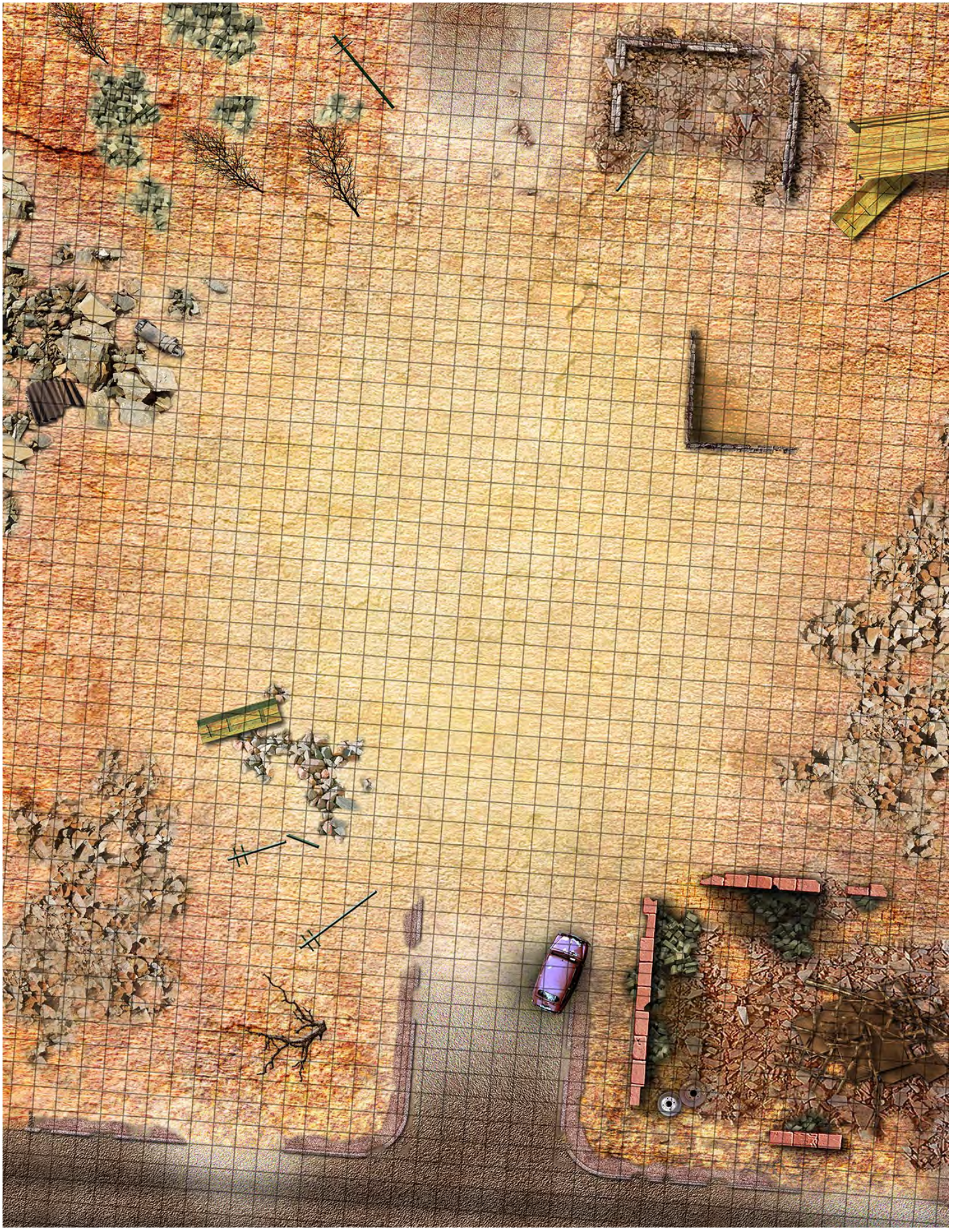

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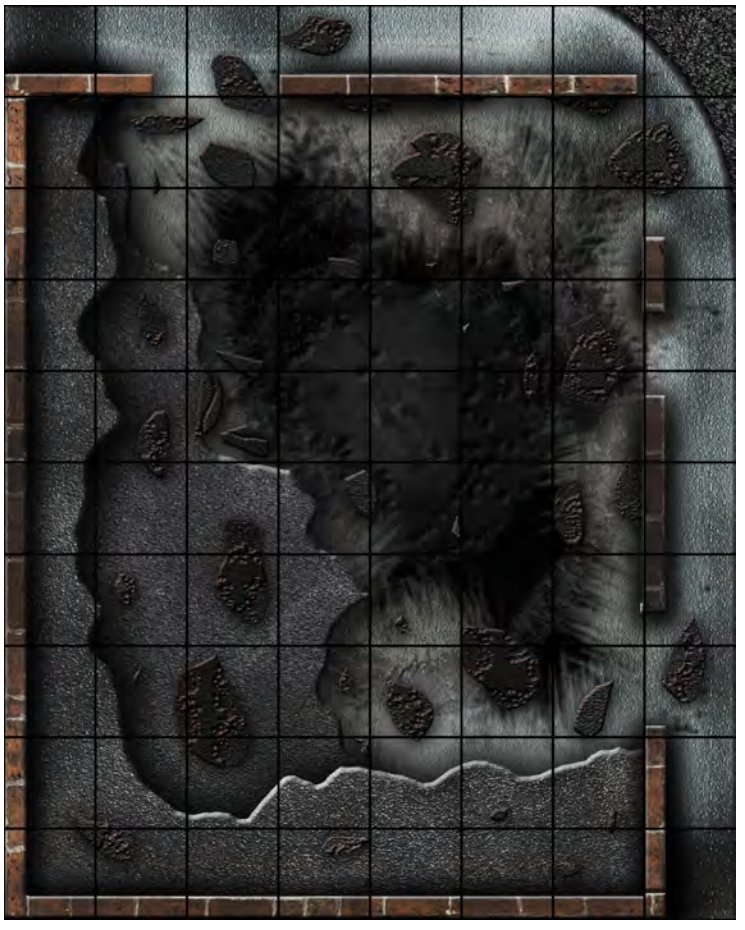
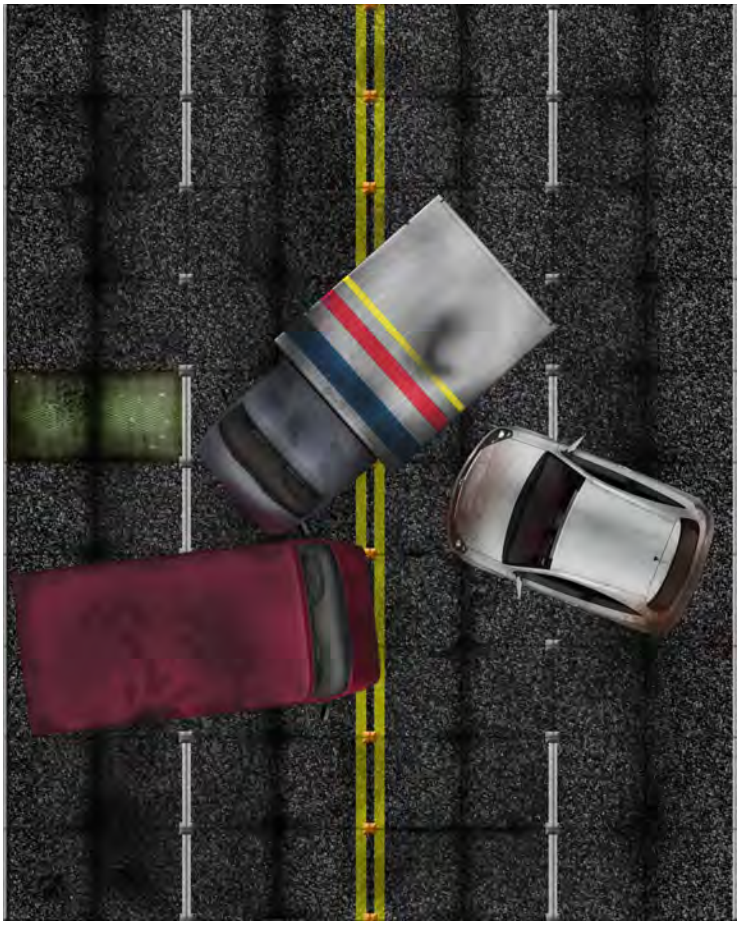
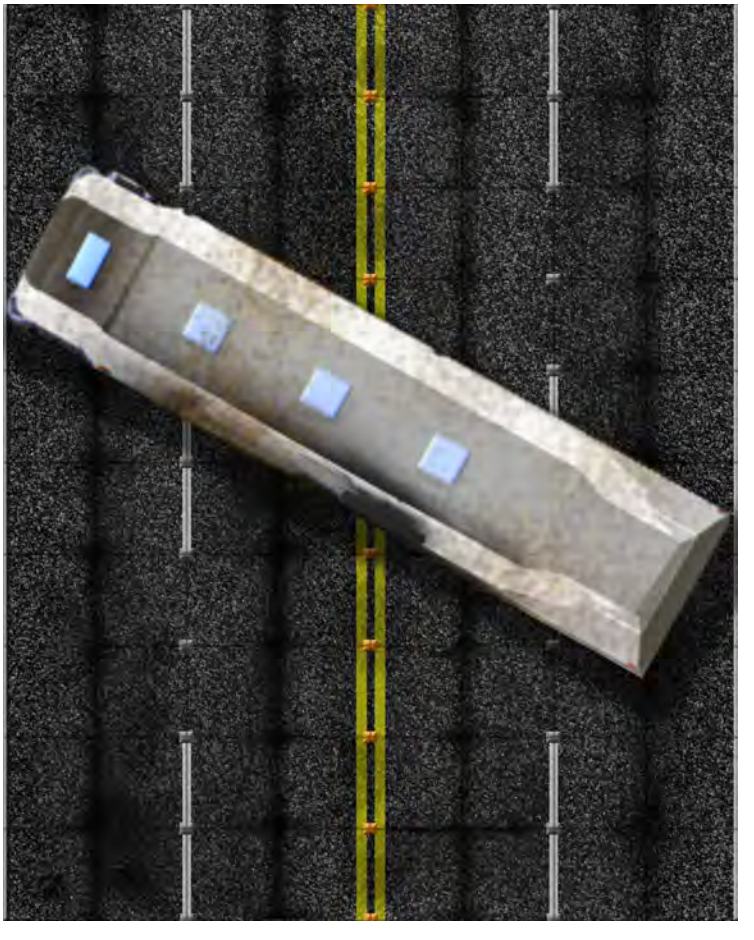
1 sq. = 5ft



NEXT
FLOOR





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