Campaign Resources

Art Credits
Cascade - Jorge Castillo

Table of Contents

Lore

- Background 3-5
- Factions 6
- Economy 7-8

Characters

- Races 9
- Backgrounds 10-11

Subclasses

- Barbarian 12
- Bard 13
- Cleric 14-15
- Fighter 16-17
- Paladin 18-19
- Rogue 20-21
- Sorcerer 22-23
- Warlock 24-25
- Wizard 26-27
- Spells 28-29
- Invocations 30
- Skills & Feats 31

Cybernetics

- Availability 32-33
- No Slots 34-35
- Head Implants 36-37
- Torso Implants 38-40
- Limb Implants 41-42

Weapons

- Rules 43
- Melee Weapons 44
- Miscellaneous Weapons 45
- Handguns 46
- Longarms 47
- Explosives 48-49
- Armor 50

Gear

- Detonators 51-52
- Firearm Accessories 52-53
- Utilities 53-54
- Kits & Tools 54-55
- Sensors 54-55
- Chemicals 56
- Weapon Gadgets 57-59
- Equipment Gadgets 60

Background

The Wire and the Warp

In the universe, there exists two realities separate from the cold, hard, normal existence: the Wire, and the Warp. The first of these is a virtual reality, accessible to anyone with a cybernetic implant called a Node Integration Port (NIP), also referred to as a node jack, nerve jack, spinal jack, spinal tap, or some other variation. The Wire is the logical conclusion of the internet, a digital space where a user can become anyone and do anything.

The Warp, by comparison, is very real, and just as old as the reality we have always existed in. To a degree, it wraps around and mirrors normal space, but has a myriad of its own distinctions and unique locations. Almost anyone that has traveled through space will have entered the Warp at some point, as any long-distance journey requires spaceships to enter and exit the Warp as part of it. The Warp is also the source of all psionic energy in the universe, and any psionics users directly draws on this energy whenever they cast a power.

The Wire

When computing systems were connected, integrated, and utilized in growing networks, they became an increasingly vital part of daily life in the civilized world. Starting with the military-sponsored research networks and moving on to the Internet, the Virtual Reality Network (VRNet), and the Hyper Immersion Network (HINet), webs of computers grew into a powerful tool for gathering, disseminating, or controlling information. Corporate networks joined with public forums, personal domains intersected with top-secret government databases, and users explored a digital landscape as varied and complex as the real world.

The VRNet

In simple terms, the VRNet, usually referred to as simply as the Wire, is a graphical representation of computer-generated structures placed in various digital locations and configurations. The difference between the virtual reality network and the Internet of old is that the VRNet immerses its users in a real-seeming world rather than the lifeless scrolling of text and images across a screen. The VRNet functions in three dimensions and is, in essence, another world to explore.

The VRNet is not solely the domain of hackers and network administrators, and high levels of technical savvy are not required to use it. The VRNet is as much an instrument of the masses as it is a mystifying "otherworld" wrapped in billions of lines of computer code. Schoolchildren use the VRNet to take virtual field trips and research class projects. Researchers perform complicated and dangerous experiments in the safety of a virtual world where simulations can predict all possible outcomes. College students meet up with old friends in computer-generated coffeehouses despite being separated by thousands (or millions) of miles. The VRNet is a public tool, and though devious hackers and competent administrators do patrol the cyberlanes looking for trouble, they are not the only inhabitants of the virtual realm by far.

Research, communication, information warfare, espionage, blackmail, entertainment, and even romance can all be found somewhere on the VRNet, just as on the modern Internet. However, the VRNet presents a far more interactive experience than the Internet. It can be difficult to tell the difference between the virtual world and actual reality, since every sensation, every smell, and every texture is perfectly rendered in virtual space.

The VRNet can therefore be more dangerous than the Internet. Long term immersion in a virtual world can fool a character's mind and body into believing the computer generated world is real, which can lead to psychosis. Avatars—the virtual online representations of individual users—are not merely vessels for movement and interaction. They can be used to attack other avatars and inflict harm upon VRNet users.

Nodes

Node is a generic term referring to a virtual location on the VRNet. Any computer system equipped with VR hardware and software can have one or more nodes. The linking of these nodes across a network is what creates the VRNet. Nodes are places where VRNet-based adventures can occur. A node can serve a single purpose, have many functions, or have no purpose at all. Some nodes are filled with complex tool sets, and others are merely data repositories. Other nodes are simply a graphical representation of a computer system's various files, programs, and directories, making navigation and manipulation a much simpler task.

Each node has some graphical representation that illustrates the function of the node. A node can take on any graphical form the owner chooses. Some entrepreneurs make a living by designing professional VRNet nodes. A node's visual style depends solely on its owner's tastes. An owner with a flair for design might have a node resembling a magnificent palace, while a less creative node designer might opt for simplicity and build a node resembling a large white room filled with black file cabinets.

Traveling across the VRNet is like visiting thousands of different worlds and time periods. A VRNet user's avatar might step from a Wild West saloon into an Irish castle and then hop over to a futuristic hovering restaurant in the middle of an asteroid field to meet a friend. Even nodes disconnected from the VRNet—ones existing within freestanding computer systems—have graphical representations. Most VR computer hardware comes with a standard bare-bones graphical style that gives its user enough visual cues to navigate the node.

While most computer users will never use their VRNet hardware to dive into their home security system or poke around the software that runs their car stereo, it can be done. Heroes might find cause to access a door's security lock or activate a defense system from the virtual inside. While each node is different, few people but hackers, criminals, and technicians ever see the VR representation of these mundane systems, and they are typically quite bare and bland in their design.

Node Design

Every node is designed with an individual graphic style. Various common style sets make up the bulk of the objects found across the VRNet. As such, many nodes follow a similar visual style, and most of the amateur nodes are similar in design. Only professionally designed nodes deviate from these standard tool sets, but even they share several recognized elements. At the very least, the visual style of a node conforms to certain standards that have been established across the VRNet to make navigating the network easier for most users. Even when they take different forms, these standard elements can be broken down into three categories: barriers and portals, inanimate objects, and interactive objects. These elements of a node's visual design are tied to certain programs that run either actively or passively and anything that can be seen, touched, or manipulated on a VRNet node can be classified in such a way.

Barriers and Portals

Barriers and portals make up the file and directory structure of any VR computer system. As an avatar moves between rooms in a VRNet node, he is actually moving between different directories on a particular system. The walls of that node (which might appear as physical walls, transparent force fields, or any other form the designer chooses) are barriers. Barriers are the limitations of a particular directory; put another way, objects contained within the walls are actually programs or pieces of data contained within that particular directory. So, when an avatar moves into a room and picks up a calculator, what actually happens is that the user has moved into a particular directory containing a calculator program and has begun manipulating it.

Portals not only transfer avatars between rooms on a node (as in the case of a door between one room and the next) but can also transport avatars between two separate nodes. Portals take many forms, from simple doors to swirling magical vortices, but in every case, a portal simply allows avatars to move from one location to another in the VRNet. Most portals to other nodes are one-way links that transport an avatar completely over to the other computer system. Some nodes have return portals, but for the most part, a portal simply gives visiting avatars the virtual address of the target node and sends them on their way.

Inanimate Objects

Most VRNet nodes contain inanimate objects. These include purely decorative items, such as artwork (images) or televisions (movie files), and functional items such as chairs and tables. Inanimate objects are the simplest of programs: They output visual and sometimes tactile data to an avatar, but serve little or no purpose other than decoration. Inanimate objects are easy to create and dispel and they take up very few system resources. Additionally, raw data (such as text information) is considered an inanimate object. Traditional objects, such as books, tablets, and scrolls, represent most data of this type. Avatars can typically conjure up inanimate objects at will from a set data library, which contains most common household items as well as any custom items the avatar might have at hand.

Interactive Objects

Interactive objects are complex programs that serve a purpose or function. Most interactive objects are simple programs by most standards. They are the scientific calculators, typewriters, computers, paintbrushes, and canvases found on nodes. Interactive objects can also represent complex programs, although extremely complex programs are typically represented as nodes of their own. For the most part, interactive objects take some time to program, although they can be stored on an avatar's available memory for quick access. Any object that can be acted upon and that reacts in some way other than simple movement is considered an interactive object.

Moving Between Nodes

There are several ways to move between nodes on the VRNet, including various methods of travel based on custom software. The most common methods of traveling between nodes are portals (see Barriers and Portals, above) and the "direct hop" method. The direct hop method requires an avatar's user to know the virtual address of a particular node, which is made up of a string of letters and numbers, from memory. A user who visits a particular node several times can learn the virtual address of the node and visit it at will, in much the same way as a person might memorize the location of a particular restaurant and walk directly to it rather than taking a bus route. Some nodes block direct access, however, forcing avatars to enter the node through a designated portal. Other programs can be used to transport an avatar from one node to another, but portals and direct hops are the only forms of internodal transit built into the VRNet code. Other means of travel might vary greatly from program to program and are considered software upgrades to an individual avatar or node.

Not all nodes are intended for public access. Some are blocked off to all but designated avatars (who are given software "keys"), and others are simply closed to the outside world. Some nodes require password access or a specific route of entry (ensuring that only select members can enter and preventing someone from using another person's VR interface and avatar to break into a particular node). To pass through a restricted portal, an avatar must either provide the proper key or password, or the user must make a Computing check against the node's portal DC to pass. Node security is a major concern for the VRNet, and each node has a series of roadblocks that must be overcome to gain access.

The Wasteland

The current wasteland state of the world was brought about by the ever increasing greed possessed by those in power and their hunger for resources. They began hatching bigger and grander ideas of things that they wished to have for themselves and stretched their boundaries too far, causing wars to break out for them. In the end they had managed to get the specific resources that they wanted, but it also ended with the vast amounts of crop based resources being buried among the wreckage of the civilizations that once held them. What was once the world now holds many hidden supply caches that can be obtained if they are uncovered.

While much of the current wastes were brought about by humanoids, there is also many spots that are grounds for those of eldritch nature which have made those lands their homes. These spots in the wasteland are regarded by many as blackspots. The blackspots are ruins that are protected from the earthly elements by the unholy influence that flows over them like a ghastly sea.

Population

These resources wars caused a massive drop in the population of the world as most of the land was made inhospitable, which in turn made the majority of the population flock to the beacon cities that still stood. Little do the people know that the very people who caused these problems in the first place are still people in power in those cities. Their presence is one that is hidden from the populace yet it still influences them as they manipulate those that make the choices from the shadows. Most of the world continues on their journey to live their lives, unaware of the hidden strings being pulled around them.

Vehicles

Petroleum resources have become more abundant outside of populated areas as they sit untouched by the hands of the living. City life no longer relies on gas to power their modes of transportation and instead has moved onto electromagnets that will allow vehicles within the city to hover around to their locations. The majority of these hover vehicles are always set onto autopilot so as to prevent civilians from steering them into buildings. Anything that is still powered by gas is likely to only be found in the hands of the wealthy, scrappers, or those with a passion for reliving the past.

Creatures Of The Warp

Due to the decreased number of inhabitants in the world, the number of those magically inclined has also dropped. Alongside this drop came an increase of the creatures that were once suppressed by them. With a weaker force of magic present, the denizens of the warp have been able to tear their way into this world and physically manifest themselves to prey upon life. Their manifestations aren't extremely common but are less of a myth than they used to be, thus bringing back the true terrors of madness.

Art Credits
Wasteland - Asim Steckel

Factions

The following are basic descriptions of the factions inhabiting the city.

Descenders

A group of robots that wish to overthrow the leaders of this world and establish themselves. Much of this group are worshipers of some greater machine and are most likely following its orders.

The rumored leader of this faction is said to be named Zeta Prime.

Excise

Excise is a large following of those who wish to remain secretive and unseen by many. They inhabit a portion of the city where any sort of recording is strictly prohibited and punishable to harsh extent by its denizens. This group is also the inventor and producer of the infamous drug, "Black Powder".

The figurehead of this group goes by the nickname of Kai

Government

Self explanatory.

Mayor of the town is named Charles Ryder

Hootsforce

A radical band of what many would deem as geeks and/or nerds. They are often seen combating the "evil" robots known as the Descenders in a very dramatic fashion. Despite being seen as quite goofy by much of the population, they are actually a large seat of power within the city.

The leader of the Hootsforce is Angus McFife and it is said that he wields a mighty hammer from space. No one has been able to testify to this claim as he lets no one near it.

Merchants Guild

Despite being an archaic term, the merchants guild is a necessity in times without a global market. The merchants guild manages most of the trade within the city and occasionally trade with settlements outside the city. They are a neutral party and will trade with everyone except for the worst of people.

The chairman of the merchants guild is a very small rock gnome named Janlin.

Police

Self explanatory.

Police chief is named Kenneth Kingston

Revelation

Revelation is a group of anarchists that like to enlighten anyone that is not a part of them. They brand themselves as anarchists but have long since surpassed that point and become more like a cult. They believe that those from the warp have the true way of life and try to bring that to the populace.

The "Cult" leader bears the title De-Vi

Other Factions

There are many miscellaneous factions that exist in and around the city, but none of them are at the scale of the aforementioned factions. Most of them won't be recognizable by the general populace and will be discovered in the world.

Art Credits
Common Expanse - Christian Piccolo

Economy

Credits

The standard form of currency within this world is the credit. The credit is a currency with no nominations of it having different values. Credits are generally in the form of virtual currency that is tied to a person via their shepherd chip, but can be used physically for those without one or in less populated areas. They are used alongside a characters wealth to purchase many goods they may come across. Credits are equivalent to 1sp for cases requiring gp values.

Wealth

Every character has a Wealth bonus that reflects his or her buying power. A character's Wealth bonus serves as the basis of the character's Wealth check, which is used to gain access to goods of higher value. It also acts as a sort of reputation for the players.

The Wealth Check

A Wealth check is a 1d20 roll plus a character's current Wealth bonus. The Wealth bonus is fluid and changes based on the actions of the character in game. Some characters may start with a higher bonus than others, depending on what their background entails.

Any time a character purchases an object or service with a purchase DC higher than his or her current Wealth bonus, or one with a purchase DC of 15 or higher, the character's Wealth bonus goes down. How much the Wealth bonus is reduced depends on how expensive the object is.

Nspaf_qc BA	Af_lec
15 or higher	1+
1-10 points higher than current wealth bonus	1 point
11-15 points higher than current wealth bonus	1d6 points
16 or more points higher than current wealth bonus	2d6 points

Every time a character gains a new level, make a Wisdom check. The DC is equal to the character's current Wealth bonus. If the character succeeds or fails, his or her current Wealth bonus increases by +1. For every 5 points by which the character exceeds the DC, he or she gains an additional +1 to his or her Wealth bonus.

Adventuring may result in characters finding valuable items. In such cases, the benefit translates into a Wealth award. Some awards may also be given out when characters sell objects of higher value.

Some objects require licenses to own or operate, or are restricted in use to qualifying organizations or individuals. In such cases, a character must purchase a license or pay a fee to legally own the object. A license or fee is a separate item, purchased in addition to (and usually before) the object to which it applies. The four levels of restriction are as follows.

,ÉÃÅÎÓÅÄ¿ The owner must obtain a license to own or operate the object legally. Generally, the license is not expensive, and obtaining it has few if any additional legal requirements.

2ÅÓÔÒÉÃÔÅÄ¿: Only specially qualified individuals or organizations are technically allowed to own the object. However, the real obstacles to ownership are time and money; anyone with sufficient patience and cash can eventually acquire the necessary license.

- ÊÌÉÔÂÁÒÙ¿ The object is sold primarily to legitimate police and military organizations. A military rating is essentially the same as restricted (see above), except that manufacturers and dealers are generally under tight government scrutiny and are therefore especially wary of selling to private individuals

)ÌÌÅÇÁÌ¿ The object is illegal in all but specific, highly regulated circumstances.

Pcegqrp_rgml P_rgle	Amqr	Jgaclqc mp Dcc Nspaf_qc BA	@j_ai K_picr Nspaf_qc BA	Rgkc Pcosgpcb
Licensed	500C	10	+1	1 day
Restricted	2,500C	15	+2	2 days
Military	7,500C	10	+3	3 days
Illegal	15,000C	25	+4	4 days

Art Credits
Silver Coins - Fantasy Coin

A character must meet the DC for a license to be applicable for purchasing one. Some licenses must be found in specific sources and may be much harder to acquire than others. A general license can be purchased during character creation if a player wishes to do so. As a general rule, a character must obtain the appropriate license before buying a restricted object. Legitimate dealers will not sell restricted objects to a character who does not have the necessary license. However, a character may be able to turn to the black market (see below) to obtain restricted objects without a license.

Sometimes a character wants to obtain an object without going through the hassle of getting a license first. Almost anything is available on the black market. Survival checks can be used to locate a black market merchant. The DC is generally based on the location in question: 10 to find a black market merchant in a big city, or 15, 20, or higher in small towns and rural areas.

Objects purchased on the black market are more expensive than those purchased legally. Add the black market purchase DC modifier from Table: Restricted Objects to the object's purchase DC. Obtaining an object on the black market takes a number of days according to the Time Required column on Table: Restricted Objects. The process can be hurried, but each day cut out of the process (to a minimum of one day) increases the purchase DC by an additional +1.

Purchased implants that are acquired by characters will more often than not, just be a physical item they are carrying around. The implants themselves have no benefits until they are actually implanted. Surgeon parlors around towns are often the go to for the installation of such devices, but these are options only for legally obtained implants. The parlors themselves will be unwilling to install an implant for anyone who doesn't have the license to legally use one. Any implant acquired through the black market, or other means, will have to be installed by underground surgeons. These surgeons aren't usually the most trustworthy of individuals and will often go to great lengths to hide themselves within cities. Characters may also try installing the implants for their party members, but without proper resources or preparations this can lead to horrendous results.

The types of implants will be detailed further in the document.

Art Credits
Black Market - YS L

Character Info

Races

Genejack

Genetically engineered people, usually used for manual labor in dangerous conditions. 'Defective' units (those that emerge from the spawning pools possessing free will) are buried alive in mass graves, from which a lucky few manage to escape and begin a new life. Genejacks are each stamped on their chest with a unique barcode, and aside from their impressive physique can be identified by their luminescent green blood, clearly visible beneath their skin.

Traits

As a genejack, you have the following racial traits.

! 3) Your strength score increases by 2.

3ÉÚÅ Genejacks are noticeably larger and bulkier than humans, Your size is medium.

3ÐÅÅÄ Your base walking speed is 35 feet.

$ÁÒËÖÉÓÉÏÎ 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 discern color in darkness.

2ÅÌÅÎÔÌÅÓÓ %ÎÄÕÒÁÎÄÅ When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

(ÅÁÖÙ (ÁÎÄÅÄ 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.

Replicant

Robot masters of disguise and subterfuge. Replicants are liquid-state robots comprised of a viscous organic paste contained within an incredibly thin synthetic membrane. The paste is a soft pink, and contains a number of molecular processors that maintain and operate the various systems of the replicant. They are rarely seen in their native form however, preferring to employ their ability to change their physical appearance to blend in. Who is responsible for building the replicants is unknown, and they are incredibly rare. Along with webdroids, they are the only robots in existence to have true free will.

Traits

As a replicant, you have the following racial traits.

! 3) Your Charisma score increases by 2

3ÉÚÅ Replicants are built to have a similar statures to humans. Your size is Medium.

3ÐÅÅÄ Your base walking speed is 30 feet.

3ÈÁÐÅÃÈÁÎÇÅÒ As an action, you can polymorph into any humanoid of your size that you have seen, or back into your true form. However, your equipment does not change with you. If you die, you revert to your natural appearance.

,ÉÖÉÎÇ #ÏÎÓÔÒÃÔ Even though you were constructed, you are a living creature. You are immune to disease. You do not need to eat or breathe, but you can ingest food and drink if you wish. Instead of sleeping, you enter an inactive state for 4 hours each day. You do not dream in this state; you are fully aware of your surroundings and notice approaching enemies and other events as normal.

Skink

Squat, reptilian humanoids that have cropped up in numerous bodies of water throughout the world. Believed to be mutated lizards though exactly what is to blame is unclear. The color of their scales, and other physical characteristics, varies a great deal between individuals, though their nimbleness and ability to slip out of sight is uniform.

Traits

As a skink, you have the following racial traits.

! 3) Your Dexterity score increases by 2.

3ÉÚÅ Your base walking speed is 30 feet. You also have a swim speed of 35 feet.

3ÌÉÐÐÅÒÙ You can move through the space of any creature that is of a size larger than yours.

.ÁÔÔÁÃÌÌÙ 3ÔÅÁÌÔÈÙ You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

-ÕÔÁÎÔ 2ÁÓÉÌÉÅÎÃÅ You have advantage on saving throws against poison, and you have resistance against poison damage

Mechantrix

Mechantrixes are mostly human in appearance, but they have one or more mechanical or inorganic features. Most mechantrixes have smooth skin with a faint metallic sheen. They often behave with cold rationality and have a no-nonsense attitude toward life.

Traits

As a mechantrix, you have the following traits.

! 3) Your intelligence score increases by 2, and two other Ability Scores of your choice increase by 1.

!ÇÅ Being part machine, mechantrix can live to be well over 500 years of age.

3ÉÚÅ Mechantrixes vary widely in height and build, from barely 5 feet to well over 6 feet tall. Your size is medium.

3ÐÅÅÄ Your base walking speed is 30 feet.

$ÁÒËÖÉÓÉÏÎ 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.

0ÁÒÔ -ÁÃÈÉÎÅ You have resistance to lightning damage. Additionally, when you take lightning damage you may choose to harness part of the energy for yourself, gaining temporary hit points equal to your constitution modifier. Alongside this, mechantrix have 1 less torso and arm slots for cybernetics.

"ÏÒÎ ×ÉÔÈ %ÌÅÃÔÒÉÃÉÔÙ You know the Shocking Grasp cantrip. Intelligence is your casting modifier for this.

-ÃÈÁÎÉÃÁÌÌÙ 'É£ÔÅÄ Mechantrix are incredibly gifted at creating different objects. You gain proficiency in Tinker's Tools and advantage on checks made to discern how something was crafted.

,ÁÎÇÕÁÇÅÓ You can speak, read and write common, and one extra language of your choice.

Backgrounds

Aristocrat

Coming from a position of affluence, aristocrats might not be actual nobility, but it is difficult to tell the difference. Children of powerful executives or wealthy families, aristocrats had every conceivable advantage growing up, benefiting from minor gene tweaks, sterling education, and the ability to pick any course they want for their lives.

3ËÉÌÌ 0ÒÏ±ÉÃÉÅÎÃÉÅÓ¿ Academia

4Ï ÏÌ 0ÒÏ±ÉÃÉÅÎÃÉÅÓ¿ Any one musical instrument or gaming set

%ÑÕÉÐ Í ÅÎÔ¿ A set of formal clothes and 500 credits

Feature

4ÈÅ ρ Þ Your family is astonishingly wealthy. While that money may not yet be yours, you can make limited use of your family's affluence. Once per session a character with this feature may waive the cost of one good, service or bribe that the DM finds within reason, overcoming a challenge or limitation solely by deep pockets. The invoices for all these purchases and costs will eventually make it back home to the parents, so at least try to be reasonable, or risk being cut off.

Celebrity

You are famous. Everyone knows your name and what you do. You have a knack for attracting public attention and know how to work a crowd. Most of your life has been spent in the limelight, whether you liked it or not.

3ËÉÌÌ 0ÒÏ±ÉÃÉÅÎÃÉÅÓ¿ Insight, Performance

4Ï ÏÌ 0ÒÏ±ÉÃÉÅÎÃÉÅÓ¿ Disguise kit, one type of musical instrument or gaming set

, ÁÎÇÕÁÇÅÓ¿ One of your choice

%ÑÕÉÐ Í ÅÎÔ¿ Fancy outfit and 200 credits

Feature

- ÁÙÂÅ ÙÏÕ›ÖÅ ÈÅÁÒÄ Ï± Í Åę When interacting with someone you may make a charisma check DC 15 (10 if the target is from your hometown) to be recognized. The result of this recognition is up to the DM, but might involve advantage on further skill checks, preferential treatment, free stuff and discounts.

Criminal

You have a shady background, and are the member of a criminal organization, seeking opportunities to advance your organization among the stars.

3ËÉÌÌ 0ÒÏ±ÉÃÉÅÎÃÉÅÓ¿ Intimidation

4Ï ÏÌ 0ÒÏ±ÉÃÉÅÎÃÉÅÓ¿ Forgery Kit, Thieves Tool's, or a gaming set.

%ÑÕÉÐ Í ÅÎÔ¿ Chain, basic outfit, 100 credits

Feature

) + Î Ï × Á ÇÕÙ Your connections in the criminal underground let you find illegal or black market goods for purchase, or find outlets to sell similar.

Netrunner

Netrunners live in the darkest corners of the Wire. They invade systems, steal information and sell it to those who pay more. There are also netrunners who work for the corporations, helping to protect its secrets and fighting other netrunners in the net. But not all of them are looking for money, some might have other interests as well – they can be online punishers, cyberactivists or just people looking for fun.

3ËÉÌÌ 0ÒÏ±ÉÃÉÅÎÃÉÅÓ¿ Computing, Investigation

4Ï ÏÌ 0ÒÏ±ÉÃÉÅÎÃÉÅÓ¿ Hacking Tool's

%ÑÕÉÐ Í ÅÎÔ¿ A set of common clothes, hacking tools, USB-cable, falsified shepherd chip, and 100 credits

Feature

. ÅÔ× ÏÒË You have access to a secret network of underground netrunners who can provide assistance on your adventures. Even if you are a standalone hacker, you know at least a set of secret signs and passwords that you can use to identify yourself to others on the game, and they can provide you with access to a hidden safe house, free room and board, or assistance in finding information. These agents never risk their lives for you or risk revealing their true identities.

Tanker

You were not born as most humans, a squalling infant dependent on your parents, but were, rather, raised in one of the tank facilities, grown to maturity at an artificial rate, and given a basic education at a deep subconscious level. Your first memory was stumbling up from a crash of amniotic fluid, fully grown and formed, knowing how to walk, to stand, and speak. Your last few years of technical study passed quickly, a formality really, and now you stand ready to fulfill your purpose in the stars. While biologically human, you are different from the rest of humanity, [illegible]

[illegible] choose any one skill or tool to gain proficiency in.

%NOÆÐ Ì ÀÌ0¿ 25 credits and one tool.

Feature

"ÒÅÄ ÔÏ /ÒÅÀÔ You were created to fulfill a particular purpose. Whether that was surgical genius or waste disposal, you are nonetheless eminently qualified for this task. Double your proficiency bonus with the skill or tool in which you gained proficiency when choosing this background.

Techie

You're a whiz when it comes to anything technical. Computers and machines are your forte and also your favorite topic of discussion. You've got connections of the digital sort who are often the source of useful information. If the *Í ÕÎÄÁÎÁÓ* out there knew what you did, their brains would probably melt away.

3ËÉÌÌ 0ÒÏ ÆÉÄÉÀ Î ÀÉÅÓ¿ Academia, Computing

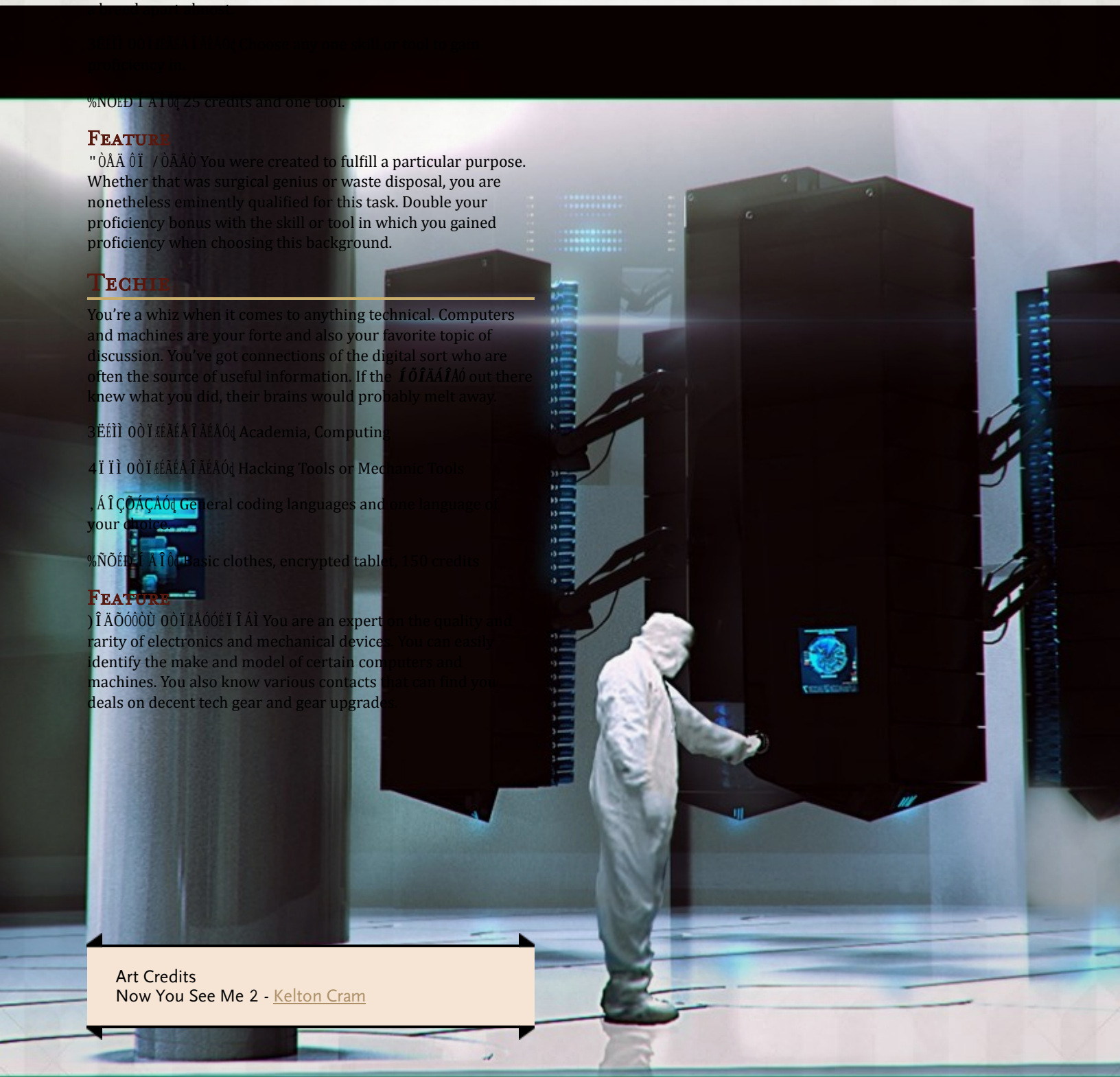
4Ï ÏÌ 0ÒÏ ÆÉÄÉÀ Î ÀÉÅÓ¿ Hacking Tools or Mechanic Tools

,ÁÎÇÕÁÇÅÓ¿ General coding languages and one language of your choice.

%ÑÕÉÐ Í ÅÎÔ0¿ Basic clothes, encrypted tablet, 150 credits

Feature

)ÎÄÕÓÔÒÙ 0ÒÏ ÆÅÓÓÉÏ Î ÁÌ You are an expert on the quality and rarity of electronics and mechanical devices. You can easily identify the make and model of certain computers and machines. You also know various contacts that can find you deals on decent tech gear and gear upgrades.



Art Credits
Now You See Me 2 - Kelton Cram

Subclasses

Barbarian Primal Paths

Rage burns in every barbarian's heart, a furnace that drives him or her toward greatness. Different barbarians attribute their rage to different sources, however.

Path of the Dreadnought

You are a merciless, destructive and unstoppable force. When it comes to fighting, you are at the forefront. A dreadnought generally approach combat in the most direct way possible, rarely carrying only one gun and leaving a path of devastation behind.

In the midst of battle, you are capable to take a great deal of punishment while dealing out far more to any who dares to go against you.

Juggernaut

Starting when you select this path at 3rd level, when you are targeted by an attack or a spell while you're raging, you can use your reaction to gain a bonus to your Armor Class equal to your rage damage until the end of this turn. Additionally, you gain advantage in saving throws against being knocked prone or moved against your will.

Draw Fire

At 6th level, you can use your reaction to distract opponents and convince them that you are the most dangerous target in the area. Choose one creature that you can see within 15 feet of you which is attacking one friendly creature. If the creature can see or hear you, it must succeed on a Charisma saving throw (DC equals to 8 + your proficiency bonus + your Charisma modifier) or attack you instead.

Body Guard

At 10th level, while you're raging, any creature within 5 feet of you that's hostile to you have disadvantage on attack rolls against targets other than you or another character with this feature. An enemy is immune to this effect if it can't see or hear you or if it can't be frightened.

Devastating Rage

At 14th level, when you have half or less hitpoints while raging, you can add your Rage Damage bonus to attack rolls.

Path of the Wrecker

Muscle breaks Steel; Rage defeats Machines; Strength beats Systems; such is the creed of the Wrecker. True barbarians learn this creed quickly when set adrift in the so-called civilized world of blinking lights and metal walls. People have lost their way in this universe, trusting their lives to machines and algorithms instead of the reliability of their own might. Setting upon the Path of the Wrecker means tearing down the machines and buildings of the mechanized world and letting your bottomless rage guide you when the universe itself seems upside-down.

Dismantle

By 3rd level, ripping apart machines, piece by piece, comes second nature to you. While you're raging, you ignore the damage threshold of nonmagical objects. Additionally, you can add twice your rage bonus damage when you deal damage to constructs.

Percussive Maintenance

Starting at 6th level, you understand that smashing something usually makes it work better. You can attempt to hack a device that could normally be hacked, such as a door control panel or an arcane terminal, by breaking it. Make a Strength (Athletics) check in place of an Intelligence (Data) check. On a success, you perform one operation on the system of your choice as if you had full access, just as if you successfully hacked the system. The machine breaks immediately after this and can't be used afterwards without repair, whether or not you succeeded on the check.

Disarm foe

By 10th level, you've become quite skilled in the time-tested tactic of ripping off an enemy's limb and swinging it like a weapon against them. You gain proficiency in improvised weapons. You can rip a limb off a humanoid creature when you reduce it to 0 hit points with a melee weapon attack, or you can rip a limb off a Large or smaller construct or undead creature within 5 feet of you by making an opposed Strength (Athletics) check against it as an action. If the construct or undead has half its hit points or more, it automatically succeeds on this check. If you succeed on this check, you rip off one of the creature's limbs, which you can immediately use to make an attack as a bonus action. An undead or construct that has had a limb removed can't make attacks using that limb and has disadvantage on ability checks that involve using their limbs. You can only remove one limb from a creature.

A severed limb is an improvised melee weapon which deals 1d6 bludgeoning damage on a hit. If removed from a Large creature, it deals 1d8 bludgeoning damage instead.

Crush, Smash, Bash

Starting at 14th level, your strikes land with such ferocity that you tear armor and armor plating asunder with your attacks. While raging, when you deal damage with a melee weapon attack to a construct or a creature wearing armor, you can cause the armor or construct to take a cumulative -1 penalty to the AC it offers, to a maximum penalty of -4 AC. A construct or suit of armor damaged by this ability can be repaired in 1 hour for 100 gp per point of AC penalty taken.

Bard Colleges

The way of the bard is gregarious. Bards seek each other out to swap songs and stories, boast of their accomplishments, and share their knowledge. Bards form loose associations, which they call colleges, to facilitate their gatherings and preserve their traditions.

College of Fame

Bards of the College of Fame are in the publics eye by day, while working for an agency or organization by night. These bards might simply be famous because who they are, or they may have earned their status because what they've done.

Bonus Proficiencies

When you join the College of Fame at 3rd level, you gain proficiency with the Deception, Performance and Persuasion skills.

Winning Smile

Also at 3rd level, while you are not wearing any armor, your AC equals to 10 + your Dexterity modifier + your Charisma modifier. Additionally, choose one skill from Deception, Performance or Persuasion. You add twice your proficiency bonus to any check you make with that skill.

You learn the *ÁÎÔÈÒÂÌÌ* and *ÓÕÇÇÀÓÔÍÏÎ* spells.

Compelling Performance

At 6th level, as a bonus action, you can expend one use of Bardic Inspiration. If you do so, for the next minute you can cast the command spell at 1st level as a bonus action on each of your turns without using a spell slot a number of times equal to your Charisma modifier.

Additionally, whenever any of your charm spells ends while using this feature, the creature or creatures affected don't realize they were charmed by you unless you want to.

Utterly Convincing

Starting at 14th level, when you make a Charisma-based ability check, you can expend one use of Bardic Inspiration. Roll a Bardic Inspiration die and add twice the number rolled to your ability check. You can choose to do so after you roll the die for the ability check, but before the DM tells you whether you succeed or fail.

Additionally, when a creature use one of your Bardic Inspiration dices to improve some Charisma-based ability check, it also adds twice the number rolled to its ability check.

College of the Spheres

Since time immemorial, musicians and storytellers have looked to the heavens for inspiration, imagining them to be the souls of great heroes or the divine singers of some eternal song. Now that bards can travel among the celestial spheres for themselves, the true sound of the Universal Music has been found: not in the roaring of stars or the crashing of asteroids, but in the incredible diversity of peoples and cultures that permeates the galaxy. Bards who belong to the college of the spheres seek to blend as many of these influences together as they can, creating stunning, multi-layered compositions that push both the player and the listener to the very limits of possibility.

Universal Music

When you join this college at 3rd level, you begin to explore the relationship between music and mathematics, gaining a deep understanding of cutting-edge science. You have advantage on any Intelligence check relating to advanced mathematics, geometry, kinematics, acoustics, or ballistics.

Astronomy Domain

Also at 3rd level, you begin to channel the majesty of the stars with your spellcasting. Whenever you deal damage with a bard spell, you can change the damage type to radiant damage. Additionally, you can increase the damage by expending one use of your Bardic Inspiration, adding that die to the spell's damage roll.

Stellar Chorus

Starting at 6th level, your voice gains the backing of a distant chorus that echoes across the heavens. Whenever one of your Bardic Inspiration dice is rolled, you can roll it twice and take whichever result you prefer.

Harmonic Convergence

When you reach 14th level, you are so attuned to rhythm of the cosmos that the skies verily shake when you sing. Whenever a creature makes a saving throw against a spell you cast, you can expend one use of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll.

Art Credits
Tales of Brimstones - Mina Dupont Issalys

Divine Domain

In a pantheon, every deity has influence over different aspects of a mortal life and civilization, called a deity's domain. All the domains over which a deity has influence are called the deity's portfolio. As a cleric, you choose one aspect of your deity's portfolio to emphasize, and you are granted powers related to that domain.

City Domain

The City domain is concerned with the citizenry, commerce, traffic, and even architecture of modern civilization. In the eyes of a cleric of the city, the center of modern life is a sense and spirit of community, and the gravest enemies of the city are those who seek to harm the common weal of its citizens.

City Domain Spells

Ajcma Jctcj	Oncjjq
1st	comprehend languages, remote access
3rd	find vehicle, heat metal
5th	lightning bolt, protection from ballistics
7th	locate creature, synchroncity
9th	commune with city, shutdown

Art Credits
Strangers in the Night - Luis Peres

Bonus Cantrip

When you choose this domain at 1st level, you gain the on/off cantrip.

Bonus Proficiencies

Also starting at 1st level, you gain proficiency with handguns and proficiency with vehicles (land).

Heart of the City

From 1st level, you are able to tap into the spirit of community found in the city. While you are within any city, you can gain advantage on a single Charisma (Deception, Intimidation, or Persuasion) check, and you are considered proficient in the appropriate skill. You can use this feature a number of times equal to your Wisdom modifier a minimum of once . You regain any expended uses when you finish a long rest.

Channel Divinity: Spirits of the City

Starting at 2nd level, you can use your Channel Divinity to call on the city for aid. As an action, you present your holy symbol, and any city utility within 30 feet of you either works perfectly or shuts down entirely for 1 minute (your choice.)

Additionally, each hostile creature within 30 feet of you must make a Charisma saving throw. On a failed save, the creature is knocked prone or restrained (your choice) by hazards such as entangling wires, high pressure water erupting from fire hydrants, pavement collapsing to unseen potholes, and so on. A restrained creature can escape by making a successful Strength (Athletics) or Dexterity (Acrobatics) check against your spell save DC.

This effect is entirely local and affects only utilities within 30 feet of you. Determination of what utilities are available within range and how the physical effects of those utilities manifest are left to the DM.

Block Watch

Starting at 6th level, your awareness while in the city extends preternaturally. While in an urban environment, you are considered proficient in the Insight and Perception skills, and you add double your proficiency bonus to Wisdom (Insight) and Wisdom (Perception) checks, instead of your normal proficiency bonus.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with psychic energy borrowed from the citizens of your city. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 psychic damage to the target. When you reach 14th level, the extra psychic damage increases to 2d8.

Express Transit

At 17th level, you can use mass transit routes to transport instantaneously to other points in the city. Starting from a bus stop, train station, subway stop, or other suitable mass transit site within the city, you can teleport to any other similar transit stop within the city, as if you had cast a teleport spell whose destination is a permanent teleportation circle you know. Once you use this feature, you must finish a short or long rest before using it again.

Technology Domain

Gods of technology promote the ideals of invention, city building and science. Cities, electronic and mechanical devices are the example of their ideals, empowering everyone who uses the technology in their name.

Technology Domain Spells

Ajcpga Jctcj	Qncjjq
1st	grease, power device*
3rd	arcane lock, relay text*
5th	electromagnetic pulse*, lightning bolt
7th	fabricate, wire walk*
9th	instant connectivity*, synchroncity*

Bonus Cantrip

When you choose this domain at 1st level, you gain the haywire cantrip if you don't already know it.

Channel Divinity: Recharge

Starting at 2nd level, you can use your Channel Divinity to power electrical devices.

As an action, you touch your holy symbol and evoke pure energy. You gain a number of energy points equal to five times your cleric level that last for 2 hours or until you finish a short or long rest.

As an action, you can touch an electrical device and transfer energy points from your pool to power it. Expending 1 energy point you can power a medium or smaller electrical device for 10 minutes, and expending 4 energy points you can power a Large or Huge-sized electrical device for 10 minutes. You can increase the duration expending more energy points, up to the maximum amount remaining of your energy points.

Urban Builder

Beginning at 6th level, while in an urban environment, you are considered proficient with the engineering kit and the mechanic tools, and you add double your proficiency bonus to checks using those tools instead of your normal proficiency bonus.

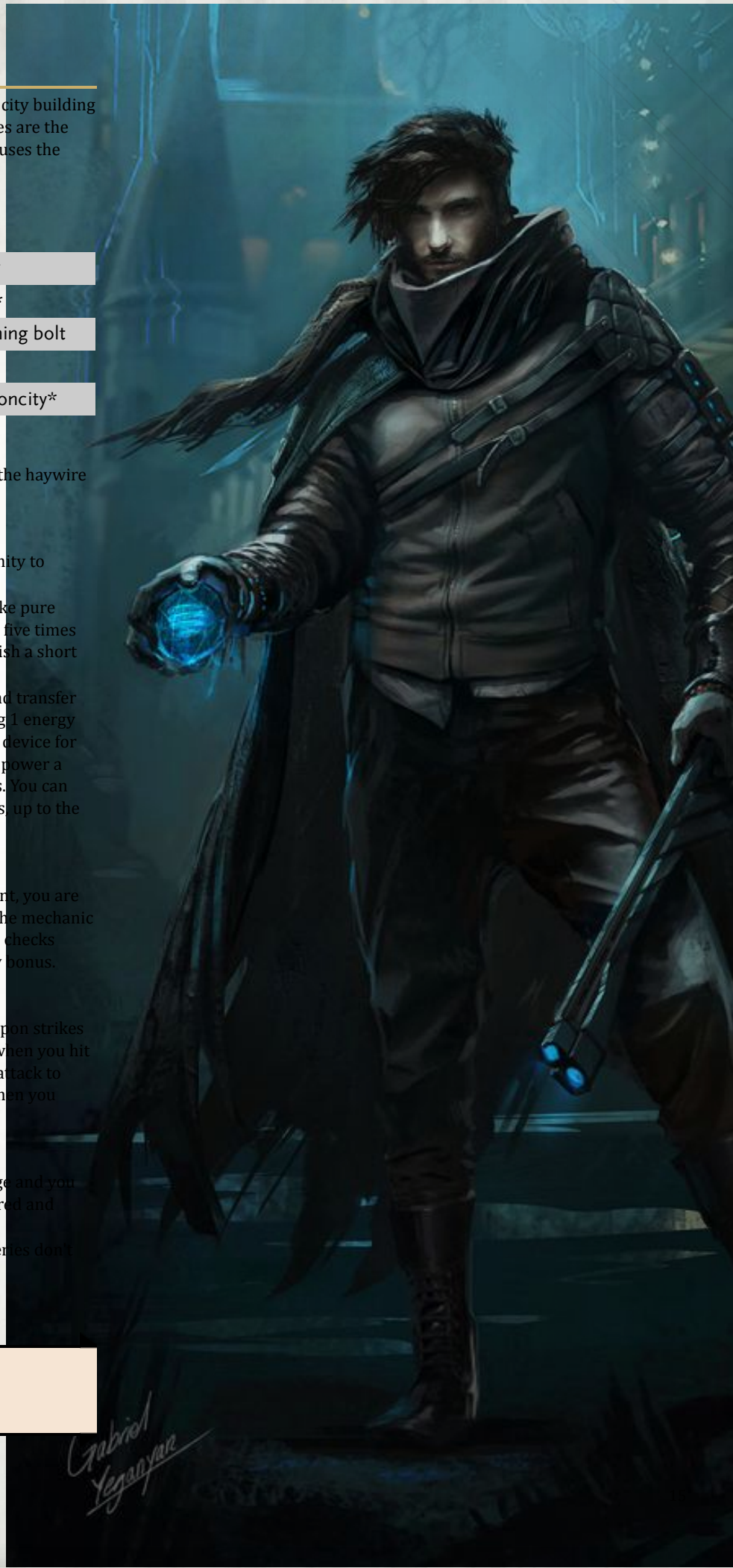
Divine Strike

At 8th level, you gain the ability to infused your weapon strikes with the divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 lightning damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Techpriest

At 17th level, you gain resistance to lightning damage and you learn the spell *ÅÈÁŁÎ ÌËÇÈÛŁÎÇ*, which is always prepared and count as a domain spell for you.

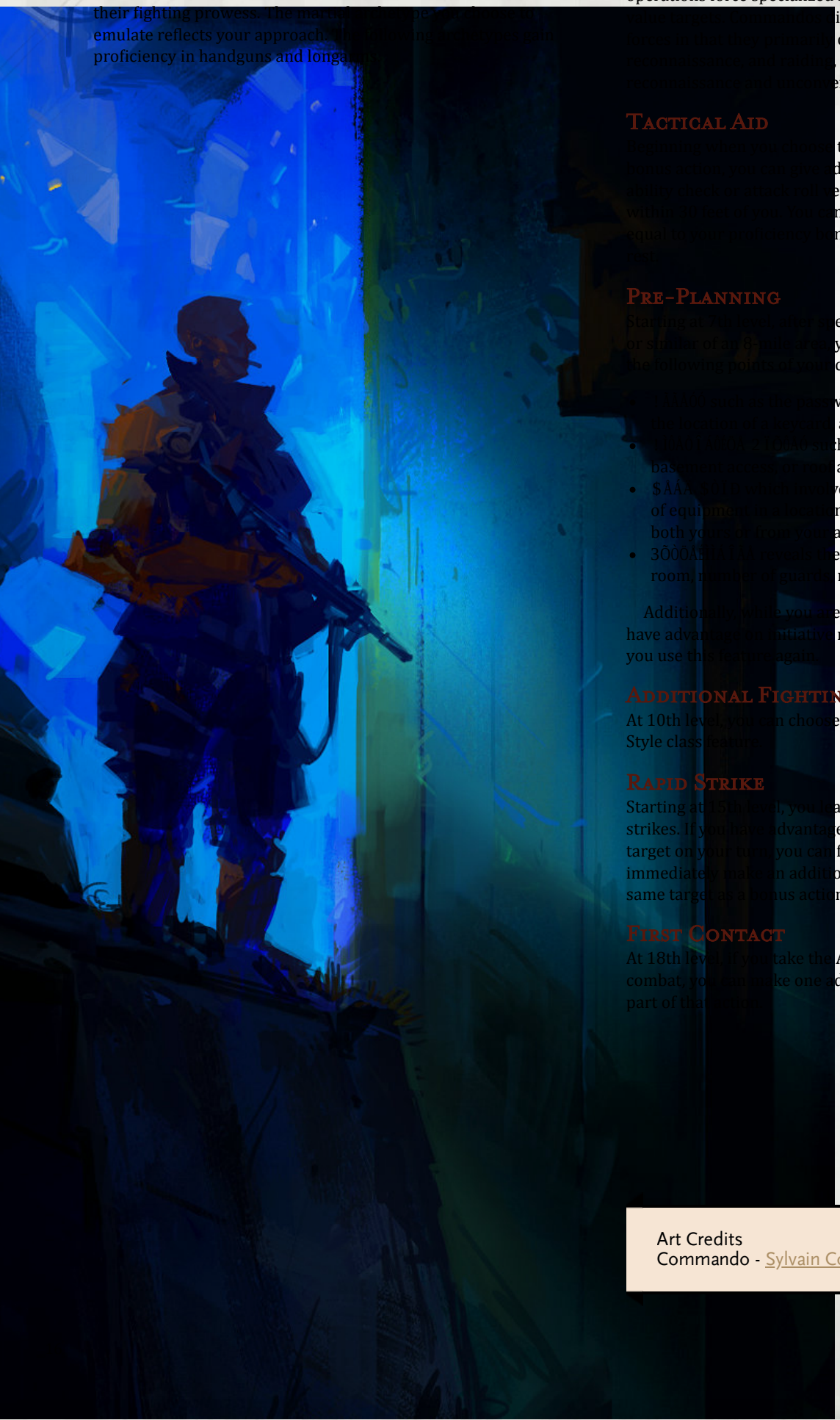
Additionally, all electric devices that require batteries don't expend charges when you use it.



Art Credits
Character Concept - Gabriel Yeganyan

Martial Archetype

Different fighters choose different approaches to perfecting their fighting prowess. The martial archetype you choose to emulate reflects your approach. The following archetypes gain proficiency in handguns and longarms.



Commando

A commando is a soldier of an elite light infantry or special operations force specialized in assault or unconventional high-value targets. Commandos differ from other types of special forces in that they primarily operate in overt combat, front-line reconnaissance, and raiding, rather than long range reconnaissance and unconventional warfare.

Tactical Aid

Beginning when you choose this archetype at 3rd level, as a bonus action, you can give advantage to an ally on the next ability check or attack roll versus an opponent you can see within 30 feet of you. You can use this feature a number of times equal to your proficiency bonus before finishing a short or long rest.

Pre-Planning

Starting at 7th level, after spending 1 hour studying a map, plan or blueprint of an 8-mile area, you learn something about two of the following points of your choice:

- ÂÂÂ such as the password for entering a restricted area, the location of a key card, an unlocked entry door or window.
- ÂÂÂ such as the ventilation system, the basement access, or roof access.
- $ÂÂÂ which involves an insider drops off up to 20 lb. of equipment in a location you choice. The equipment can be both yours or from your allies.
- 3ÔÔÔÂÂ reveals the location of cameras, the security room, number of guards, metal detectors and such.

Additionally, while you are in the area you've studied, you have advantage on initiative rolls for the next 12 hours or until you use this feature again.

Additional Fighting Style

At 10th level, you can choose a second option for the Fighting Style class feature.

Rapid Strike

Starting at 15th level, you learn to trade accuracy for swift strikes. If you have advantage on a weapon attack against a target on your turn, you can forgo that advantage to immediately make an additional weapon attack against the same target as a bonus action.

First Contact

At 18th level, if you take the Attack action on your first turn of a combat, you can make one additional ranged weapon attack as part of that action.

Art Credits
Commando - Sylvain Coutouly

Deadeye

The archetypical Deadeye has honed their skill with ranged weapons to perfection. Master snipers and scouts, they take their time lining up their shots, and can take down foes at extreme range and with pinpoint accuracy.

Bonus Proficiency

When you choose this archetype at 3rd level, you gain proficiency in one of the following skills of your choice: Perception, Investigation, or Survival. If you are already proficient in your chosen skill, you add double your proficiency bonus to any ability check you make with it.

Steady Aim

Starting at 3rd level, you can take your time aiming to prepare a deadly shot. As a bonus action when you are wielding a ranged or thrown weapon, you can focus your mind and steady your hand. Your ranged weapon attacks gain the following benefits, which last until you move, take damage, are no longer wielding a ranged or thrown weapon, or until you choose to end them (no action required):

- The normal and long ranges of the attacks are doubled.
- The attacks ignore half and three-quarters cover.
- On a hit, you can deal an additional 2d6 damage to the target. This damage increases by 1d6 at levels 5, 7, 9, 11, 13, 15, 17, and 19. This damage can only be dealt once per round.

When you use this feature, you can only make a single ranged weapon attack when you take the Attack action, even if you can normally make more than one attack due to your Extra Attack feature.

Keen Eye

At 7th level, you become exceptional at spotting hidden threats. You may take the Search action as a bonus action. Additionally, being in a lightly obscured area doesn't impose disadvantage on your Wisdom (Perception) checks.

Marksmanship

Starting at 10th level, your aim improves as you maintain your focus. When you use your Steady Aim, you gain a +1 bonus to ranged attack rolls. At the beginning of each of your subsequent turns, this bonus increases by 1, to a maximum of +5. You lose this bonus when your Steady Aim ends.

Overwatch

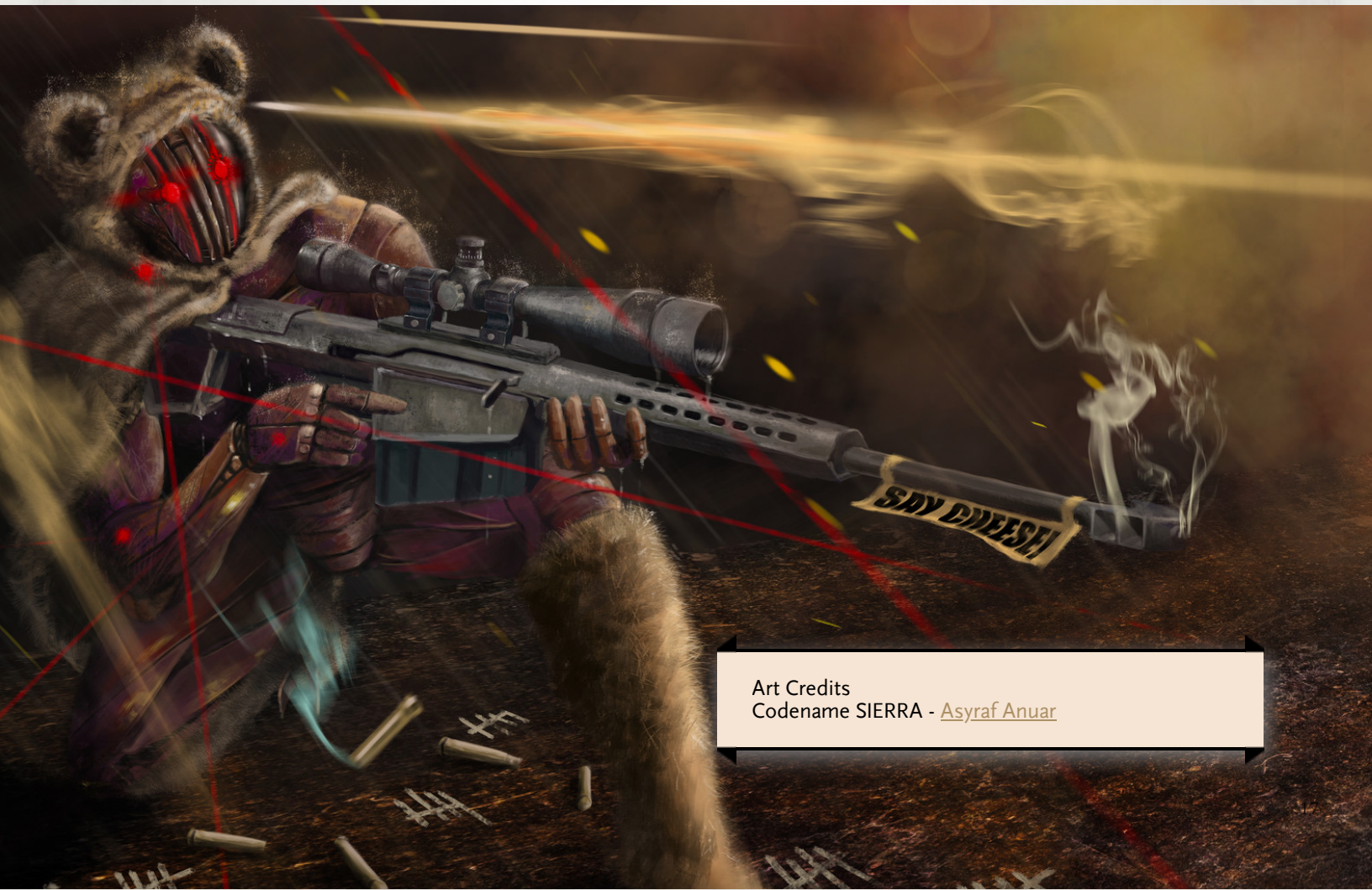
At 15th level, you can use a well-placed shot to disrupt enemies' attacks. As a reaction when you are using your Steady Aim and a creature you can see makes an attack, you can make a ranged weapon attack against that creature. The creature must be within the range of the weapon you use to make the attack. If your attack hits, the target has disadvantage on the attack it was making.

You can use this feature a number of times equal to your Dexterity modifier (minimum of once), and you regain all expended uses of it when you finish a long rest.

Impossible Shot

At 18th level, you are able to strike targets with pinpoint accuracy when you need it most. When you are using your Steady Aim and hit a target with a ranged weapon attack, you can make the hit a critical hit.

Once you use this feature, you can't use it again until you finish a short or long rest.



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Codename SIERRA - Asyraf Anuar

Sacred Oath

Becoming a paladin involves taking vows that commit the paladin to the cause of righteousness, an active path of fighting wickedness. The final oath, taken when they reach 3rd level, is the culmination of all of the paladin's training.

Oath of the North Star

Knights who swear an oath to the north star aid and guide travelers along their way. They take after the star itself, reliable and steadfast in even the darkest of times.

Tenets of the North Star

A paladin who takes this oath swears on a star in the sky on a clear night.

3ÈÏ× ÔÈÅ 7ÁÙ It is your duty to guide the lost back onto the righteous path. Otherwise, those who are lost will never find their way.

3ÔÁÎÄ 3ÔÒÏÎÇ Do not waver or break formation. Many rely on you, and for them you must stand strong.

3ÈÉÎÅ ÉÎ ÔÈÅ .ÉÇÈÔ Without the light above, the night would be dark. Shine bright and defend against the darkness.

Oath Spells

You gain oath spells at the paladin levels listed in the Oath of the Stars Spells table. See the Sacred Oath class feature for how oath spells work.

Oath of the North Star Spells

N_j_bgl Jctcj	Qncjjq
3rd	color spray, magic missile
5th	calm emotions, enthrall
9th	blink, hypnotic pattern
13th	aura of purity, guardian of faith
17th	circle of power, flame strike

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity Options. See the Sacred Oath class feature for how Channel Divinity works.

3ÏÏÔÉÎÇ ,ÉÇÈÔ You can use your Channel Divinity to call out to your allies, reassuring and bolstering them. As a bonus action, choose a number of creatures up to your Charisma modifier (minimum one creature) within 60 feet of you that can see or hear you. Each target gains a number of temporary hit points equal to your paladin level and is immediately freed from the frightened or charmed conditions.

3ÔÁÌÌÁÒ 'ÌÏ× As a bonus action, you can use your Channel Divinity to surround yourself in stardust. You emit dim light in a 5-foot radius for one minute. Attacks made at creatures within this dim light (including you) are at advantage. You can end this effect as a bonus action on your turn.

Aura of Stardust

Starting at 7th level, you emit an aura of starlight around you while you're not incapacitated, casting dim light in a 10-foot radius around you. You can activate or suppress this this aura as a bonus action.

When an invisible creature moves within 10 feet of you for the first time on a turn or starts its turn there, it must succeed a Dexterity saving throw against your spell DC or become coated in tiny motes of stardust. While coated in this way, the affected creature can't benefit from being invisible. These motes of stardust disappear once the affected creature moves out of the range of your aura.

At 18th level, the range of this aura increases to 30 feet.

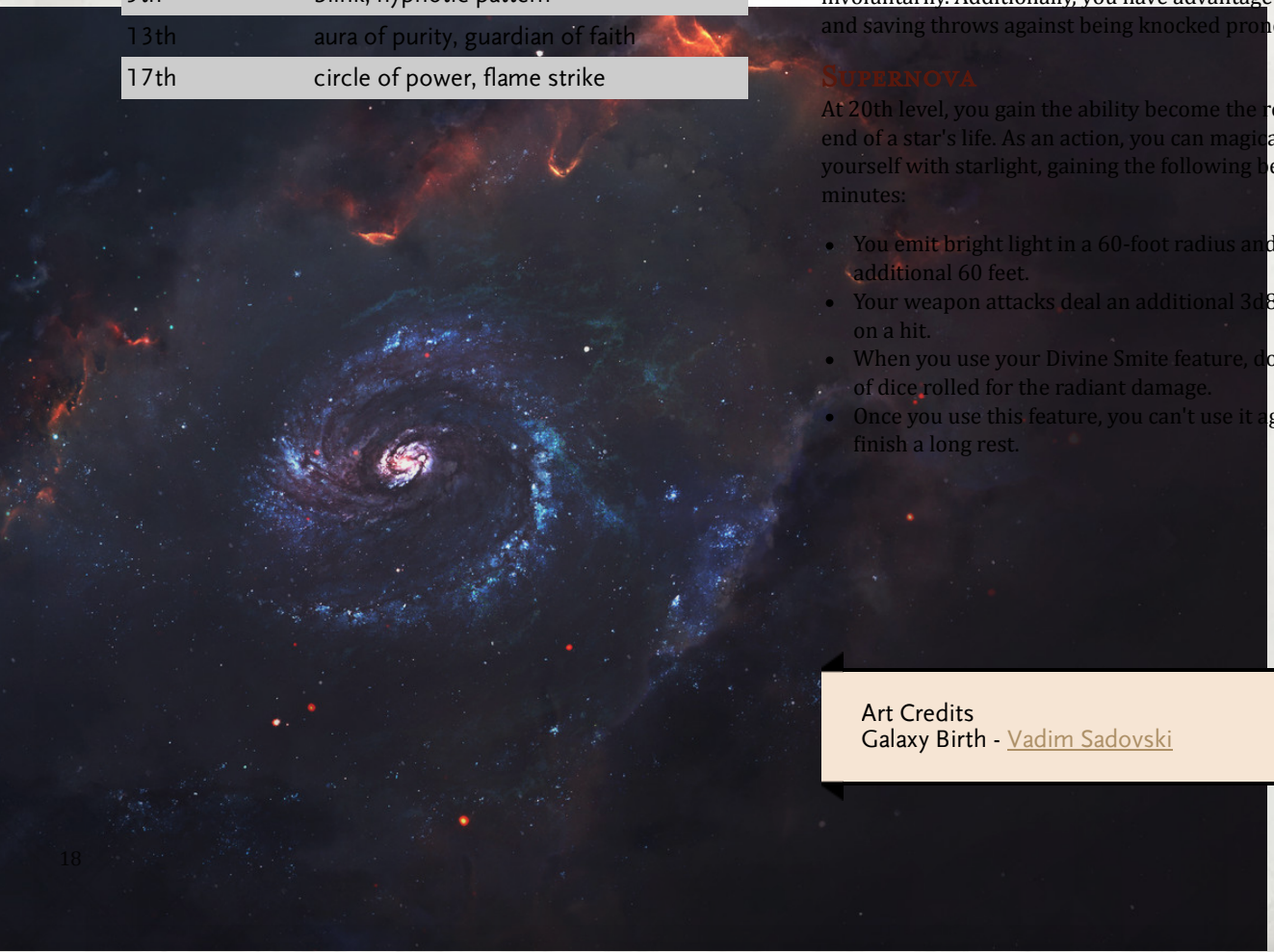
Polaris

At 15th level, you are an immovable bastion on the battlefield. While you are conscious, you cannot be pushed or moved involuntarily. Additionally, you have advantage on ability checks and saving throws against being knocked prone.

Supernova

At 20th level, you gain the ability become the realization of the end of a star's life. As an action, you can magically infuse yourself with starlight, gaining the following benefits for 1 minutes:

- You emit bright light in a 60-foot radius and dim light for an additional 60 feet.
- Your weapon attacks deal an additional 3d8 radiant damage on a hit.
- When you use your Divine Smite feature, double the number of dice rolled for the radiant damage.
- Once you use this feature, you can't use it again until you finish a long rest.



Art Credits
Galaxy Birth - Vadim Sadovski

Oath of Sanity

The Oath of Sanity is the oath of someone that has survived exposure to the horrors that lay beyond the veil.

While most who have glimpsed into the Far Realm suffer instant and irrevocable madness, these Paladins have glimpsed beyond and sworn to remain sane, no matter what the cost. They reject shielding their fragile mind from what they've seen in comforting shroud of madness.

An Oath of Sanity Paladin will usually seem to others as true neutral or lawful neutral following obscure codes incomprehensible to those who haven't experienced a brush with the beyond, their morality coming in blue and orange rather than black and white. Almost universally they are dedicated preventing the threats beyond from consuming the material world and shattering the fragile minds within.

These are the ones who make grim decisions for the greater good, for they know what lies beyond.

Tenets of Sanity

- /ÒÄÅÒ8 Never act on random or chaotic impulses. These are the cracks of madness.
- 6ÉÇÉÌÁÎÃÅß Never let your attention wander, least you miss the signs madness.
- $ÉÓÃÉÐÌÉÎÅß Never indulge in a lapse of behavior, your habits keep you safe from madness.
- 3ÏÌÅ Í ÎÉÔÙ. Your work is terrible. Never take pleasure in it. That leads to the comfort of madness
- 3ÁÎÉÔÙß No matter what, never give into madness.

Oath Spells

You gain oath Spells at the paladin levels listed.:

Jctcj	Qncjjq
3rd	*bcrcar k_ega* npmrcargml dpmk emmb _lb ctgj*
5th	*a_jk ckmrgmlq* qcc gltgqg `gjgrw*
9th	*bgqncj k_ega* pckmtc aspqc*
13th	*`_lgqfkclr* bgkclqgml bmmp*
17th	*`_lgqfglе qkgrc* amlr_ar mrfcp nj_lc*

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

4ÕÒÎ ÔÈÅ !ÂÅÒÁÎÔq As an action, you can make any aberration or undead, provided that it's within 30 feet and that can see or hear you, make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

If the creature's true form is concealed by an illusion, shapeshifting, or other effect, that form is revealed while it is turned.

&ÏÃÕÓ -ÉÎÄq As a reaction to becoming Frightened, Charmed, or suffering a negative mental status inflicted by failing an Intelligence, Wisdom or Charisma saving throw, you may focus your mind, expending your Channel Divinity to immediately end the effect.

Aura of Binding

Beginning at 7th level, you project an grounding aura against the warping of space around you. Creatures of your choice within 10 feet attempting to teleport or cross planar boundaries must pass a Charisma saving throw against your spell save DC. On a failure, the spell slot is not wasted but the action is. At 18th level, the range of this aura increases to 30 feet.

Constant Vigilance

Starting at 15th level, you can no longer be surprised, and your passive perception remains the same even while unconscious so long as you have at least 1 health.

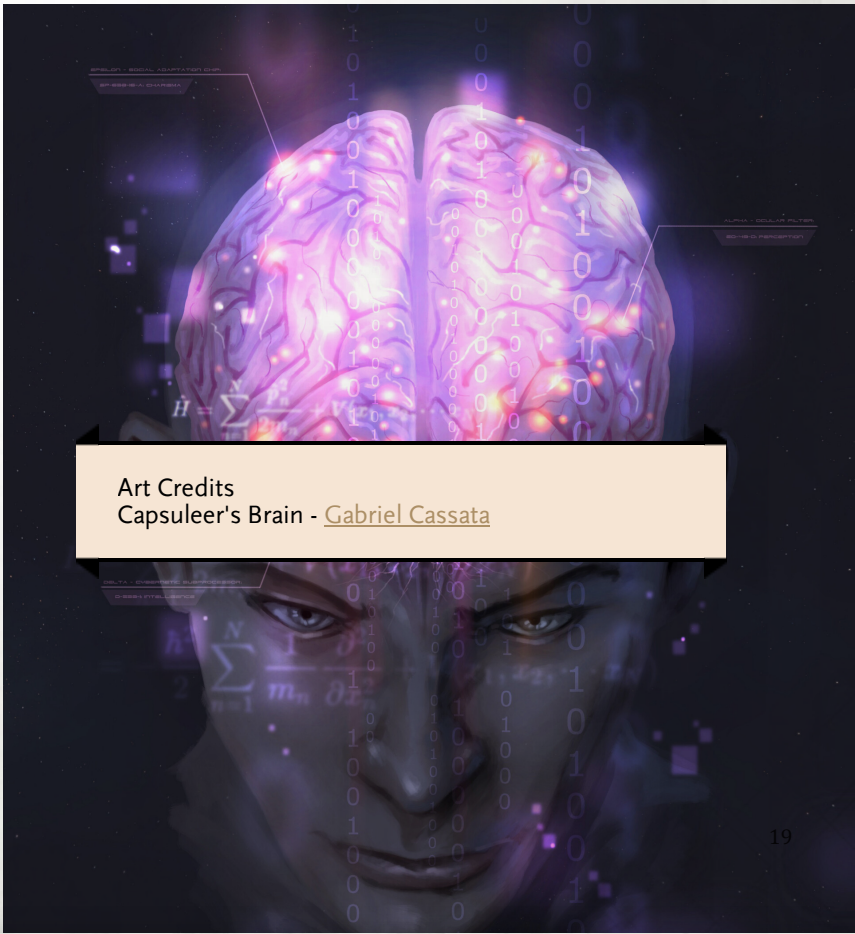
Additionally, when you roll for Initiative, if the total result of your roll is less than your passive perception, you can replace the result with your passive perception value.

Awoken

At 20th level, as an action, you can fully perceive the world around you for what it is, shattering the foul magics that bind and piecing the veils that hide, unrelenting and focused, gaining the following benefits for 1 minute:

- You can gain truesight with a range of 120 feet.
- You are immune to psychic damage.
- Whenever you strike an enemy with a Divine Smite, they suffer the effects of *ÄÉÓÐÅÌ ÍÁÇÉÃ* cast at the level of the spell slot expended.
- You can use Focus Mind without expending your channel divinity during the effect of this ability.

Once you use this feature, you can't use it again until you finish a long rest.



Art Credits
Capsuleer's Brain - Gabriel Cassata

Roguish Archetype

Rogues have many features in common, including the
emphasis on perfecting their skills, their precise and
approach to combat, and their increasingly quick refl
different rogues steer those talents in varying directi
embodied by the rogue archetype. Your choice of arc
reflection of your focus—not necessarily an indicatio
chosen profession, but a description of your preferre
techniques.

Infiltrator

An infiltrator can break into places others wouldn't d
find what it's looking for, and get back out again whil
evading anyone who would try to stop him. An infiltr
master of stealth, breaking and entering, and second
work.

Bonus Proficiencies

When you choose this archetype at 3rd level, you gai
proficiency with the disguise kit and hacking tools.

Sweep

Starting at 3rd level, you know how to size up an are
the lay of the land in a single sweep of your eyes that
perceptible to those around you.

You can use your bonus action granted by your Cu
Action to make the Search action. You also gain advar
check when looking for alarms, surveillance devices,
routes and any expensive objects that can easily be c
and carried away.

Infiltration Adept

At 9th level, you have a number of infiltration dice eq
Dexterity modifier, which are d8s. You regain all of yo
expended infiltration dice when you finish a long or s
You can expend an infiltration dice and add it to the r
the following checks after you roll, but before the DM
whether the roll succeeds or fails.

- Whenever you make a Dexterity (Stealth) check.
- Whenever you make an attack roll while hiding.
- Whenever you make a check using, disarming or
  electrical or mechanical device.

Engineer

At 13th level, you understand how machines and ele
devices work. You gain advantage on checks to use, d
repair an electrical or mechanical devices.

Additionally, when you fail to deactivate a trap, exp
alarm, you can use your reaction to avoid triggering t
(activating the trap, detonate an explosive or trigger
You can use this feature once per short or long rest.

Master Infiltrator

At 17th level, your infiltration dice are now d10s, and
expend up to two infiltration dices for each check ins
one.

Additionally, whenever you make a check using too
not proficient, you can add half your proficiency bon
check.

Art Credits
Thief - Unknown/Thief

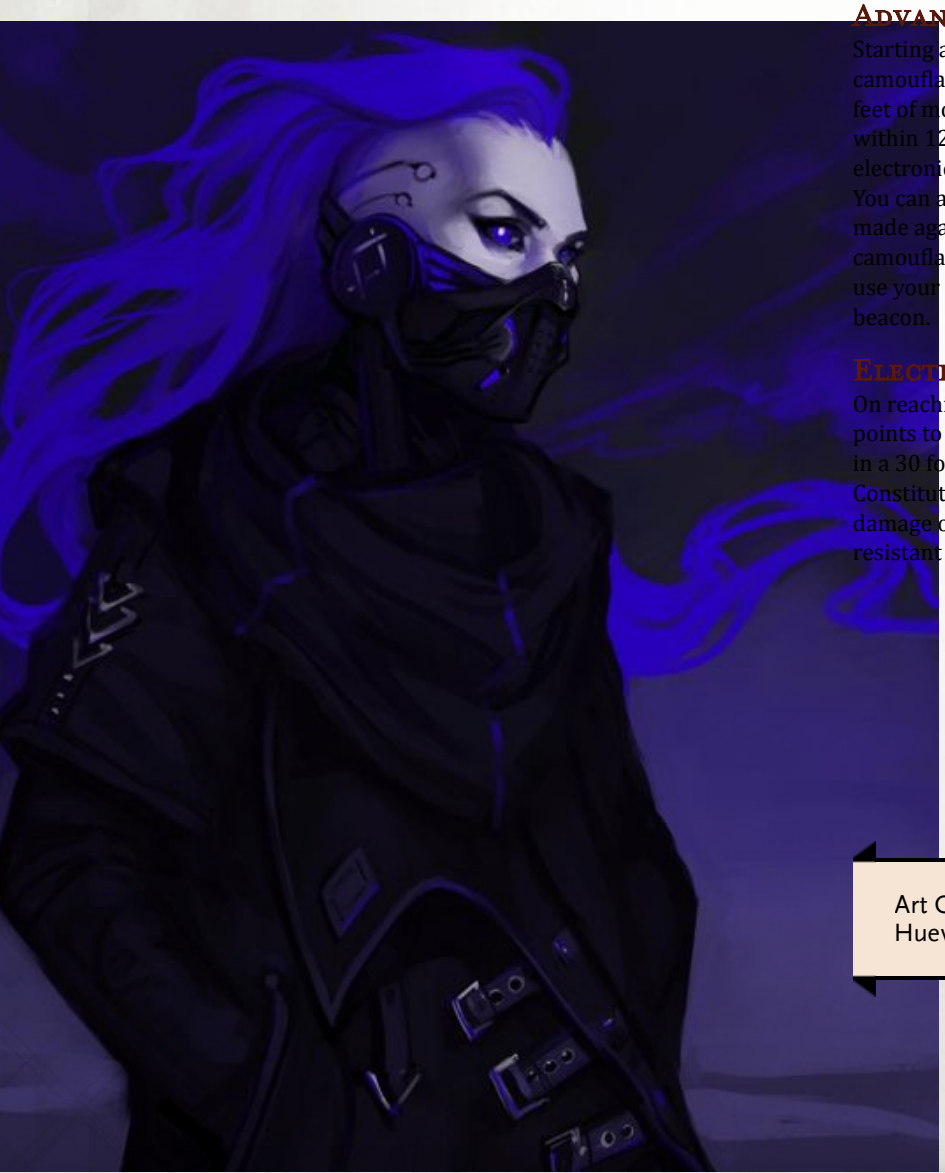
Stealth Hacker

Rogues often use stealth to gain sneak attacks on their victims, but a Stealth Hacker takes it a step further, completely focusing on tactics to get behind enemies without detection to disrupt and debilitate them. Somehow you have come to possess a variety of gear (magical or technological) that provides you with the ability to hack, camouflage and quickly maneuver. You can use your hacking abilities to disrupt your enemies, ensuring they are easier for your allies to eliminate. Your ability to camouflage yourself and travel around the battlefield make you hard to pin down and excellent at both infiltration and at narrow escapes. (Yes this is that.)

Translocate

When you choose this archetype at 3rd level, you gain the ability to instantly translocate through space to a beacon (likely tech gear, but could be a magically infused device). As a bonus action, you can toss out a translocator beacon up to 60 feet onto a relatively flat surface. As a bonus action, you can instantly return to the beacon's location while it is active (excluding when it's in mid-flight) and located in an unoccupied space. After 2 rounds from when it was placed, a translocator beacon becomes inactive, you can no longer return to it and the beacon will require an action to be reset while you are holding it.

Your translocator is indestructible. However, it can be disabled, having 10 hit points and an AC of 10. A disabled translocator can be repaired during a short or long rest. If it is lost, it is not easily recovered in a campaign setting.



Remote Hack

Starting at 3rd level, you become proficient in hacking using electromagnetic tendrils and gain hack points equal to your level, which you fully regain upon completion of a short or long rest. Your hack save DC is 8 + your proficiency bonus + your intelligence modifier.

Using an action with a free hand, you can spend a hack point to target an opponent with cybernetics that is within 30 feet with an electromagnetic tendril, making a ranged attack. On a hit, a hacked target must make a Constitution saving throw, or have their cybernetics disabled and they can remake the save at the end of each of their turns. The hack ability can be used to disable electronic devices, disarm electric locks, or even access computers using your proficiency in thieves' tools and Intelligence.

Thermoptic Camo

Starting at 9th level, you have gained camouflage abilities (likely tech gear, but could be a magically infused device) that allow you to pass by enemies undetected for a short period of time. As a bonus action, you can spend a hack point to enable your thermoptic camouflage, gaining a +10 bonus to Dexterity (Stealth) checks, allowing you to attempt to hide even against enemies that can see you. You remain camouflaged until you make an attack, cast a spell, take any damage or end of your turn (or earlier if you choose). When coming out of camouflage, if you were undetected by a target, you then have advantage on the first attack you make before the end of your turn.

Advanced Tactics

Starting at 13th level, your abilities have increased. While camouflaged your speed increases and you gain an additional 10 feet of movement. You are able to see an outline of any enemy within 120 feet who has their health below 50% that is carrying electronics, including enemies behind cover or even solid walls. You can add your Intelligence modifier to damage on attacks made against targets you have advantage on when coming out of camouflage. If you are conscious and able to move, you can now use your reaction to instantly return to your translocation beacon.

Electromagnetic Pulse

On reaching 17th level, as an action you can spend 10 hack points to discharge a sphere of electromagnetic energy from you in a 30 foot wide radius. All enemies in the sphere must make a Constitution saving throw, or be incapacitated until they take damage or the end of your next turn. This also disables all non-resistant devices for 2d6 rounds.

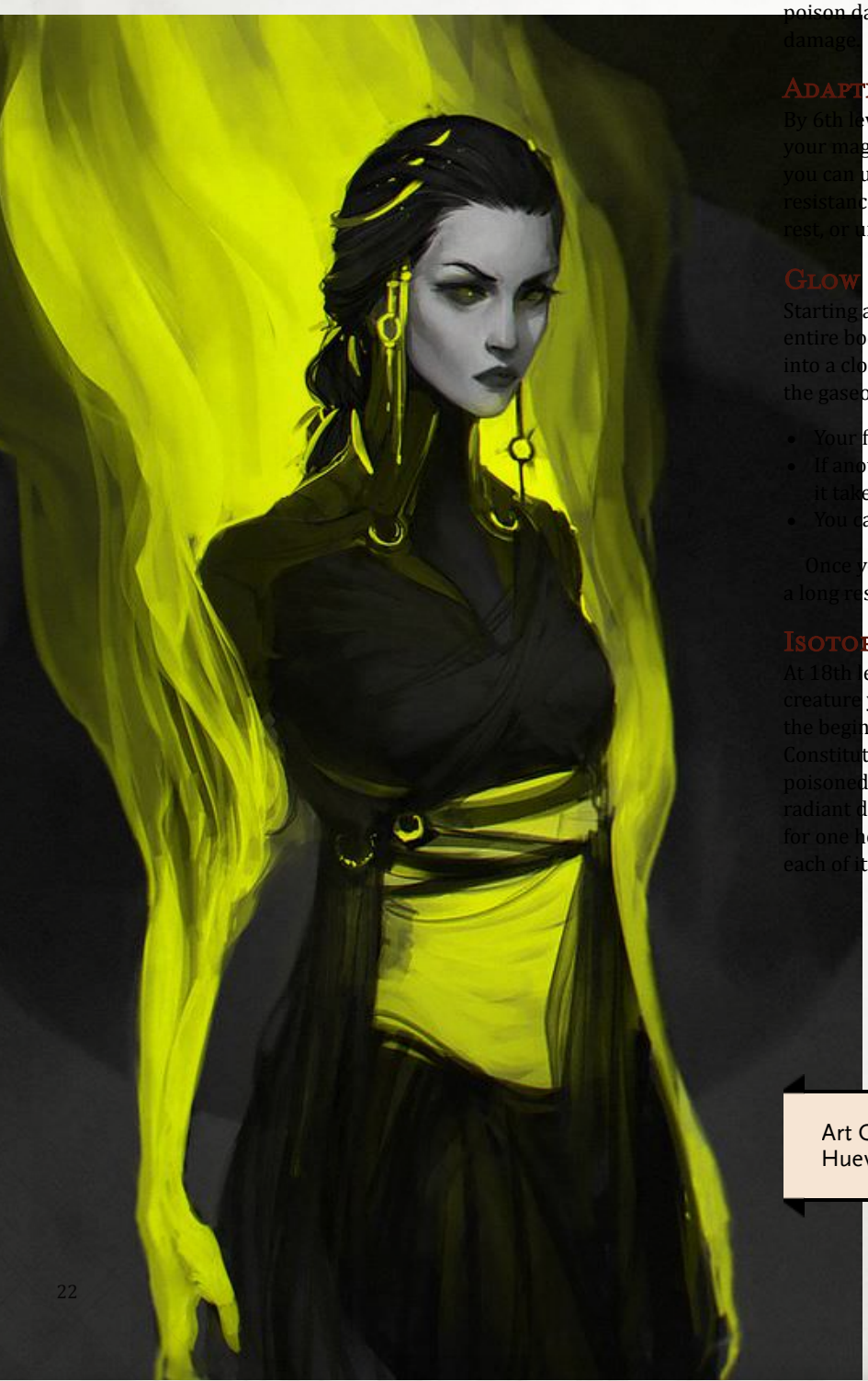
Art Credits
Huevember pt 2 - Angelina Sennoma

Sorcerous Origin

Different sorcerers claim different origins for their innate magic. Although many variations exist, most of these origins fall into some bigger categories.

Radiation Freak

The depths of the wasteland hold terrible forces that can warp and twist a man irreparably. Radiation normally offers a cruel, agonizing death, but can sometimes fundamentally alter those subjected to its strange energies. Those which emerge from this process alive are deemed "radiation freaks" for the horrible physical deformities that accompany their transformation, but some are changed in even stranger ways. Radiation has the potential to alter a creature at the magical level as well, resulting in mutated sorcerers wielding horrific power.



Radioactive

Starting at 1st level, your body is saturated with harmful residual radiation. You can use your action to activate or suppress a radioactive aura. While active, your body glows with a bright light in a 10-foot radius and dim light for an additional 10 feet. Additionally, each creature which comes within 5 feet of you or ends its turn in that area takes 1d6 radiant damage. At 6th level, this damage increases to 1d8 and at 14th level this damage increases to 1d10.

High Power

Also at 1st level, whenever you deal cold, fire, lightning, or poison damage, you can replace the damage type with radiant damage.

Adaptive Resistance

By 6th level, the tumors within your body can of rapidly shift your magical metabolism. Immediately after you take damage, you can use your reaction and spend 1 sorcery point to gain resistance to that damage type until you take a short or long rest, or until you use this ability again.

Glow Cloud

Starting at 14th level, you can use your action to transform your entire body, along with everything you're wearing and carrying, into a cloud of dangerous radioactive material. This effect acts as the gaseous form spell, with the following differences:

- Your flying speed is equal to half your movement speed.
- If another creature enters your space or ends its turn there, it takes 2d10 radiant damage.
- You can cast cantrips while you're in this form.

Once you use this ability, you can't use it again until you finish a long rest.

Isotope Poisoning

At 18th level, you can spend 3 sorcery points to bombard a creature you touch with a near lethal amount of radioactivity. At the beginning of each of the targets turns, it must make a Constitution saving throw. On a failed save, the target is poisoned until the beginning of its next turn and takes 4d10 radiant damage. If a target fails three times, it remains poisoned for one hour, and takes 1d10 radiant damage at the beginning of each of its turns. If it succeeds three times, this effect ends.

Art Credits
Huevember girls(10) - Exellero

The Network

Your innate magic comes from the energy of the massive network around the world where every device is connected. Perhaps the constant exposure to this network through using devices connected to the internet give you your powers.

Social Network

Starting at 1st level, your innate connection allows you to get information easily. Whenever you make an Intelligence check to learn or get information about someone or something, you may use your Charisma modifier instead.

Network Strikes

When you choose this origin at 1st level, as a bonus action you gain the following benefits for 1 minute:

- Whenever you deal damage with a spell, you can replace the damage type to lightning damage.
- Any creature within 30 feet of you that you can see that hits you with an attack takes lightning damage equal to your Charisma modifier.

Once you use this feature, you must finish a short or long rest to use it again.

Arcane Firewall

At 6th level, whenever you are targeted by an spell that makes you roll a saving throw, you can use your reaction and spend 1 sorcery point to gain advantage on that roll.

If you are targeted by a ranged spell attack, you can use your reaction and spend 1 sorcery point to impose disadvantage on that roll.

Metamagic Glitch

At 14th level, when you cast a spell using a 4th level slot or higher, you can choose one metamagic option you know from Careful, Distant, Empowered, Extended or Subtle spell. You use that metamagic option at no cost.

Network Overload

Beginning at 18th level, when you cast a spell that requires a single attack roll against a single target, you can expend up to 4 sorcery points to deal an additional 1d10 lightning damage for each sorcery point you expend.

Art Credits
Lightning Mage - 2blind2draw

Otherworldly Patron

A modern warlock channels the unseen randomness of urban life, tapping into the energy of technology in unimagined ways.

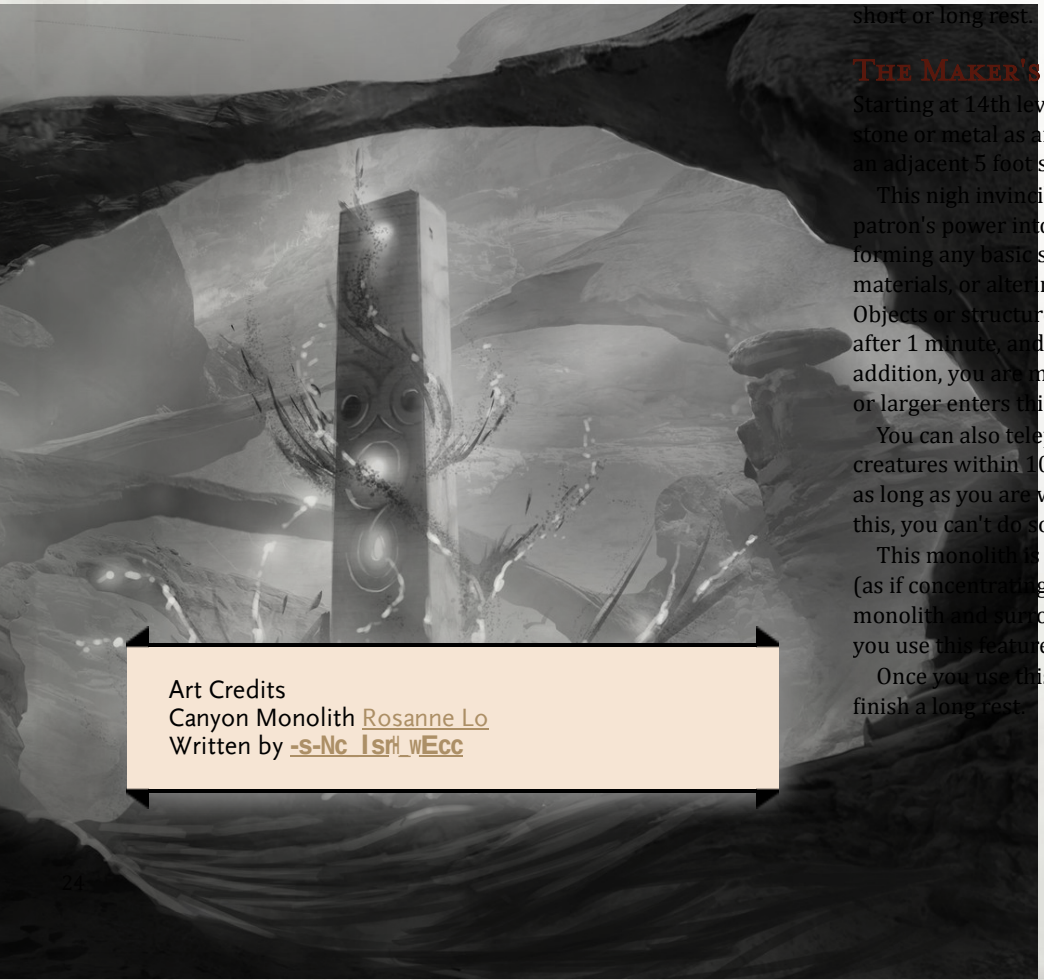
The Machine

Your patron is an incomprehensible machine that wields both intelligence and incredible power over reality. This device may have been created through mortal design, only to far exceed its intended capabilities; or it may have been the instrument of a higher power, preserving order since the birth of the multiverse. The motives of these constructs are often inscrutable, either through deliberate manipulation or a bizarre protocol of communication; nonetheless, their ultimate goals range from carrying out the original directives of their creators to achieving the insane fantasies of a rogue artificial intelligence.

Expanded Spell List

The Machine lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Qncjj Jctcj	Qncjjq
1st	*epc_qc* qfgcjb*
2nd	*fc_r kcr_j* ilmai*
3rd	*jgefrlgle `mjr* qclbgle*
4th	*d_ `pga_rc* qrmlcqigl*
5th	*n_qqu_jj* rcjcigicqgq*



Art Credits
Canyon Monolith Rosanne Lo
Written by -s-Nc_IsrM_wEcc

Machina Arcana

Beginning at 1st level, you know the *ÍÅÎÄĹÎÇ* and *ÓÈÏÃËĹÎÇ ÇÒÁÓÐ* cantrips, which do not count against your known cantrips and are considered warlock spells for you.

Warped Reality

Also at 1st level, you can choose to bend and contract space when you make a ranged or melee attack roll to extend its range or reach by 60 feet and grant advantage to the roll.

You can also use this feature when you interact with an object, perform the Use Object action, or cast a touch spell on a willing creature to increase your reach by 60 feet. If you use this feature to pick up a distant object, it can't weigh more than 10 pounds.

Once you use this feature, you can't use it again until you finish a short or long rest.

Forged Body

Starting at 6th level, you become your master's canvas, declaring the perfection of artifice over flesh. Whenever you take damage, you can use your reaction to halve the damage dealt to you.

You gain two uses of this feature, which are regained after finishing a short or long rest.

Steel Resolve

Starting at 10th level, your patron's logic-driven rigor teaches you to compartmentalize your thoughts and emotions. You are immune to the frightened condition, and you don't lose concentration on your spells when you are incapacitated unless you are petrified or rendered unconscious.

In addition, when you are forced to make a Constitution saving throw to maintain concentration on a spell, you can choose to automatically succeed after seeing your initial roll but before any of the roll's effects occur. Once you maintain concentration this way, you can't do so again until you finish a short or long rest.

The Maker's Monolith

Starting at 14th level, you can summon an imposing column of stone or metal as an action; raising a 15 foot tall monument in an adjacent 5 foot space.

This nigh invincible monolith acts as a conduit for your patron's power into this realm. You can spend 10 minutes forming any basic structures or objects made of non-magical materials, or altering terrain within 30 feet of this monolith. Objects or structures removed from this area will disintegrate after 1 minute, and terrain will revert to its natural form. In addition, you are mentally alerted when a creature of size Tiny or larger enters this area, as long as you are within 5 miles.

You can also teleport yourself and up to 4 other willing creatures within 10 feet to the base of the monolith as an action, as long as you are within 5 miles of it. Once you teleport like this, you can't do so again until you finish a long rest.

This monolith is active as long as you maintain concentration (as if concentrating on a spell). If you concentrate for 1 hour, the monolith and surrounding creations are made permanent until you use this feature again to create another one.

Once you use this feature, you can't do so again until you finish a long rest.

The Lady of Luck

Your Patron is a being who personifies the concept of fortune itself, known as simply as The Lady of Luck. She travels through the Astral Plane on a great wheel, her seven snake eyes observing every possible outcome of every action, her eight hands occasionally tugging at the strands weaved by her sister Destiny, in order to subtly influence causality, whether this is ultimately for good or bad only she knows. She is fickle and inscrutable, as quick to give her blessing as she is to take it away, and if trifled with she may even cast a baleful curse that lays ruin on whoever fails at tempting her, she does however look favorably upon those who know how to play the odds, and if not squandered, her favor ensures that anyone can thrive should they know how to use it.

Expanded spell list

The Lady of Luck let's you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Qncjj jctcj	Qncjjq
1st	`_lc* `jcqq
2nd	_sespw* clf_lac _`gjgrw
3rd	`c_aml md fmnc* `cqrmu aspqc
4th	bc_rf u_pb* bgtgl_rgml
5th	amk kslc* qigjj cknmucpckclr

Stacking the Deck

At 1st level your patron teaches you how to improve the odds in your favor, you gain proficiency with Dexterity (Sleight of hand) checks, as well as a special set of playing cards known as a gambit. You can summon your gambit to your hand as a bonus action, and you can use it as a focus for your warlock spells. Your gambit has a number of charges equal to your Charisma modifier, and you can spend them to produce the following effects. You can use these effects after you see the roll, but before any of it's effects are applied. You regain all charges of your gambit once you finish a long rest, and you get 1 additional charge whenever you roll a d20 and the result is either a 1 or a 20.

- Whenever you or an ally that you can see makes an ability check, or saving throw, you can use your reaction and spend 2 charges of your gambit to grant them advantage on that check.
- Whenever you or an ally that you can see within 30 feet of you makes an attack roll, you can use your reaction and spend 2 charges of your gambit to give you or that ally advantage on the attack roll.
- Whenever a hostile creature makes an attack roll against you or an ally that you can see within 30 feet of you, you can use your reaction and spend 2 charges of your gambit to give that creature disadvantage on the roll.

Luck on Your Side

Starting at 6th level the laws of probability slightly shift around you. Within 10 foot aura centered around you the first attack roll, saving throw, or ability check that you, or an ally makes with disadvantage is made as a straight roll instead; and the first attack roll, saving throw, or ability check made by a hostile creature with advantage is also treated as a straight roll. You can only grant this benefits once per round. At 12th level the range of this aura becomes 15 feet.

Reversal of Fate

Beginning at 10th level you gain the power to subvert the fortunes. When initiative is rolled you regain 1 charge of your gambit. Additionally whenever you or a creature that you can see makes an attack roll, saving throw, or ability check, and rolls either a 1 or a 20, you can use your reaction to treat that roll of a 20 as a 1, or make the roll of a 1 be treated as rolling a 20. You can use this feature twice, and you regain all uses when you finish a short or long rest.

Double or Nothing

At 14th level you can drastically alter the fortunes of everyone around you. Whenever you or a creature that you can see makes an attack roll, damage roll, saving throw, or ability check, you can use your reaction to apply the following results based on the result of the roll of a single d20 called a #ĬĖÎ ÔĬÓÓ, this type of roll negates both advantage and disadvantage for it.

- 11 - 20 : The result of the roll is treated as having rolled the highest possible amount.
- 1 - 10 : The result of the roll is treated as 1.

You can use this feature after the roll is made, but before any of the results are applied. You can use this feature twice, and you regain all uses once you finish a long rest.

Art Credits
Falling Dice Ahmed Shahriar
Written by -s-Afpmkmqmkcafmpsq

Arcane Tradition

The most common arcade traditions in the multiverse resolve around the schools of magic. Wizards through the ages have cataloged thousands of spells, grouping them into categories called schools.

School of Technomancy

A new world brings new opportunities as the magical and the mundane fuse into novel patterns. The technomage combines the rising power of magic with a deep understanding of technology. The technomage has a roster of spells that she may cast, and in addition gains new powers that meld magic and machinery.

Art Credits
Pinterest Unknown

Technomancy Savant

Beginning when you select this school at 2nd level, you change your spellbook into a E-book device infused with magic, allowing you to save spells on it in a special format called "spellfiles". The gold or the time you must spend to copy a spell in your E-book device is halved (your choice).

Machine Empathy

Also at 2nd level, you gain proficiency with one of the following tools: engineering kit, hacking tools or mechanic tools. In addition, whenever you make an ability check using the chosen tool, you can twice your proficiency bonus to that roll.

Program Spell

At 6th level, you can cast a 5th-level spell or lower while touching an electronic device. When you do so, you expend the spell slot, but none of the spell's effects occur. Instead, the spell is programed into the device for later use if the item doesn't already contain a spell from this feature. When you program it, you determine the method of activating the spell, such as typing a specific word, flicking a switch or similar.

After that, a creature that has an Intelligence score of at least 6 can use an action to activate the spell and cast the programmed spell in the device. The creature must know the method of activation to cast the spell (for example, you can program the haste spell to be casted in a creature when it hits Control-Alt-H in the keyboard). A concentration spell placed in a device cannot be activated while you are concentrating on another spell.

When you program a spell in this way, it must be used within 8 hours. After that time, the magic fades and is wasted. The programmed spell is also lost if the device is destroyed or after you finish a long rest.

Once you use this feature, you can't use it again until you finish a short or long rest.

Online Casting

At 10th level, you can cast spells through electronic devices, including cameras, smartphones, tablets and computers. If a spell requires the caster to be seen, the target must see you, and if it requires the caster to be heard, then the target must be able to hear you.

The range is determined from the caster to the device and then from the device to its target. You must be able to see or otherwise be able to determine the location of your target.

You can only use this feature to cast spells that target a specific creature.

You can use this feature a number of times equal to your Intelligence modifier (minimum of once). You regain expended uses when you finish a long rest.

Chained Device

By 14th level, you have learned to imprint vestiges of your consciousness on electronic devices with significant computing power. When you cast a concentration spell, you can use a device whose computing power is equal to or greater than a tablet computer to maintain concentration of the spell on your behalf. The device must be held or worn by you to maintain this effect. If the device is destroyed, taken from you, dropped, or turned off, the concentration ends. Once you use this feature, you can't use it again until you finish a long rest.

Stressed Student

While many people glorify notorious wizards like Elminister, Mordenkainen, or Manshoon, they often are not aware of the effort invested into becoming so powerful. This subclass portrays the less glamorous days of being a wizard - for example all the hours of studying while drinking copious amounts of coffee.

Living on A Budget

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a spell into your spellbook is reduced to 10 gold and 30 minutes per spell level.

Spasms

Also at 2nd level, every once in a while, your lack of sleep causes you to lose control of your magic. When you cast a spell of 1st level or higher for the first time after a short or a long rest, roll an arcana check with a DC of 8 + the spell's level. If you fail, roll on the sorcerer's Wild Magic Surge table. You can not willingly choose to fail this check.

If you succeed, you will have to make this roll again the next time you cast a spell of 1st level or higher. The DC increases by 1 for every time you have succeeded until you fail.

> If you roll a 99-100 you instead regain your highest level expended spell slot.

Last Minute Preparations

Starting at 6th level, you can forego rolling for initiative and choose to go last in the initiative order. If you do so, you can replace one of your prepared spells with another one within your spellbook.

Adrenaline Rush

At 10th level, you can momentarily focus your mind for one turn. During this turn you can reduce the casting time of one spell from an action to a bonus action.

Once you've used this ability twice, you can't do so again until you have finished a short or a long rest.

Quick Learner

Beginning at 14th level, you can learn new spells by observing other that cast them. If you can see and hear a spell being cast, you can spend your reaction to attempt to memorize how it is cast. Make an Arcana check against a DC of 10 + the spell's level. On ea successful check, it is added to your list of prepared spells until you finish a long rest.

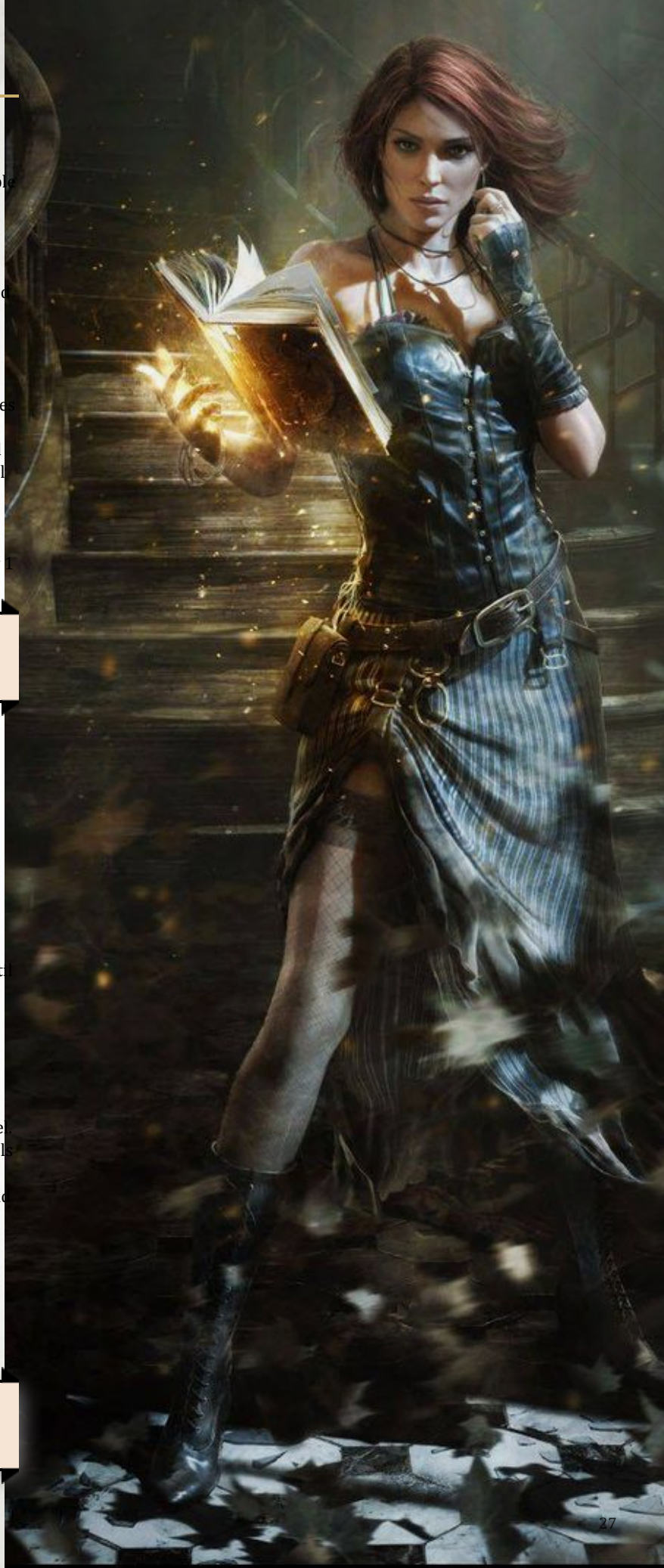
Before you finish a long rest, you can spend the time and gold necessary to write the spell into your spellbook.

If you attempt to memorize a spell while you already have a spell memorized and succeed, you forget the previously memorized spell.

Degree

At 20th level, you receive a degree. It does nothing, or does it?

> Art Credits
> neoV - Anthony Guebals



Spells

Electromagnetic Pulse

χÒÄŽÌÀÖÔÀÌ ÅÖÏÃÁÔÉÏÎ

#ÁÓÔÉÎÇ 4É Í Åą 1 action
2Á ÎÇÅą 30 feet
#Ï Í ÐÏ ÎÅ ÎÔÓą V, S
$ÕÒÀÁÔÉÏ Îą Instantaneousv

When you cast this spell, you send a powerful burst of energy that ruins electronic circuitry in a 20-foot cube. Any computer, telephone, television, or other device with a computer processor inside ceases to function immediately, and the contents of hard drives and other storage media are scrambled.

The electromagnetic pulse affects only devices with extensive circuitry, not everything that uses electricity. Ordinarily the lights stay on, although their electronic switches might not function. Automobiles continue to run, although their engines will run more roughly without electronic guidance. Cars with an electronic ignition system won't start after the spell.

Devices affected by this spell can be fixed using an engineering kit.

Haywire

4ÒÁÎÓ Í ÕÔÁÔÉÏÎ ÃÁÎÔÒÉÐ

#ÁÓÔÉÎÇ 4É Í Åą 1 action
2Á ÎÇÅą 30 feet
#Ï Í ÐÏ ÎÅ ÎÔÓą V, S, M (a small magnet)
$ÕÒÀÁÔÉÏ Îą Concentration, up to 1 minute

This cantrip causes a single device to behave randomly and erratically, defying any attempts to bring it under control. Cash registers display random prices and open their money drawers repeatedly. Escalators surge forward, then reverse themselves. Automatic teller machines flash random patrons' account balances on the screen as they spew forth receipts (not money, though).

It's impossible to describe the exact effects of haywire on every modern device. In general, a machine subject to haywire functions as if someone were pressing random buttons or otherwise manipulating it randomly.

Turning off a device subject to a haywire spell doesn't work, because the spell disables the “off” switch. Cutting off the power supply (by unplugging it, for example) disables the device 1d4 rounds later, ending the spell.

This cantrip doesn't disable the devices (for example, a camera might get a static effect but it will continue recording, and a door with an electronic lock might not be openable while is under the effects of this cantrip)

Instant Connectivity

ωÔÈŽÌÀÖÔÀÌ ÃÏÎÎÅÃÔÉÏÎ

#ÁÓÔÉÎÇ 4É Í Åą 1 action
2Á ÎÇÅą 10 feet
#Ï Í ÐÏ ÎÅ ÎÔÓą V, S, M (a device connected to internet worth at least 100 gp)
$ÕÒÀÁÔÉÏ Îą Instantaneous

With the aid of instant messaging software, you physically transport the subject or subjects from one place to another. If several willing creatures link hands in a circle, up to eight creatures can be affected by the spell at the same time.

At least one of the creatures affected must be touching a computer with Internet connection. The targets must be sent to a specific computer that is currently active online. Instant connectivity causes the targets to appear in the room from which the receiving device is, automatically gaining surprise on anyone else in that room.

You must have seen the receiving device for at least 1 minute from 5 feet or less to be able to target that device.

If any of the devices have some kind of security (or if the device is in a secure network), the spell cannot be casted until the security is disabled.

Power Device

vÓÐŽÌÀÖÔÀÌ ÔÒÁÎÓ Í ÕÔÁÔÉÏÎ

#ÁÓÔÉÎÇ 4É Í Åą 1 action
2Á ÎÇÅą Touch
#Ï Í ÐÏ ÎÅ ÎÔÓą V, S
$ÕÒÀÁÔÉÏ Îą Concentration, up to 10 minutes

You touch an electrical or mechanical device that requires a power source. For the duration of the spell, the device functions exactly as it normally would if it had conventional power.

This spell can affect any household or handheld device, or general-purpose vehicle. Larger or more intricate devices cannot be powered with this spell.

Relay Text

φÎÄŽÌÀÖÔÀÌ ÔÒÁÎÓ Í ÕÔÁÔÉÏÎ

#ÁÓÔÉÎÇ 4É Í Åą 1 action
2Á ÎÇÅą Unlimited
#Ï Í ÐÏ ÎÅ ÎÔÓą V, S
$ÕÒÀÁÔÉÏ Îą Instantaneous

You cause a text message of up to 25 words to appear on the screen of an electronic device capable of receiving such messages, such as a smartphone, tablet, or computer. If the device is turned on, the message appears instantly; if not, the message appears as soon as someone turns it on. The message remains on screen until read, then disappears, leaving no electronic record of its appearance. You must have seen the device to send a message to it.

Synchronicity

ωÔÈŽÌÀÖÅÌ ÁÂŁÕÒÁÔŁÏÎ

#ÁÓÔÉÎÇ 4É Í Åą 1 action
2ÁÎÇÅą Touch
#Ï Í ÐÏ ÎÅÎÔÓą V, S
$ÕÒÁÔÉÏÎą Concentration, up to 1 hour

The creature you touch feels reality subtly shifted to its favor while this spell is in effect. The target isn't inconvenienced by mundane delays of any sort. Traffic lights are always green, there's always a waiting elevator, and a taxi is always around the corner. The target can run at full speed through dense crowds, and attacks of opportunity provoked by the target's movement are made with disadvantage.

Synchronicity grants advantage to Dexterity (Stealth) checks, since the target always finds a handy piece of cover available. Additionally, the target has advantage on all ability checks made to drive a vehicle. In the event that two or more creatures under the effect of Synchronicity are attempting to avoid being inconvenienced by each other, the creatures engage in a contest of Charisma each time the effects of the spells would oppose each other.

Wire Walk

ψÔÈŽÌÀÖÅÌ ÄÏÎŁÕÒÁÔŁÏÎ

#ÁÓÔÉÎÇ 4É Í Åą 1 action
2ÁÎÇÅą 10 feet
#Ï Í ÐÏ ÎÅÎÔÓą V
$ÕÒÁÔÉÏÎą Instantaneous

This spell instantly transports up to six willing creatures of your choice that you can see within range to the location of a telephone you call. The telephone must be answered (either by a creature or by an answering machine), and it works only over an open line. You arrive adjacent to the device (within 5 feet of it), and any other creatures transported by the spell appear next to you.

Art Credits
Blok 23 - Mirosalv Misic

Invocations

Blood and Iron

0ÒÅÒÀÑÕÉÓÉÔÅÓÇ 4ÈÅ - ÁÃÈÉÎÅ 0ÁÔÒÏÎ öôÈ ÌÄÖÅÌ

When you expend a hit die to regain hit points, you can roll the die twice and pick the higher result, and you can also reattach any of your severed limbs during a short or long rest. You also fail only one death save when you would normally fail two, such as when you take a critical hit.

Cold Calculation

0ÒÅÒÀÑÕÉÓÉÔÅÓÇ 4ÈÅ - ÁÃÈÉÎÅ ÐÁÔÒÏÎ

You gain proficiency in the Investigation skill. In addition, if you are not surprised at the beginning of combat, you can add your proficiency bonus to your initiative roll.

Forged Fist

0ÒÅÒÀÑÕÉÓÉÔÅÇ 4ÈÅ - ÁÃÈÉÎÅ ÐÁÔÒÏÎ 0ÁÃÔ ÏÉ ÔÈÅ "ÌÁÄÅ ÉÁÁÔÕÒÅ

Your fists are transmuted into steel and your weapon becomes an extension of your arm when you summon your pact weapon, giving you a +1 bonus to your AC while you aren't using a shield and you can't be disarmed.

You can also replace a single weapon attack to strike a creature with your fist acting as a pact weapon with the *ÝÉÎÅÓÓÅ* property, dealing 2d10 force damage and knocking the creature back 20 feet on a successful attack. Once you use this empowered strike, you can't do so again until you finish a short or long rest.

Gift of the Maker

0ÒÅÒÀÑÕÉÓÉÔÅÓÇ 4ÈÅ - ÁÃÈÉÎÅ ÐÁÔÒÏÎ ÝôÈ ÌÄÖÅÌ

You can cast the *ÁÎÉ Í ÁÔÅ ÏÂÊÅÃÔ* spell once using a warlock spell slot. You can't do so again until you finish a long rest.

The Master's Designs

0ÒÅÒÀÑÕÉÓÉÔÅÓÇ 4ÈÅ - ÁÃÈÉÎÅ ÐÁÔÒÏÎ 0ÁÃÔ ÏÉ ÔÈÅ 4Ï Í Å ÉÁÁÔÕÒÅÌ ωôÈ ÌÄÖÅÌ

Your Book of Shadows contains pages that shift and change to represent the designs of any mechanical device (ranging from simple doors to clocks) or construct creature that you encounter. You can study a construct or device for 1 minute while you hold your Book of Shadows, at the end of this period you will know the following (where applicable):

- Movement speed
- Strength, Dexterity and Constitution ability scores.
- Damage immunities, resistances, vulnerabilities and/or thresholds.
- The rough difficulty to unlock or operate a mechanism (how this is described is at the DM's discretion).

If you study a device for 10 minutes, you gain advantage on any *ÔÉ ÎËÅÒ'Ó ÔÏÏÌÓ* or Intelligence checks made with regards to this device.

The Edge of Fate

0ÒÅÒÀÑÕÉÓÉÔÅÇ 4ÈÅ , ÁÄÙ , ÕÃË 0ÁÔÒÏÎ 0ÁÃÔ ÏÉ ÔÈÅ "ÌÁÄÅ ÉÁÁÔÕÒÅ

You can use your gambit as your pact weapon, it deals slashing damage equal to 1d6 + 1 + your Dexterity modifier, it has the thrown (80/320) and finesse properties, you can make up to 4 ranged attacks with it before you must summon it back. Additionally you learn the *4ÒÕÅ 3ÔÒÉËÅ* cantrip if you don't already know it, and you can cast it as a bonus action without the need for concentration a number of times equal to your Charisma modifier, and you regain all uses once you finish a long rest.

Text of the Prophets

0ÒÅÒÀÑÕÉÓÉÔÅÇ 4ÈÅ , ÁÄÙ , ÕÃË 0ÁÔÒÏÎ 0ÁÃÔ ÏÉ ÔÈÅ 4Ï Í Å ÉÁÁÔÕÒÅ

You can use your gambit as your book of shadows. Additionally you learn the *"ÌÁÄÅ 7ÁÔÃ* cantrip if you don't already know it, and you can cast it as a reaction a number of times equal to your Charisma modifier, and you regain all uses once you finish a long rest.

The Fated Friends

0ÒÅÒÀÑÕÉÓÉÔÅÇ 4ÈÅ , ÁÄÙ , ÕÃË 0ÁÔÒÏÎ 0ÁÃÔ ÏÉ ÔÈÅ #ÈÁÉÎ ÉÁÁÔÕÒÅ

You learn the *'ÕÉÄÁÎÃÅ* cantrip if you don't already know it, you can cast it as a reaction, and all allies within 5 feet of your familiar gain the benefits of the spell for it's duration, you can cast it in this way a number of times equal to your Charisma modifier and you regain all uses once you finish a long rest.

Fortune of the Gambler

0ÒÅÒÀÑÕÉÓÉÔÅÇ 4ÈÅ , ÁÄÙ , ÕÃË 0ÁÔÒÏÎ ωôÈ ÌÄÖÅÌ

Any feature that would give you charges of your gambit restores twice the normal amount, but if you have no charges of your gambit left you suffer the following penalties for 1 minute.

- You have disadvantage in all ability checks.
- The first melee attack roll a creature makes against you is done with advantage.
- Enemies have advantage against your spell saving throws.

Lucky Shot

0ÒÅÒÀÑÕÉÓÉÔÅÈ 4ÈÅ , ÁÄÙ , ÕÃË 0ÁÔÒÏÎ 0ÁÃÔ ÏÉ ÔÈÅ "ÌÁÄÅÌ ωôÈ ÌÄÖÅÌ

The range on your gambit's ranged attacks is now 150/600. Additionally your ranged attacks with your gambit score a critical hit on a roll of 19 or 20.

Skill Changes

3ÔÒÅÎÇÔÈ Athletics

$ÅØÔÅÒÉÔÙ Acrobatics, Sleight of Hand, Stealth

)ÎÔÅÌÌÉÇÅÎÃÅ Academia, Arcana, Computing, Investigation, Nature

7ÉÓÄÏÍ Animal Handling, Insight, Medicine, Perception, Survival

#ÈÁÒÉÓÍÁ Deception, Intimidation, Performance, Persuasion

Changes

#ÏÍÐÕÔÉÎÇ is a new Intelligence skill. Computing is used both for checks when recalling information about technology, and also for using various technological functions such as writing software.

(ÉÓÔÏÒÙ and 2ÅÌÉÇÉÏÎ are now a single skill called !ÃÁÄÅÍÉÁ.

-ÅÄÉÃÉÎÅ has been rewritten.

Medicine can be used either to treat injuries or to recall medical information. In the latter case, no medical kit is required, and the skill can be used to identify medicinal plants and chemicals, identify diseases, and poisons, and asses how badly hurt a creature is (not exactly how many hit points they have but, for example, what kind of medical care would be appropriate to treat an injury, poison or disease, whether moving a character that has suffering a long fall would worsen their condition, etc).

When using Medicine to actually treat an injury, characters require access to a medical kit (see Gear). If they are proficient with medical kits they add their proficiency to their Medicine check, and without one entirely they suffer disadvantage.

Treating a disease or poison cannot be done with Medicine, though it can be useful to diagnose an ongoing disease or poison. Treatment of diseases and poisons is covered by the antiox chemical (see Gear).

Treatment of injuries involves either stabilizing a character, administering first aid, or conducting surgery:

- A character can stabilize a dying character as an action with a DC 10 Medicine check. They remain at 0 hit points, but no longer have to make death saving throws.
- During a short rest, a character can make a DC 15 Medicine check to administer first aid to another character that is spending Hit Dice. The target may reroll any 1s or 2s, but must keep the second result. Without a medical kit (see Gear), the character administering first aid suffers disadvantage on their check.

3ÕÒÖÉÖÁÌ can also be used in cities to navigate, notice the dangers of both environment and persons, and scavenge for food.

Feats

Most of these can be obtained just by having the right connections in the world.

Basic Firearms Training

2ÅÑÕÉÒÅÍÅÎÔÓ Dex 13

"ÅÎÅÆÉÔ You gain proficiency with handguns

Advanced Firearms Training

2ÅÑÕÉÒÅÍÅÎÔÓ Dex 13

"ÅÎÅÆÉÔ You gain proficiency with longarms

Heavy Weapons Training

2ÅÑÕÉÒÅÍÅÎÔÓ Str and Dex 13

"ÅÎÅÆÉÔ You gain proficiency with heavy weapons.

Burst Fire

2ÅÑÕÉÒÅÍÅÎÔÓ Dex 15

"ÅÎÅÆÉÔ You gain the ability to use controlled bursts of automatic fire. When using an automatic firearm with at least three bullets loaded, you may use the attack action to fire three bullets at a single target. You receive disadvantage on the attack roll, but deal one addition die of damage with a successful hit.

Art Credits
Mad Scientist - David Edwards

Cybernetics

Availability and Installation

Installing, upgrading, or removing a cybernetic implant takes 1d4 hours per implant and requires a DC 15 Medicine check. The surgeon receives disadvantage on the check if they don't have a medical kit (and only applies their proficiency bonus to the check if they are proficient with medical kits).

If the check is failed the cybernetic device is considered ruined, and must be repaired or replaced. If the check fails by 5 or more, the patient's Constitution score is reduced by 1d4 permanently.

Space and Cybernetic Implant Slots

There is a finite amount of space in flesh. Characters have a number of slots per area of the body, as shown on the table below. Using all those slots assumes no flesh is left, but there is no penalty for that status.

Jma_rgm l	Qjmrq
Head	2
Torso	3
Left arm	3
Right arm	3
Left leg	3
Right leg	3

Gadgets

Using the gadget system is a simple matter of mixing and matching various elements of a piece of gear until it fits what is needed. First, pick a piece of equipment to be modified. Select a gadget for the appropriate type that is either a universal gadget or a gadget from the same (or lower) Progress Level. Modify the purchase DC of the base item according to the gadget's instructions, and then purchase the gadget-modified item as normal.

Some gadgets have additional restrictions placed on them that must be considered before making the gadget modification.

Cybernetic gadgets do not take up implant slots (and might even decrease the number of slots a cybernetic device takes up), but cannot be installed without a related cybernetic implant. They are modifications to existing cybernetic devices, not implants in their own right.

Booby Trapped

Those characters with a more paranoid outlook on life might consider the booby trapped gadget for protecting their cybernetics. Any cybernetic device with this gadget is designed to function properly only for the recipient. The booby trap can be deactivated by the recipient as a move action and remains inert until reactivated (also a move action).

If an unauthorized character picks up the cybernetic device (should it be separated from the owner), or, more important, attempt to operate on or remove it, a special trap is immediately triggered. None of the traps affect the recipient as long as the cybernetic device is attached. (If the device is being operated on, the trap might do this damage to the tools being used for the surgery.)

"ÁÒÂÓ¿ The cybernetic device rapidly projects spikes or blades, dealing 1d6 points of damage to the character tripping the trap.

%ÌÁÃÔÒÉÃ 3È ÏÃË¿ Power cells in the cybernetic device discharge and deal 1d6 points of electricity damage to the character tripping the trap.

4ÒÉÇÇÁÒ)ÎÔÁÇÒÁÔÅÄ 7ÁÁÐÏÎ¿ An integrated weapon is triggered and targets the character tripping the trap. This trap requires that the cybernetic device make use of the integrated cybernetics gadget (see below) and is typically used to trigger an explosive device.

2ÅÓÔÒÉÃÔÉÏÓ¿ Restricted (+2)

0ÕÒÃÈÁÓÅ $# - ÏÄÉ£ÉÅÒ¿ +6

Compact

By eliminating wasted space and using smaller components, some engineers are capable of producing cybernetic devices far smaller than their standard counterparts. Any cybernetic device that takes more than one implant slot is reduced by one slot by including this gadget. A device cannot be compacted more than once.

2ÅÓÔÒÉÃÔÉÏÓ¿ None

0ÕÒÃÈÁÓÅ $# - ÏÄÉ£ÉÅÒ¿ +2

Inobvious

An inobvious cybernetic device doesn't look like a cybernetic device when not in use. Cybereyes appear to be nothing more than normal human organs, cyberlimbs show no sign of enhanced power or function, and even dermal armor is streamlined enough to not change the recipient's shape. A DC 20 Spot check is required to realize the recipient has the cybernetic device, and even then its exact function is not obvious until it is used.

Obviously, there are limits to what can be hidden. No externally mounted cybernetic device can be inobvious, and no amount of camouflage will hide the fact that a 5-foot-tall girl picking up a small car doesn't have some unusual ability, even if her cyberlimbs appear to be normal flesh and blood.

Normal camouflage for cybernetic devices applies only to casual, visual inspection. It's possible to camouflage devices against any form of detection or scan (including metal detectors and X-rays) with the sensor baffling gadget (see below). Even so, no cybernetic devices can remain hidden if the recipient is the target of a thorough medical examination.

2ÅÓÔÒÉÃÔÉÏÎÓ Licensed (+1)
0ÕÒÃÈÁÓÅ $# - ÏÄÉ£ÅÒ +2

Integrated Cybernetic Devices

Integrated cybernetic devices combine the function of two or more cybernetic devices into a single device that counts as only one implant toward the character's maximum (see the Standard Cybernetics Rules, page 7).

Integrated cybernetic devices take up as many implant slots as the largest of the integrated implants.

2ÅÓÔÒÉÃÔÉÏÎÓ None.
0ÕÒÃÈÁÓÅ $# - ÏÄÉ£ÅÒ The purchase DC is equal to the purchase DC of the most expensive single implant, +4 for each additional cybernetic device.

Sensor Baffling

From simple metal detectors to advanced x-ray scanners, there's always a way to detect cybernetics. The ability to confuse sensors can be invaluable, especially when smuggling weapon implants past security.

Any cybernetic device with a sensor baffling gadget increases by 5 the DC of checks made to detect the device with sensors or other detection devices. Even so, no cybernetic devices can remain hidden if the recipient is the target of a thorough medical examination.

A cybernetic device can have sensor baffling without being inobvious, but this means the device is still clearly cybernetic when observed visually and the +5 DC applies only to scanners and similar detection methods.

2ÅÓÔÒÉÃÔÉÏÎÓ Licensed (+1)
0ÕÒÃÈÁÓÅ $# - ÏÄÉ£ÅÒ +3

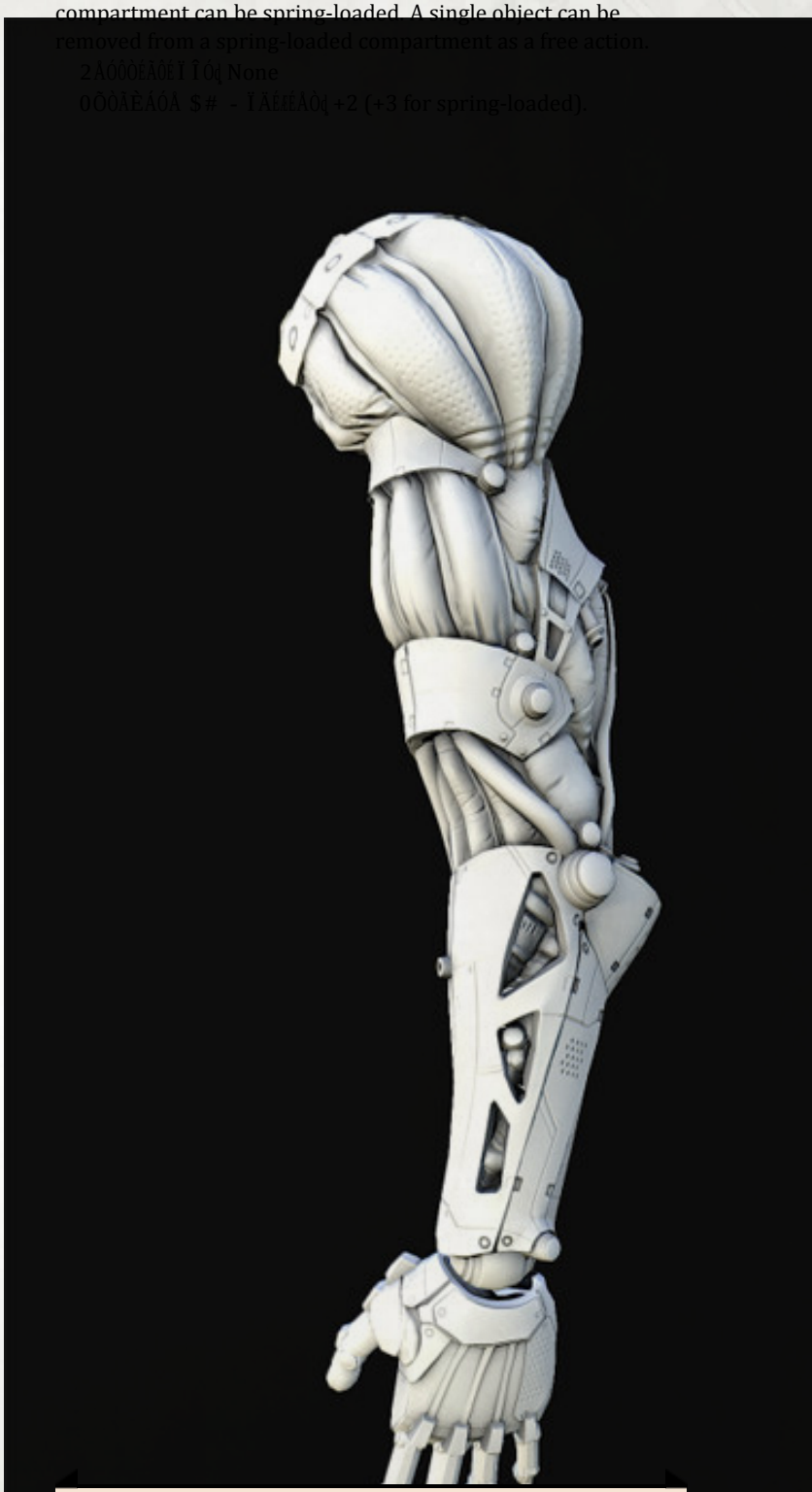
Storage Compartment

A cybernetic implant can have an internal storage compartment built into it. Each compartment can hold a single object of Small size or smaller. The recipient can remove objects from the compartment easily, but anyone attempting to do so against his will must both successfully pin the recipient and beat him at an opposed Strength check. Objects kept in cybernetic storage compartments gain a +4 bonus on checks made to conceal them.

Removing an object from a cybernetic storage compartment is a move action that provokes attacks of opportunity. A compartment can also be made into a weapon bin (at no additional cost). This allows it to hold a single type of weapon, which can be removed in the same way a weapon is drawn (a move action that can be combined with movement, and does not provoke attacks of opportunity).

For an additional cost (+1 to the purchase DC), a compartment can be spring-loaded. A single object can be removed from a spring-loaded compartment as a free action.

2ÅÓÔÒÉÃÔÉÏÎÓ None
0ÕÒÃÈÁÓÅ $# - ÏÄÉ£ÅÒ +2 (+3 for spring-loaded).



Art Credits
Cyborg Arm - Mirosalv Misic

No Slot Implants

Each implant description includes the following information:

"ÅÎÅ£ÊÔ What the cybernetic replacement allows its recipient to do.

4ÙÐÅ Replacements can be external or internal. External replacements are subject to sunder attacks; internal replacements are not.

,ÏÀÁÔÉÏÎ Where the implant is inserted and how many slots it takes up.

(ÁÒÄÎÅÓÓÝ(ÉÔ0ÏÉÎÔÓ The hardness and hit points of the replacement. Internal replacements don't have hardness.

"ÁÓÅ0ÕÒÀÈÁÓÅ$# The purchase DC of the replacement (or the components to build it), at its specified Progress Level. Cybernetic attachments are cheaper to buy at higher Progress Levels; for each raised step in Progress Level, reduce the purchase DC by 2.

2ÅÓÔÒÉÃÔÉÏÎ The level of license required to purchase the replacement legally, and an appropriate black market purchase DC modifier.

Artificial Organ

An artificial organ fully replaces a defective or destroyed biological organ or limb, such as a heart, lung, eye, ear or leg.

"ÅÎÅ£ÊÔ The artificial organ duplicates the function of its biological counterpart. It provides no special game benefits.

4ÙÐÅ Internal
,ÏÀÁÔÉÏÎ None
(ÁÒÄÎÅÓÓÝ(ÉÔ0ÏÉÎÔÓ -/2
"ÁÓÅ0ÕÒÀÈÁÓÅ$# 17
2ÅÓÔÒÉÃÔÉÏÎ None

Cognitive Probe

A cognitive probe can be inserted directly into the brain of a target and read the electric impulses within, translating them

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Attempting a cognitive probe is an action. You must succeed on a melee attack with the weapon you are using to probe, and your target must be restrained. If the target dies from the damage inflicted by the attack, the probe fails. A surviving target must pass a DC 15 Wisdom saving throw or be probed successfully. If they pass their saving throw, the target cannot be probed for 24 hours.

If the probing is successful, the target's memories and knowledge are accessible to you, from memories deep below the surface to those easily called to mind. You pose the questions mentally and the answers are imparted directly to your mind. You can ask the subject a new question in subsequent rounds, for a number of rounds equal to 3 + your Wisdom modifier. After this duration, the target has built sufficient resistance to resist the probe for 24 hours. You and the target do not need to speak the same language, though less intelligent creatures might yield up only appropriate visual images in answer to your questions.

4ÙÐÅ Internal
,ÏÀÁÔÉÏÎ None
(ÁÒÄÎÅÓÓÝ(ÉÔ0ÏÉÎÔÓ -/2
"ÁÓÅ0ÕÒÀÈÁÓÅ$# 27
2ÅÓÔÒÉÃÔÉÏÎ Military (+3)

Cosmetic Implants

Cosmetic implants on this level go well beyond the plastic surgery of earlier decades. This is full-blown body appearance modification, allowing the recipient to look like nearly any humanoid of approximately the same shape. It's possible to look like another species (such as a genejack or a riftkin), or a humanoid with animal traits (dog-men and cat- or rabbit-women are particularly popular), change ethnicity, or simply mould features to achieve greater beauty (or greater ugliness, if preferred).

"ÅÎÅ£ÊÔ The exotic appearance of a recipient with cosmetic implants makes the initial reaction of other characters more severe. Those who find themselves liking the recipient are moved to greater helpfulness by his appearance, whereas those who initially dislike the recipient are pushed into true hostility by his unusual or highly sculpted looks.

4ÙÐÅ Internal
,ÏÀÁÔÉÏÎ None
(ÁÒÄÎÅÓÓÝ(ÉÔ0ÏÉÎÔÓ -/1
"ÁÓÅ0ÕÒÀÈÁÓÅ$# 20
2ÅÓÔÒÉÃÔÉÏÎ None

Flexible Joints

The joints of the recipient are replaced with double-jointed hinges that can actually change their rigidity, becoming flexible in any direction.

"ÅÎÅ£ÊÔ Flexible joints grant advantage on checks made to escape a grapple. Additionally, the recipient can squeeze through a tight space without reducing their speed.

4ÙÐÅ Internal
,ÏÀÁÔÉÏÎ None
(ÁÒÄÎÅÓÓÝ(ÉÔ0ÏÉÎÔÓ -/2
"ÁÓÅ0ÕÒÀÈÁÓÅ$# 18
2ÅÓÔÒÉÃÔÉÏÎ None

Art Credits
Virtual Reality Hands - Valdimir Ilic

Locking Joints

The joints of both arms are designed to lock in place, holding one position as long as the recipient wishes.

"ÅÎÅ£ÉÔ Locking joints can only be added to existing cyberlimbs, and both arms must be cybernetic devices for any benefit to be gained.

The recipient can lock any joint in his body into a set position. Once locked, the joint stays in the position without effort on her part. This allows her to keep a grip on an object, hang by one arm, or do anything else possible with a locked joint without suffering the effects of fatigue.

For example, a character with locking joints that falls off the side of a building and grabs a windowsill can hold it for as long as she wishes.

If the recipient makes a Strength check to grab, hold, or restrain something, she can use the same check result as long as she wishes, until it fails. Additionally, locking joints improve the recipient's chances in a grapple, granting her advantage on grapple checks.

A character cannot have both locking joints and flexible joints (see above).

4ÙÐÅ Internal
, ÏÃÁÔÉÏÎ None
(ÁÒÄÎÅÓÓ (ÉÔ 0ÏÉÎÔÓ -/2
"ÁÓÅ 0ÕÒÃÈÁÓÅ $#4 18
2ÅÓÔÒÉÃÔÉÏÎ None

Luminous Skin

Special skin grafts create luminous displays on the recipient's flesh. Most recipients use it purely for decoration, but the same technology can provide a built-in chronometer.

"ÅÎÅ£ÉÔ The recipient can control the brightness of the luminescence as a free action, negating it entirely if desired. As its most intense, luminous skin can illuminate squares occupied by or adjacent to the recipient. The chronometer serves the same function as a wristwatch, including date, time, and alarm functions.

4ÙÐÅ Internal
, ÏÃÁÔÉÏÎ None
(ÁÒÄÎÅÓÓ (ÉÔ 0ÏÉÎÔÓ -/- (luminous skin ceases to function when the recipient is killed.)
"ÁÓÅ 0ÕÒÃÈÁÓÅ $#4 4 (6 for chronometer version)
2ÅÓÔÒÉÃÔÉÏÎ None

Network Integration Port (NIP)

A NIP is a small interface implanted at the base of the recipient's spine. It is a relatively simple and painless procedure and allows a character to access the VRNet.

"ÅÎÅ£ÉÔ The recipient can connect themselves to a computer, and manipulate it in an immersive virtual space - the Wire. This is an entirely localized experience; although the computer used counts as a node for anyone else that can physically connect to this computer, outside access is impossible.

If the computer is also connected to a modem, and this modem connected to an appropriate data line, the recipient of a NIP may access the Wire proper, a vast network of computer/modem combinations that replaced the older Internet decades ago. Doing so is potentially dangerous, as anyone on this network can, with the relevant skills and aptitude, get into and affect any other connected node.

Users of the Wire experience it through a virtual avatar. Typically this shares the same appearance of the user, though anyone is free to choose their own appearance provided they have even a basic understanding of the Computing skill.

4ÙÐÅ Internal
, ÏÃÁÔÉÏÎ None
(ÁÒÄÎÅÓÓ (ÉÔ 0ÏÉÎÔÓ -/2
"ÁÓÅ 0ÕÒÃÈÁÓÅ $#4 15
2ÅÓÔÒÉÃÔÉÏÎ None

Shepard Chip

The shepherd chip is a tiny microchip implanted beneath the surface of the wrist. It contains the bearer's identification information. Some computers can read the shepherd chip and extract its information, while all shepherd chips can be made to receive another person's identification information via handshake—once a mere method of greeting, the handshake becomes a permanent way to introduce oneself and clearly identify yourself to another person. Of course, the shepherd chip can be made to not broadcast information via handshake for privacy's sake.

"ÅÎÅ£ÉÔ In addition to basic identification information, many people have their banking and credit information keyed to their shepherd chips so that they no longer have to use physical money or credit cards. Businesses love this as it allows them to prevent shoplifting; if a person carries an item from the store, that item's value is immediately deducted from their bank account. Additionally, the shepherd chip can be linked to computers (particularly neural implants) such that any information can be transferred between two shepherd chips—a great boon to the espionage community as it allows for discrete information transfers.

Some governments use shepherd chips (occasionally combined with nanobeacons) to monitor the activities of their citizens. This oppressive, watchful eye of the government is exactly what opponents of the shepherd chip fear. Additionally, a black market for forged or stolen shepherd chips emerged as soon as the chips themselves became widespread, making identity theft and falsification an ever-present crime in some communities.

4ÙÐÅ Internal
, ÏÃÁÔÉÏÎ None
(ÁÒÄÎÅÓÓ (ÉÔ 0ÏÉÎÔÓ -/1
"ÁÓÅ 0ÕÒÃÈÁÓÅ $#4 5
2ÅÓÔÒÉÃÔÉÏÎ None

Subcutaneous Cell Phone

The recipient has a small transceiver installed underneath the skin of her throat. The transceiver is connected to a tiny speaker located in the recipient's ear.

"ÅÎÅ£ÉÔ The recipient may carry on conversations using the subcutaneous cell phone without raising her voice above a whisper; Perception checks made to hear the recipient suffer disadvantage. The tiny speaker implanted in the recipient's ear enables her to hear the other side of the conversation, but others cannot.

4ÙÐÅ Internal
, ÏÃÁÔÉÏÎ None
(ÁÒÄÎÅÓÓ (ÉÔ 0ÏÉÎÔÓ -/2
"ÁÓÅ 0ÕÒÃÈÁÓÅ $#4 18
2ÅÓÔÒÉÃÔÉÏÎ None

Head Implants

Data Archive

A data archive is a microcomputer implanted in the recipient's skull. It contains skill-related information stored on a series of biological data chips, or biochips.

"ÅÎÅ£ÊÔ The recipient gains proficiency with Academia, Arcana, Computing, Medicine, and Survival

4ÙÐÅ Internal

,ÏÃÁÔÉÏÎ One head

(ÁÒÄÎÅÓÓ (ÉÔ 0ÏÉÎÔÓ -/2

"ÁÓÅ 0ÕÒÃÈÁÓÅ $#27

2ÅÓÔÒÉÃÔÉÏÎ None

Laser Optics

The recipient's eyes are replaced with ocular implants capable of firing thin laser beams.

"ÅÎÅ£ÊÔ Using laser optics is an attack action. A "laser eye" deals 2d6 points of fire damage, and has a range of 10/40 feet.

A creature equipped with laser optics must fire them simultaneously at the same target. If they are capable of making multiple attacks, the creature may use their laser optics in place of a normal attack.

4ÙÐÅ Internal

,ÏÃÁÔÉÏÎ One head

(ÁÒÄÎÅÓÓ (ÉÔ 0ÏÉÎÔÓ -/2 (per eye)

"ÁÓÅ 0ÕÒÃÈÁÓÅ $#17

2ÅÓÔÒÉÃÔÉÏÎ Military (+3)

Microcomputer

The recipient has a miniature computer attached to his nervous system, usually at the base of the skull.

"ÅÎÅ£ÊÔ The recipient is considered to have a computer and modem (see Gear) integrated into their body, allowing them to access other computers linked on a network, transfer data, and access the Wire if they also have access to an appropriate data line. When connected to the Wire, the character becomes a node themselves (see the Wire).

Installing a microcomputer involves installing a Network Integration Port (NIP) at the same time, and the recipient doesn't need to make a separate Wealth check to purchase it.

Like all modern computers, a microcomputer includes a wireless card by default and allows the recipient to connect to signals from wireless routers. For an additional fee the modem of the microcomputer can be expanded to include an integrated wireless router as well. The recipient of the implant will then broadcast a wireless signal, allowing any nearby computer (or other creature with an implanted microcomputer) to wirelessly connect to them.

Note that this doesn't allow these other computers to connect to the Wire through the recipient, unless the recipient is connected to the Wire themselves through a data line at the time.

4ÙÐÅ Internal

,ÏÃÁÔÉÏÎ One head

(ÁÒÄÎÅÓÓ (ÉÔ 0ÏÉÎÔÓ -/4

"ÁÓÅ 0ÕÒÃÈÁÓÅ $#25

2ÅÓÔÒÉÃÔÉÏÎ Restricted (+2)

Mindscreen Implant

A small implant in the recipient's brain protects him against mental attacks.

"ÅÎÅ£ÊÔ The recipient gains advantage bonus on saving throws against being charmed, effects that deal psychic damage, and can't be put to sleep by psionics or certain magics.

4ÙÐÅ Internal

,ÏÃÁÔÉÏÎ One head

(ÁÒÄÎÅÓÓ (ÉÔ 0ÏÉÎÔÓ -/2

"ÁÓÅ 0ÕÒÃÈÁÓÅ $#22

2ÅÓÔÒÉÃÔÉÏÎ Military (+3)

Nightvision Optics

The recipient's eyes are replaced with ocular implants that enable the character to see better in the dark. All of the recipient's eyes must be replaced to gain any benefit.

"ÅÎÅ£ÊÔ The recipient gains darkvision out to a range of 60 feet.

4ÙÐÅ Internal

,ÏÃÁÔÉÏÎ One head

(ÁÒÄÎÅÓÓ (ÉÔ 0ÏÉÎÔÓ -/2 (per eye)

"ÁÓÅ 0ÕÒÃÈÁÓÅ $#19

2ÅÓÔÒÉÃÔÉÏÎ None

Skill Implant

This small brain implant enables its recipient to perform a specific skill more adroitly.

"ÅÎÅ£ÊÔ The recipient gains advantage on all skill checks made with one skill of their choice. Different skills require different implants, and a skill implant cannot be modified to grant a bonus to another skill.

A recipient may have multiple skill implants, but each is considered a separate cybernetic attachment.

4ÙÐÅ Internal

,ÏÃÁÔÉÏÎ One head

(ÁÒÄÎÅÓÓ (ÉÔ 0ÏÉÎÔÓ -/1

"ÁÓÅ 0ÕÒÃÈÁÓÅ $#20

2ÅÓÔÒÉÃÔÉÏÎ None

Skill Plexus

This unit, implanted in the recipient's brain, allows multiple skill implants to function as a single cybernetic attachment (see Skill Implant).

"ÅÎÅ£ÊÔ The recipient may have up to four skill implants attached to the skill plexus, and together they are treated as a single cybernetic attachment. However, if the skill plexus is destroyed, all of the attached skill implants are destroyed as well.

4ÙÐÅ Internal

,ÏÃÁÔÉÏÎ One head

(ÁÒÄÎÅÓÓ (ÉÔ 0ÏÉÎÔÓ -/4

"ÁÓÅ 0ÕÒÃÈÁÓÅ $#25 (does not include skill implants)

2ÅÓÔÒÉÃÔÉÏÎ None

Targeting Optics

The recipient's eyes are replaced with ocular implants that use a projected targeting reticule to improve the recipient's aim. All of the recipient's eyes must be replaced to gain any benefit.

"ÅÎÅ±ÉÔ¿ Targeting optics grant advantage on all attack rolls made with ranged weapons.

4ÙÐÅ¿ Internal

,ÏÃÁÔÉÏÎ¿ One head

(ÁÒÄÎÅÓÓ(ÉÔ 0ÏÉÎÔÓ¿ -/2 (per eye)

"ÁÓÅ 0ÕÒÃÈÁÓÅ $#¿ 20

2ÅÓÔÒÉÃÔÉÏÎ¿ Military (+3)

Telescopic Optics

The recipient's eyes are replaced with ocular implants that simulate the effects of binoculars, enabling the recipient to perceive distant objects more easily. All of the recipient's eyes must be replaced to gain any benefit.

"ÅÎÅ±ÉÔ¿ Telescopic optics can magnify everything up to twice their normal size at the user's whim.

4ÙÐÅ¿ Internal

,ÏÃÁÔÉÏÎ¿ One head

(ÁÒÄÎÅÓÓ(ÉÔ 0ÏÉÎÔÓ¿ -/2 (per eye)

"ÁÓÅ 0ÕÒÃÈÁÓÅ $#¿ 15

2ÅÓÔÒÉÃÔÉÏÎ¿ None

Thermal Optics

The recipient's eyes have lenses attached to their retinas that allow them to toggle on a thermal sight which allows them to track heat signatures.

"ÅÎÅ±ÉÔ¿ The recipient gains thermal vision out to 60 feet.

4ÙÐÅ¿ Internal

,ÏÃÁÔÉÏÎ¿ One head (gets attached to previous eye replacement)

(ÁÒÄÎÅÓÓ(ÉÔ 0ÏÉÎÔÓ¿ -/2 (per eye)

"ÁÓÅ 0ÕÒÃÈÁÓÅ $#¿ 25

2ÅÓÔÒÉÃÔÉÏÎ¿ Military (+3)

Voice Stress Analyzer

Sensors attached to the recipient's optic nerves and inner ear analyze minute physical indicators from living beings (including increased pulse galvanic skin response) and enable the recipient to better determine the emotional states of others.

"ÅÎÅ±ÉÔ¿ The recipient gains advantage on Insight checks made to sense if someone is telling the truth.

4ÙÐÅ¿ Internal

,ÏÃÁÔÉÏÎ¿ One head

(ÁÒÄÎÅÓÓ(ÉÔ 0ÏÉÎÔÓ¿ -/4

"ÁÓÅ 0ÕÒÃÈÁÓÅ $#¿ 17

2ÅÓÔÒÉÃÔÉÏÎ¿ None

Art Credits
Eye of God - Beeple