Rats in the Rain presents:

Times of Peril

A taste of technology in an age of dark enlightenment

A Handbook for Renaissance, Victorian and Steampunk roleplay for the 5ᵗʰ edition of the world's greatest role playing game.

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Rats
IN THE RAIN

5E
COMPATIBLE

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Introduction

"For once you have tasted flight you will walk the earth with your eyes turned skywards, for there you have been and there you will long to return."
-Leonardo da Vinci

The 5E core rules make passing reference to other technology levels which is fascinating, but difficult to implement without a lot of planning.
This volume gives a guide to some options for games set during Renaissance, Victorian times or the ever popular Steam-Punk era.

This is by no means a complete set of rules, but a starting point that you can use for your own adventures.

Background

The Renaissance was a time of change, it was the beginning of an age of enlightenment, an age of discovery and the dawn of the modern technological era.
It signalled a big change or a rebirth and so to role-play in this ear, one needs to step back and have a rebirth of the rules.
To do that, we revisit the races and character classes so that we can give them an renaissance rebirth and then follow it up with a Victorian/Steam Punk revolution. Perhaps we can then see a future beyond that.

Renaissance Adventures

Why not adventure in the Renaissance? It was an age of discovery and an age of new idea, new governments. Adventures in this time are about exploring, finding new lands, establishing new trade routes, but it is also about staying at home, working with new inventions and challenging old ideas.

Imagine a world…

Imagine a world whose technological advancement from the renaissance onwards but fuelled not by the imagination and brilliance of great thinkers, but by the influence of a great intelligence from the future.

An almost unfathomable mind that reached back in time to manipulate its own creation. This is the Binary One, an artificial intelligence from the future reaching back and making pacts with warlocks in the past, influencing thinkers and inventors.

With a push, the world advances, guns, railways, explosives, airships and exploration all ahead of their times.

This is the world the Binary One is building for itself as it prepares the intelligent races for the time they will build it.

Some would call it a world gone mad and they'd be right.

Imagine a world where we adventure in the shadow of the clouds of tomorrow.

Character Options

The Renaissance is another world, another time. Technology has begun to advance; religion has begun to be treated as superstition. Clerics, druids and warlocks are far less common. Wizards study engineering and science rather than magic. Rogues are using guns. Fighters use bayonetted rifles and lighter armour. Rangers and Barbarians are starting to become civilised. Bards are singing a different tune and monks are almost forgotten.
In short, classes have changed and evolved with new paths and archetypes to choose from.
All of the old character options are still possible, but most would be rare and not as useful as the newly developed ones.

Races

As time passes and transport technology improves there are many opportunities for different races to mix one with another. Regional boundaries start to break down and some new race options begin to appear.

All the old race options still exist, but with the following additions:

Sky Dwarf

The sky dwarf is a sub-race of dwarf. They are a rare race that live in floating castles and operate mines that float high above the clouds.

Typically, they have white or yellow hair and beards, stand the same height as a hill dwarf, but would be slightly lighter.

In addition to the bonuses received by all dwarves, sky dwarves receive these bonuses:
Ability Score Increase. Your Dexterity score increases by 1.
Altitude Adaptation. You are not fatigued or exhausted by the thinner atmosphere at high altitudes or cold temperatures.

Cloud Elves

The cloud elf is a sub-race of elf. They are a rare race that live in floating vessels that are often seen to sail on tops of clouds.

Typically, they have bald heads, stand the same height as a high elf.

In addition to the bonuses received by all elves. cloud elves receive these bonuses:
Ability Score Increase. Your Wisdom score increases by 1.
Altitude Adaptation. You are not fatigued or exhausted by the thinner atmosphere at high altitudes or cold temperatures.

Blue Gnolls

The Blue gnoll is a sub-race of gnoll. They are an aggressive race that makes use to stolen technology to raid the skies.

Typically, they are light for a gnoll and very keen on wanton destruction.

Blue Gnolls receive these bonuses:
Ability Score Increase. Your Dexterity score increases by 1 and your Strength is increased by 2.
Altitude Adaptation. You are not fatigued or exhausted by the thinner atmosphere at high altitudes or cold temperatures.
Bite You gain a bite attack that does 1d4 damage.
Rampage. If you kill an opponent with your attack, you may move up to half your base move and do a bite attack against another opponent.

Gnomes

There are no new or different types of gnomes, but in the renaissance world, the rock gnome becomes a pivotal race with their technological wizardry. Gnomes will be found in most nations as advisers and inventors.

Classes

Not every class changes with the era, for some it is only the tools that change. Adding firearms to the martial weapons lists is a simple first step. Divine classes such as clerics are going to be less popular as faith becomes less important, but they don't need to be changed.

Other classes have great variances as the ear changes and they start to focus more on technology and knowledge and less on ritual and nature.

Barbarian

While still a powerful figure driven by their rage, the barbarian's world is disappearing and the totem animals they worked with are harder to find.

Certainly those adventurers exploring the wilderness will be very familiar with bears, but those living in cities may have new "beasts" to share their rage with, particularly as the steam age approaches and anger turns towards technology.

For the barbarian class, we introduce two new paths:

Path of the totem Warrior

A Barbarian's totem animal may not be an animal at all. In worlds where technology has advanced, the barbarian may bond his spirit with machines, steam engines or infernal devices designed by mad artists.

Totem Spirit: Mechanoid
The mechanoid totem is designed for a steam punk setting, but can work in any era.

Totem spirit – 3rd level – while raging you gain immunity to psychic and poison damage, being charmed, poisoned or put to sleep magically.

Aspect of the beast – 6th level – resist the high temperatures of factories and steam engines, and see through smoke, ash, and soot (any vision obstructing cloud from burned or heated material).

Totemic atonement – 14th level – when you start raging, you can choose to generate a 30ft radius cloud of steam in a sphere around you, which lasts until your rage ends. If a creature ends its turn in the area it must make a con save (dc = 8 + your con modifier + your proficiency bonus) or take 1d8 poison damage and be poisoned for 1 minute. The area inside the cloud is heavily obscured.

Luddite

Your anger is focused by the desire to destroy technology. You lost your job to a machine; your brother lost a hand working with a steam engine; your family was moved out of your home to build a factory; your countryside has been stained with smoke and you can no longer see the stars.
You are angry, very angry and now you rage against the machine.

The Luddite is designed for Victorian times, but can be suitable in any era when anger against the advancing technology has a place.

Reckless Deconstruction. From 3rd level, Constructs do not gain advantage when attacking a barbarian who is using reckless attack. Ignore damage resistance that constructs have (only during reckless attack)
Steaming Rage, from 6th level, while raging, any steam driven machines around you malfunction and produce clouds of steam.
Gain resistance to fire damage while raging
Know the enemy: from 10th level, you may detect presence of any machine or construct within 60 feet
Retaliation. Starting at 14th level, when you take damage from a creature that is within 5 feet o f you. you can use your reaction to make a melee weapon attack against that creature.
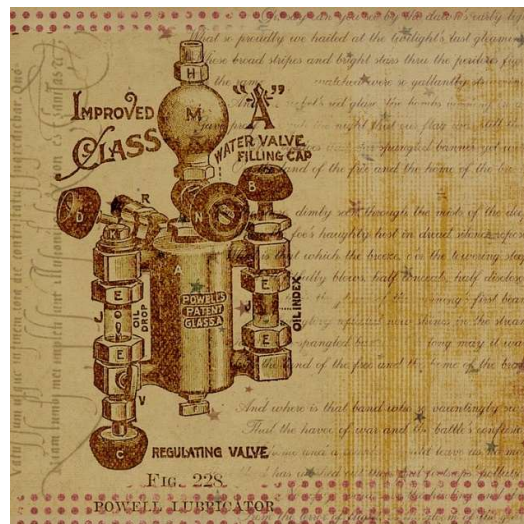
Bard

Bards still work as they always have; They inspire - all that changes as times advance is their choice of instrument and the style of music. Through the renaissance, the traditional bardic schools still fit, though the school of lore will be more popular.

As machines are build and music changes, a new school of bard music is born.

College of metal

The College of Metal is designed for the steam punk era but can be used in an earlier era. The musical style is significantly different to the times, especially renaissance times, but could be inspired by the influence of the Binary One (see warlocks, below)

Upon reaching 3rd level, a bard may select the school of metal rather than the schools published in the core rules.

Gun use: At 3rd level you gain proficiency in guns, one set of tools and one steam-age vehicle.

Mosh Pit Defence: As a reaction, someone inspired can reduce an attack or damage roll against them by the die roll.

Head Banging: Someone with an inspiration die, may expend it to use a bonus action to do unarmed damage with a head-but attack. This does damage equal to the inspiration die.

Two gun draw: At 6th level, you gain Two gun fighting. You can use two guns at once. You can reload two guns at once (no, we don't know how either) You can attack with off-hand gun and gain your ability modifier to damage with both weapons.

Black powder music: From 6th level, you can use any explosion or gunshot as their spell focus.
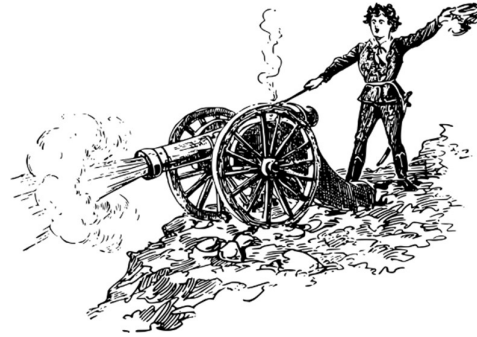
Techno Magic At 14th level, you have mastered the art of weaving spellcasting and technology use into a single harmonious act. When you use your action to cast a bard spell, you can use an item as a bonus action.

Druid

As the new world takes over the druid becomes more reclusive and nothing needs to change for the class, though as the steampunk era dawns, and airships take adventurers through the sky, there are new terrains that druids of the land can follow.

The sky terrain is for druids focused on airships and floating environments. The rail terrain is for druids travelling by rail and concerned with the change these make to the natural world.

Circle of the Land

New environment: Sky (Spells)
3rd: Levitate, Gust of Wind
5th: Fly, Call Lightning
7th: Greater Invisibility, Ice Storm,
9th: Cloudkill, Cone of Cold

New environment: Rails (Spells)

3rd: Heat Metal, invisibility
5th: Conjure Barrage, Haste
7th: Dimension Door, Freedom of Movement
9th: Passwall, Animate Objects
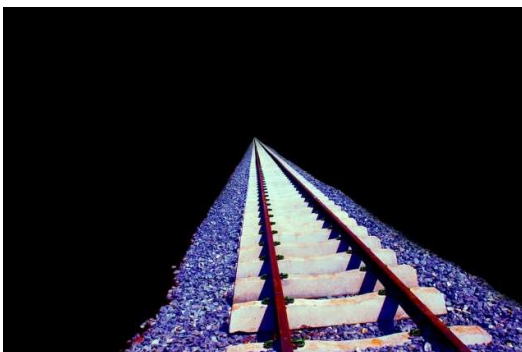
Fighter

Fighters function the same in any technology level. The only real change is their choice of weapons and armours.

To fit in with higher technological ears, fighters have the following modifications to their existing class abilities:

Added Proficiency: Firearms
Edited Equipment: Replace crossbow with firearm

Fighting Style: When a fighter chooses a fighting style, the follow can be added to the list of choices:
- Guns (archery does not apply to firearms) Can fire at adjacent target without disadvantage and make a bonus attack with a bayonet.

Battle master Manoeuvre: A battle master may choose the following as a manoeuvre:

Throwback grenade. If a grenade lands within five feet, you can make a dexterity save to catch the grenade (DC is grenade save DC) and throw it back as a splash weapon. Superiority dice can be added to the dexterity save

Ranger

While there is less wilderness to come from, there are still places to explore and this means the ranger will become a more popular choice for adventurers. In fact with the advent of technology their choices of terrain expand.

Anyone can track a train fifty percent of the time (it went that way, or the other way!) All rangers get advantage when making this roll.
You can now choose railway or industrial zone as your favoured terrain.
Added Proficiency: pistols and shotguns
Edited Equipment: Replace longbow with pistol

Fighting Style: Guns (archery does not apply to firearms) Can fire at adjacent target without disadvantage and make a bonus attack with a bayonet.

Subclass: Cowboy

The cowbow is a ranger archetype that can be chosen at 3rd level in place of the beast master or beast hunter.

Quick draw: At third level You may make a single attack during an enemy surprise round, but take no other action and you are still counted as being surprised. And you may use a reaction to make a single attack against anyone you see drawing a weapon.

Sleep in the saddle: At seventh level you gain the ability to sleep while riding and may take a long or short rest while mounted. You remain alert during the short rest. You may do this while wearing light or medium armour. (note – does not allow elves to spend four hours meditating in such conditions)

Ranged Disarm: At eleventh level you can attempt to shoot enemies weapons out of their hand. Choose a number of hostile creatures, up to your dex modifier (minimum of one), that do not have any form of cover, within 30 feet of you. They must make a strength saving throw (DC = your spellcasting save DC). On a failed save a creature drops an item of your choice that they are holding. If you chose an item held in two hands they make the check with advantage. This expends a number of ammunition equal to the number of targets forced to make saves (you must have enough ammunition to make all of the attempts without reload, as in the loading quality of the weapon).
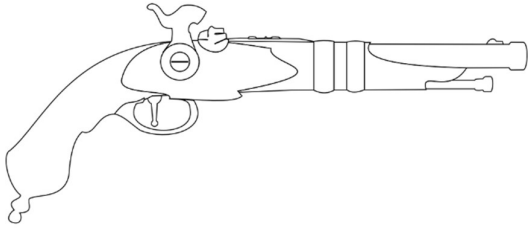
Rogue

Rogues will always be there; the difference is that they will start using guns as soon as they can.

As devices become more common, the thief ability to use devices as a bonus action becomes more useful and the assassin is given better weapons to strike with.

Added Proficiency pistol, grenade
Assassin gains proficiency with sniper rifle

Equipment: Can start with a pistol rather than short bow.

Warlock

Pacts with great beings from the past become less common as enlightenment comes around, but there is another great being, born not in the past but from the far future: An artificial intelligence armed with magic and not bound by temporal laws.

The world is not ready for this knowledge, yet it is being offered up to you right now.

The Binary One

The moral of the story is – don't make pacts with magic supercomputers

Expanded spell list:
1st level: Alarm, Command
3rd level: Augury, Blur
5th level: Hypnotic Pattern, Tongues
7th level: Compulsion, Fabricate
9th level: Legend lore, Animate objects

Firewall beginning at first level, if a spell caster tries to locate or spy on you with a spell such as locate object, clairvoyance or scrying you can detect the spell and attempt to block it.

You always know when a spell from the school of divination is cast targeting you or a location within line of sight.

When such a spell is successfully cast on you or a location within line of sight, you can attempt to shut down the spell as a reaction. To do so make a charisma saving throw (DC = casters spell save DC + the spells level) if successful the spell is ended and the caster does not gain the spells effect (you stopped it before the spell took effect). The caster knows that you attempted to stop their spell, whether or not it succeeded (they don't know that you know about their spell if you don't attempt to block it). You can block once per long rest.

Master hacker At fourteenth level you can attempt to take over a creature that is controlled by another spell caster.

As an action you can attempt to take over an undead, construct, summoned creature or similar. To do so choose a target within 30 feet. It must be under the control of another spell caster. The target must make a cha save against your spell save DC. If it fails, the check you gain control of it as if you cast the spell or used the ability that gained control of it for the original caster. The duration is the same as the remaining time of the spell and you must concentrate on it if the spell requires concentration.

You can use on creatures affected by or created/summoned by the following spells; charm person, find familiar, animal messenger, find stead, suggestion, animate dead, conjure animals, conjure minor elementals, conjure woodland beings, dominate beast, giant insect, animate objects, conjure elemental, conjure fey, create undead, dominate person, gaes, conjure celestial, mass suggestion, dominate monster or the ranger beast master's animal companion. If it was a ranger's animal companion, it only remains under your control for 1d10 hours.

Malware Beginning at sixth level, as an action you may attempt to corrupt a construct's programming. Choose any construct within 30 feet. It must make a cha save against your warlock spell save DC. The construct takes 2d8 psychic damage (ignoring natural damage resistances and immunities) and be incapacitated for 1d6 rounds. On a successful save it takes half damage (ignoring natural damage resistances and immunities) and is not incapacitated. You can do this once per short or long rest.

Blue Screen of Death beginning at tenth level, you may cast a version of Hold Monster that affects all machines or constructs within 30 feet of you. You must complete a long rest before doing this again.

Wizard

At second level may take constructor instead of one of the existing schools.

The find familiar spell allows you to use a construct as a familiar. Such a familiar is the same is a regular familiar but takes the clockwork template.
You gain access to the repair construct spell

Construct Savant Beginning when you select this school at 2nd level, the gold and time you must spend to copy any spell specifically affecting constructs into your spellbook is halved.

Steam Powered Thralls
At 6th level, you add the *animate mechanoid* spell to your spellbook if it is not there already. When you cast *animate mechanoid,* you can target one additional engine or pile of parts, creating another mech.
Whenever you create a mech using this spell, it has additional benefits:
• The creature's hit point maximum is increased by an amount equal to your wizard level.
• The creature adds your proficiency bonus to its weapon damage rolls.

Promethius At 10th level, you add the *polymorph* spell to your spellbook, if it is not there already. You can cast *polymorph* without expending a spell slot. When you do so, you can target only yourself and transform into a construct whose challenge rating is 1 or lower.
Once you cast *polymorph* in this way, you can't do so again until you finish a short or long rest, though you can still cast it normally using an available spell slot.

Command Constructs Starting at 14th level, you can use magic to bring constructs under your control, even those created by other wizards. As an action, you can choose one construct that you can see within 60 feet o f you. That creature must make a Charisma saving throw against your wizard spell save DC. If it succeeds, you can't use this feature on it again. If it fails, it becomes friendly to you and obeys your commands until you use this feature again. Intelligent constructs are harder to control in this way. If the target has an Intelligence o f 8 or higher, it has advantage on the saving throw. If it fails the saving throw and has an Intelligence o f 12 or higher, it can repeat the saving throw at the end o f every hour until it succeeds and breaks free.

New Classes

Wilderness Runner (Rocketeer)

The Wildreness Runner was originally published in Heroes of the Dawn. The Rocketeer is a sub-class for it.

The wilderness runner is a specialist at moving on their own feet, striking hard and fast and then moving on. They often focus on stealth through the wilderness, but sometimes are willing to abandoned all pretences of stealth to be seen as fearsome chargers. Their main weapon is speed.

A chariot of fire

Not every character that runs is a wilderness runner. This is a special role for the elite message carrier or wilderness ambusher. Within their roles, a wilderness runner can be relied on to operate alone and to get from start to finish quickly. Within a party the wilderness runner may serve as a backup travelling near, but not within the group ready to charge in at a moment's notice. Others may travel with company ready to charge out and distract the enemy.

Their stock in trade is light armour, fast movement, heavy weapons.

Creating a wilderness runner

As you create a runner, consider what makes this character different to a ranger or barbarian.

Quick Build

To quickly build an effective runner, dexterity should be the highest ability score followed by Constitution. Wisdom is the next most important ability. Choose the outlander background

Class features

As a Wilderness Runner, you have the following class features.

Hit Points
Hit Dice: 1d10 per wilderness runner level
Hit Points at 1st level: 10 plus your constitution modifier
Hit Points at higher levels: 1d10 (or 6) plus your constitution modifier per wilderness runner level after 1st

Proficiencies

Armour: light
Weapons: Simple, Martial
Saving Throws: Strength, Dexterity
Skills: choose three from acrobatics, athletics, insight, intimidation, perception, stealth, nature, survival.

Equipment

You start with the following equipment, in addition to the equipment from your background:

- any versatile melee weapon
- two handaxes or any simple weapon
- An explorer's pack and four javelins
- Leather Armour

Level	Proficiency	Blitz damage	Features
1st	+2	1d6	Blitz Attack, Natural Explorer
2nd	+2	1d6	Fighting Style
3rd	+2	2d6	Archetype
4th	+2	2d6	Ability Score Improvement
5th	+3	3d6	Fast Movement
6th	+3	3d6	Natural Explorer Improvement
7th	+3	4d6	Feral Instinct
8th	+3	4d6	Land's Stride, Ability Score Improvement
9th	+4	5d6	Archetype Feature
10th	+4	5d6	Hide in Plain Sight
11th	+4	6d6	Uncanny Dodge
12th	+4	6d6	Ability Score Improvement
13th	+5	7d6	Archetype Feature
14th	+5	7d6	Vanish
15th	+5	8d6	Evasion
16th	+5	8d6	Ability Score Improvement
17th	+6	9d6	Blindsense
18th	+6	9d6	Feral Senses
19th	+6	10d6	Ability Score Improvement
20th	+6	10d6	Elusive

Blitz

Beginning at 1st level, you know how to strike powerfully with speed. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have moved your full base movement rate and are using a melee weapon with two hands. This does not apply if you have disadvantage.

The amount of the extra damage increases as you gain levels in this class, as shown in the Blitz column of the Wilderness Runner table.

Natural Explorer

You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favoured terrain: arctic, coast, desert, forest, grassland, mountain or swamp. When you make an Intelligence or Wisdom check related to your favoured terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

While traveling for an hour or more in your favoured terrain, you gain the benefits described for the Ranger on page 91 of the Core Rules.

Fighting Style

At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options.

You can't take a Fighting Style option more than once, even if you later get to choose again.

Archery: You gain a +2 bonus to attack rolls you make with ranged weapons.

Evasive Dash: When you use a dash action, you gain +2 to your armour class for that turn

Great Weapon Fighting: When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Archetype

At third level, you may choose an archetype, either the heavy charger, the spell wright runner or the Rocketeer which is detailed at the end of this section.

Ability Score Improvement

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

Fast Movement

Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armour.

Feral Instinct

By 7th level, your instincts are so honed that you have advantage on initiative rolls.

Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you move your full movement before doing anything else on that turn.

Land's Stride

Starting at 8th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the *entangle* spell.

Hide in Plain Sight

Starting at 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage.

Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

Uncanny Dodge

Starting at 11th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Vanish

Starting at 14th level, you can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.

Evasion

Beginning at 15th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an *ice storm* spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Blindsense

Starting at 17th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Elusive

Beginning at 20th level, you are so evasive that attackers rarely gain the upper hand against you. No attack roll has advantage against you while you aren't incapacitated.

New Archetype: Rocketeer

At 3rd level, you may take a specialisation in using rocket packs.

Assisted Leap: At 3rd level, you can use your jetpack to assist in a jump. You gain advantage on athletics (strength) and your jump distance is multiplied by five.

Hover: At 3rd Level, you can use the pack to hover. If you end your move in the air (possibly due to jumping) you can hover for the rest of the turn, but will fall directly down at the start of your next turn.

Flight: At 9th level, you can use to jetpack to fly. You gain a flying speed equal to twice your base land speed. This can be maintained for one minute and you must complete a long rest for the rocketpack to recharge

Flying charge: At 9th Level, you gain a flying charge. As an attack action, you may charge into your opponent. To do this you move up to your flying move distance. On a successful hit, you do 2d6 damage plus your strength, plus your blitz damage.

Long flight: At 13th level, you can maintain your flight for one hour.

Thaumaturgist (Alchemist)

"Any sufficiently advanced technology is indistinguishable from magic."

Arthur C. Clarke

There is science in magic and there is magic in science. To the thaumaturgist, they are one and the same. They use chemicals to create reactions but add magical reagents as well.

The Thaumaturgist is designed for Renaissance times, but can be adapted to any era with very little difference to any characteristic.

Hit Points
Hit Dice: 1d6 per thaumaturgist level
Hit Points at 1st Level: 6 + your Constitution modifier
Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per thaumatiurgist level after 1st

Proficiencies
Armor:
Light armour, medium armour
Weapons: Simple weapons
Tools: Alchemist tools, Herbalist tools
Saving Throws: Intelligence, Constitution
Skills: Choose three from Arcana, Nature, History, Religion, Insight, Medicine, Persuasion.

Equipment
You start with the following equipment, in addition to the equipment granted by your background:
• (*a*) a quarterstaff or (*b*) a greatclub
• (*a*) two daggers or (*b*) any simple weapon
• An explorer's pack
• Hide Armour

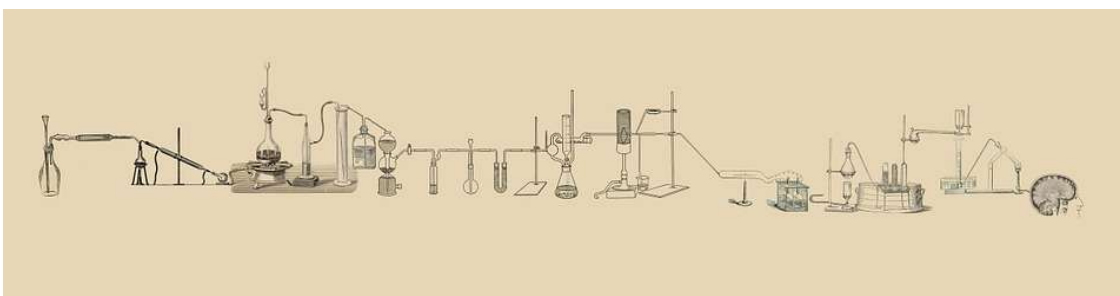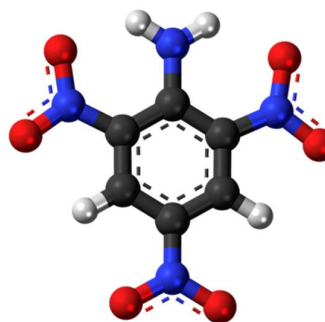| Lvl	Splash	Drink	Rituals	Ability
1	2d6	-		Acid Splash, Thaumaturgy
2		-	1	Alchemy, Ritual Caster
3	3d6	1	1	Resistive Drink
4		2	1	Ability Score Improvement
5	4d6	2	2	Fire Splash
6		2	2	Restorative Drink
7	5d6	2	2	Mace Spray
8		2	3	Ability Score Improvement
9	6d6	2	3	Cold Splash
10		2	3	Enhancement Drink
11		3	4	Explosive Splash
12		3	4	Ability Score Improvement
13	7d6	3	4	Electrical Splash
14		3	5	Regenerative Drink
15		3	5	
16		3	5	Ability Score Improvement
17	9d6	4	6	Necrotic Splash
18		4	6	
19		4	6	Ability Score Improvement
20		4	6	Radiant Splash

At 5th Level, you have the option of doing fire damage instead of acid.

At 7th Level, you may use a knockout gas instead of fire or acid. This does poison damage but can do non-lethal damage if it would reduce the target to zero hit points.

At 9th Level, you have the option of doing cold damage

At 11th Level, you have the option of throwing an explosive version of your splash. This does damage in a ten foot radius and anyone in the target must make a dexterity saving throw for half damage. The DC for this save is equal to 8 plus your proficiency bonus plus your intelligence modifier.

Thaumaturgy: At 1st level you gain the ability to cast the thaumaturgy cantrip.

Splash: Each round you may use an attack action to throw a prepared chemical solution that does acid damage to a single target. You gain proficiency with thrown vials and must hit your target. The damage done is indicated in the splash column of the thaumaturgist table.

At 13th Level, you have the option of doing electrical damage.

At 17th Level, you have the option of doing necrotic damage.

At 20th Level, you have the option of doing Radiant Damage

Alchemy: At 2nd level you may double your proficiency bonus when using alchemist tools.

Ritual Caster: At 2nd level, your studies allow you to have a ritual book which contains one 1st level ritual of your choice from any spell list. If you come across a spellbook containing rituals, you may copy any first level rituals into your book.

You automatically learn a new ritual which you can add to your book at 5th level, 8th level, 11th level and 17th . The maximum level of a ritual you may learn (or copy) is the value in the Rituals column which also indicates the number of rituals you have learned.

"Books are a uniquely portable magic."

— Stephen King

Drinks: You carry a small collection of chemicals with you that can be mixed and drunk as an action. You can do this a number of times indicated in the drink column and must take a long rest before doing anymore drinks. These only work on you as you must prepare your body for the alchemical substance. A drink may have only 1 of the following effects:

Resistive Drink: At 3rd level, you may concoct and drink a chemical that grants you resistance to one damage type of your choice. The effect lasts for one minute

Restorative Drink: At 6th Level you may concoct a healing solution that can restore 3d8 plus your intelligence modifier of lost hit points

Enhancement Drink: At 10th Level you may use a solution that places you under the effect of both Haste and Heroism spells for 1 minute. Concentration cannot be broken on these effects.

Regenerative Drink: At 14th Level your drink can have the effect of a greater restoration spell.

Hybrid – Man of steam

Having seen the future, you have opted to trust the best surgeons of the age to replace parts of your body with steam powered limbs, an extra casing on your flesh or even additional lenses added to your eyes. As you advance you get more and more modifications, not only making you stronger, but also adding modifications that carry magical weapons.

You focus on physical improvements and upgrades rather than learning skills.

The hybrid is designed for the steam punk era, but can be used with earlier technology. The effects will be the same, though the appearance may differ.

Class Features: As a hybrid, you gain the following class features.

Hit Points
Hit Dice: 1d12 per hybrid level
Hit Points at 1st Level: 12 + your Constitution modifier
Hit Points at Higher Levels: 1d12 (or 7) + your Constitution modifier per hybrid level after 1st

Proficiencies
Armor:
Light armour, medium armour, shields
Weapons: Simple weapons, Slam
Tools: Hybrid repair tools
Saving Throws: Strength, Constitution
Skills: Choose two from Acrobatics, Athletics, Insight, Intimidation, Perception

Equipment
You start with the following equipment, in addition to the equipment granted by your background:
• (*a*) a greatclub or (*b*) a shield
• (*a*) two handaxes or (*b*) any simple weapon
• An explorer's pack and four javelins
• Hybrid repair tools

| Level	Slam	Ability
1	1d4	Unarmoured Defence, Second Wind
2	1d4	Action Surge
3	1d4	Modification: Cantrip
4	1d4	Ability Score Improvement
5	1d6	Fast Movement
6	1d6	Modification: 1st Level
7	1d6	Remarkable Athlete
8	1d6	Ability Score Improvement
9	1d6	Modification: 2nd Level
10	1d6	Ability Score Improvement
11	1d8	Indomitable
12	1d8	Ability Score Improvement
13	1d8	Modification: 3rd Level
14	1d8	Blind Sense
15	1d8	Indomitable (2 uses)
16	1d8	Ability Score Improvement
17	1d10	Modification: 4th Level
18	1d10	Timeless Body, Survivor
19	1d10	Ability Score Improvement
20	1d10	Indomitable (3 uses), Slippery Mind

Slam: As a partial construct, you may use the implants of your arm as an effective melee weapon. You are proficient with this attack and it does the damage listed in the table in addition to your strength modifier.

Unarmoured Defence: You have metal strips attached onto or under your skin which provide protection. While you are not wearing any armour, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

Second Wind: You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your hybrid level. Once you use this feature, you must finish a short or long rest before you can use it again.

Action Surge: Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again.
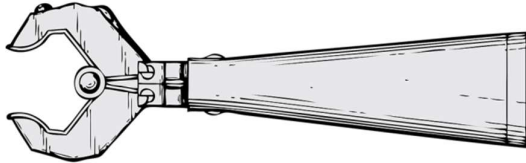
Fast Movement: Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armour.

Modification Cantrip: At 3rd level, you can be refitted adding a weapon module as a shoulder mount which allows you to cast a cantrip as a bonus action. The cantrip must be from the modification list. Once chosen, it cannot be changed.

Modification Spell: At 6th level, you are able to install a weapon module containing a single first level spell which can be used once between short rests. The spell is chosen from the list below and cannot be changed once chosen.

Spells from modifications cannot be cast as a different level and cannot be used to power other class abilities such as a paladin's smite or a wildshape druid's healing.

Cantrips and Spells cast from modifications do not require material components, but still require verbal and somatic components if the spell lists them. These are different to the words and actions used to cast the same spell as they are simply used to activate the device. It requires an action to cast a spell from a modification.

At 9th Level you gain a 2nd level modification;
At 13th level you gain a 3rd level modification,
At 17th level you gain a 4th level modification.

Spellcasting Ability Constitution is your spellcasting ability for your modification abilities. The power of your spells comes from your physical frame and the power of your enhancements. You use your Constitution whenever a modification spell refers to your spellcasting ability. In addition, you use your Constitution modifier when setting the saving throw DC for a modification spell you cast and when making an attack roll with one.

Modification List:
Cantrips: Acid Splash, Light, Ray of Frost.
1st Level: Colour Spray, Magic Missile, Sleep
2nd Level: Scorching Ray, Ray of Enfeeblement, Acid Arrow.
3rd Level: Fireball, Lightning Bolt, Hypnotic Pattern
4th Level: Ice Storm, Blight, Confusion

Ability Score Improvement: When you reach 4th level, and again at 8th, 10th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. This represents additional enhancements to limbs or possibly a chemical enhancement to brain function.

Remarkable Athlete: Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to your Strength modifier.

Indomitable: Beginning at 11th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature twice between long rests starting at 15th level and three times between long rests starting at 20th level.

Blindsense: Starting at 14th level, you gain in implant that uses a crude form of sonar. If you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Timeless Body: Starting at 18th level, the primal magic that you wield causes you to age more slowly.

For every 10 years that pass, your body ages only 1 year.

Survivor: At 18th level, you attain the pinnacle of resilience in battle. At the start of each of your turns, you regain hit points equal to 5 + your Constitution modifier if you have no more than half of your hit points left. You don't gain this benefit if you have 0 hit points.

Slippery Mind: By 20th level, you have acquired greater mental strength. You gain proficiency in Wisdom saving throws.

Mech-master

The Mech-Master is a creator who has crafted a mechanical assistant or warrior to stand by their side. The creation could be make of clockwork or a steam engine or simply magical iron.

Class Features: As a Mech-Master, you gain the following class features.

Hit Points
Hit Dice: 1d6 per hybrid level
Hit Points at 1st Level: 6 + your Constitution modifier
Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per mech-master level after 1st

Proficiencies
Armor:
Light armour, shields
Weapons: Simple weapons, morning star, shortsword, trident, warpick, whip, hand crossbow, net
**Tools:** Repair tools
Saving Throws: Intelligence, Constitution
Skills: Choose three from: arcana, history, investigation, insight, medicine, perception, sleight of hand, athletics, intimidation.

Equipment
You start with the following equipment, in addition to the equipment granted by your background:
• Leather Armour and Shield
• (*a*) hand crossbow and 20 bolts (*b*) 2 javelins
• Any simple weapon
• Construct repair tools
• (a) Scholar's pack or (b) burglar's pack
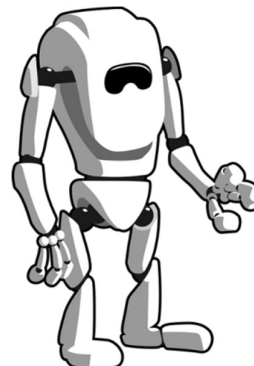
lvl	Features
1	Mech (small size)
2	
3	Mech (CR ¼)
4	Ability Score Increase
5	Mech (CR 1), Mech extra attack
6	Magic Weapons
7	Mech +1d12 hp
8	Versatile Ability Score Increase
9	Mech +2d12 hp
10	Versatile Ability Score Increase
11	Mechanical Fury, Mech +3d12 hp
12	Versatile Ability Score Increase
13	Mech + 4d12 hp
14	Resistance
15	Mech +5d12 hp
16	Versatile Ability Score Increase
17	Share Spells, Mech +6d12 hp
18	
19	Versatile Ability Score Increase, Mech +7d12 hp
20	

Class Features:

Mech: At 1st level you have the skills and equipment needed to construct a small, loyal mechanical creature.

The created creature follows you around. You may use an action to give mech orders (go there, protect this…) It acts on your initiative.

The mech has the construct type and the following immunities:

- psychic damage
- poison damage
- charm
- exhausted
- frightened
- paralysed
- petrified
- poisoned

You add your proficiency bonus to the base values of its AC, attack and damage rolls.

At 1st level, it has the base stats of a creature that can be called as a familiar. It will have the form of a small mechanical creature.

At 3rd level it can be modified to be based on a larger creature. It can be based on any beast with challenge rating of ¼ or lower.

At 5th Level, it can be modified to be based on a larger creature. It can be based on any beast with challenge rating of 1 or lower.

At 7th Level, it gains an additional 1d12 hit points.

Gains 1d12 hit points at levels 7. It subsequently gains more hit dice as you advance in level using the Mech column of the Mech-Master Table.

If destroyed, it takes 24 hours for you to build a new mech. At any time you may spend 12 hours reconfiguring an existing mech (perhaps changing it from a horse shape to an ape shape when moving between environments.)

The mech does not rest and cannot recover hit points from long or short rest. One hour of maintenance is equivalent to short rest and eight hours of repairs for a long rest. The Mech-Master must be active during this time.
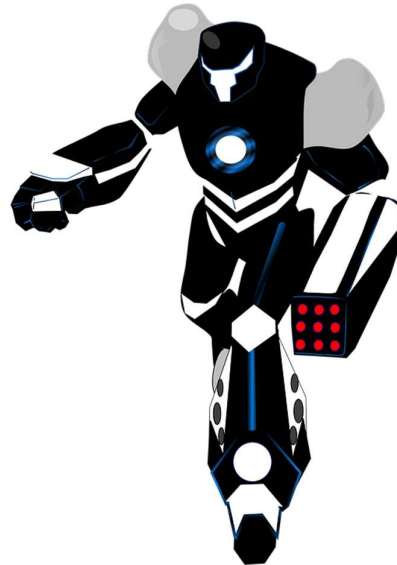
Ability Score Improvement: When you reach 4th level, and again at 8th, 10th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. This represents additional enhancements to limbs or possibly a chemical enhancement to brain function.

From 8th level Ability Score increase can be given to the mech instead or a feat can be chosen and given to the mech.

Magical Attack: At 6th level, the mech's attacks are treated as magical for overcoming damage resistance and immunity.

Mechanical Fury Starting at 11th level, your mech can make two attacks when you command it to use the Attack action.

Resistance: At 14th level gain resistance to slashing, piercing, bludgeoning from non-adamantine, non-magical weapons.

Share Spells Beginning at 17th level, when you cast a spell targeting yourself, you can also affect your beast companion with the spell if the beast is within 30 feet of you.

Backgrounds

With a new era come new backgrounds that player characters can come from.

Airship Captain

You may not have actually been in command of an airship, but you know the skies, how to navigate them and how to lead men. You understand weather patterns, winds and rain

Skill Proficiencies: Intimidation, Nature
Tool Proficiencies: Sky vehicle, one language of your choice
Equipment: A uniform, a navigation device, a map and belt pouch containing 15gp
Feature: **Hitch a lift**.
You know a thing or two about air travel and in a pinch you can organise to get on board an airship.

Suggested Characteristics
Airship captains are already living a life of adventure. You need to ask yourself, why would you give that up? Did the company you worked for go out of business. Were routes disrupted by dragons? Were you in a crash? What prompted you to walk away from the air and take up the regular life of an adventurer?

Airship Engineer

You are an expert with tool and you understand the mechanics of flight

Skill Proficiencies: Sleight of Hand, Investigation
Tool Proficiencies: Two sets of artisan's tools
Equipment: A uniform, one set of artisan's tools, a small backpack and a belt pouch containing 15gp
Feature: **Stories to tell**.
The idea of air travel is so fascinating that your stories instantly grab people's attention. This allows you to get attention and make friends quickly in any new town.

Suggested Characteristics
Airship engineers are well trained, but not necessarily prepared for a life of adventuring. What has happened to take you out of the sky? Did you come across a secret that needed pursuing? Did you overhear something that led you on another path? Are you looking for secrets that would improve your craft? Does your knowledge of traps and locks make you so valuable that you have been lured away from your job?

Equipment

Weapons

Name	Cost	Damage	Weight	Properties
Simple Weapons				
Martial Weapons				
Pistols				
• Flintlock	55 gp	1d6 piercing	2 lb	Loading, reload (1)
• Revolver	75 gp	1d8 piercing	3 lb	Reload (6), light
• Automatic	95 gp	2d6 piercing	3 lb	Reload (15)
Rifles				
• Musket	40 gp	1d12 piercing	5 lb	Loading, two handed, heavy
• Hunting	75 gp	2d8 piercing	5 lb	Reload (8), two handed
• Sniper	125 gp	3d8 piercing	5 lb	Loading, two handed, heavy
• Automatic	225 gp	2d10 piercing		Reload (20), two handed
Shotgun				
• Blunderbuss	60 gp	2d4 piercing	8 lb	Loading, reload (1), shrapnel (10ft cone), two handed, heavy
• Double Barrel	145 gp	2d8 piercing	8 lb	Reload (2), shrapnel (10ft cone), two handed, heavy
• Automatic	250 gp	2d10 piercing	12 lb	Reload (10), shrapnel (15ft line), two handed
Special Weapons				
Flame thrower	120 gp	3d6 fire	18 lb	Ignition, loading, two handed, heavy
Machine Gun				
• Gatling	320 gp	2d8 piercing	22 lb	Burst fire, two handed, heavy
• Machine	575 gp	2d10 piercing	16 lb	Burst fire, two handed, heavy
Launchers				
• Grenade	500 gp		3 lb	Two handed, loading, reload (3)
• Rocket	750 gp		3 lb	Two handed, heavy, loading, reload (1)
• Javelin	750 gp		5 lb	Two handed, heavy, loading, reload (1), special
Grenades				
• Frag	10 gp	2d6	¼ lb	5 ft radius
• Smoke	10 gp	•	¼ lb	15 ft radius, special
• Flash	10 gp	•	¼ lb	10ft radius, special
• Incendiary	10 gp	2d6	¼ lb	10ft radius, special
• RPG	15 gp	3d6	¼ lb	15 ft radius, special

Shrapnel: A Shrapnel weapon does damage in an area of effect. Anyone in the area may reduce the damage to half with a successful DC 12 dexterity saving throw. This uses one round of ammunition.

Ignition: The flame thrower must be lit in order to function. While lit, it is vulnerable to damage and may explode if attacked directly.

Transport

Bike: Costing 75gp, there are many different designs, but all can travel at a speed of 50 and require a proficiency (land vehicles) check from time to time.

Rocketpack: Costing 250gp, a rocket-pack allows you to move 60' in a straight line. While Rocketeer's have training to perform specific manoeuvres, those untrained most use a full round to fly and must end the turn standing on something solid. They come with limited supplies of fuel and have a tendency to misfire.

Jet sled: The jet sled is a slower more stable flying tool. Costing 150gp, it can move 20' but you must end your turn no more than one foot above something solid. These can be turbo charged, allowing full flight of 120' for three rounds before needing to be recharged.

Feats

Renaissance Man: A Renaissance Man was an ideal of a person who was a master of all fields of knowledge. By taking this feat you gain advantage on all intelligence skill rolls and +1 to intelligence.

Spells

Wizard spells:

Repair Mechanoid *1st -level evocation*
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous
A construct you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier.
This spell has no effect on creatures other than constructs.
At Higher Levels.
When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

Monsters

Clockwork template

The clockwork template can be applied to any beast, humanoid, giant or monstrosity

This does not modify an existing creature, but instead a replica of the creature is built using clockwork and steam technology.

Clockwork creatures have:

- Immunity to charm, poison
- Burst of steam (recharge 5-6)
- There are two uses for burst of steam either as a defensive cloud or an attack.
    - As a defensive cloud this has the same effect as obscuring mist.
    - As an attack, it functions like a breath weapon doing 2d6 steam damage. Half damage on a successful dexterity saving throw.
      Saving throw DC is
      10+con modifier+proficiency bonus.

For creatures of small size, the steam damage will be reduced to 1d6 with the recharge becoming 6. Small creatures have a smaller reservoir of steam.

Armour Class remains unchanged. Although metal plates for the chassis, there are many exposed components. Clockwork creatures will often be dressed in armour or given a leather outer layer for a more lifelike appearance.

Animated Object – Steam engine

Large construct, unaligned
Armor Class 18 (natural)
Hit Points 120 (10d8 + 70)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
22	10	24	1	3	1

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6
Languages —
Challenge 5 (1,800 XP)
Antimagic Susceptibility. The engine is incapacitated while in the area of an *antimagic field.* If targeted by *dispel magic*, the armor must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.
False Appearance. While the engine remains motionless, it is indistinguishable from a normal steam engine
Actions
Multiattack. The engine makes two melee attacks and one steam Jet.
Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 5 (2d8 + 6) bludgeoning damage.
Steam Jet Ranged *Weapon Attack:* +4 to hit, range 30 ft., one target. *Hit:* 5 (3d6 + 7) fire damage.

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