

DESTINY DESTINY

PLAYER'S GUIDEBOOK



**A FREE RE-IMAGINING OF 5TH EDITION TO FIT THE
DESTINY SETTING**

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The logo for Velvet Fang is written in a stylized, black, gothic-style font. The word "VELVET" is on the top line, and "FANG" is on the bottom line. The letters are interconnected and have a decorative, slightly jagged appearance.

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INTRODUCTION

Imagine a world of swords and sorcery. Imagine a world of great kings and vicious tyrants, their armies clashing on the battlefield, swords clanging and storms of arrows flying. Imagine epic heroes facing down a fire-breathing dragon in the ruin of an ancient castle. Imagine a world filled with mystery, wonder, and magic, with an adventure waiting around every turn.

Tyrone (the Game Master, or Architect): After picking your way through the Venusian jungles, you arrive at a cliff overlooking a decrepit barren valley. Blue flames spout from cracks in the earth, and thick clouds of smoke and ash obscure your view. You can just barely make out a massive shape in the sky.

Alex (playing Mika): I want to get my sniper rifle from my Ghost and use the scope to see if I can get a better view of the thing floating here.

Sasha (playing Horus-4): There are blue flames in the valley? Is this an active volcano? I'm going to jump off the cliff and find out.

Dungeons & Destiny isn't too different from that world. You just need to reload your sword.

While 5e games tend to revolve around prehistorical or early historical fantasy settings, *Dungeons & Destiny* ('D&Destiny') is set in a futuristic, post-apocalyptic landscape rife with terror and wonder in equal measure. The people of this universe have access to technologies like interplanetary travel and tablet computers, but may also find themselves relying on ancient maps and old compasses to get around. And the player characters, known as Risen, Guardians, or Lightbearers, are essentially demigods capable of coming back from the dead over and over and over again.

Of Life and Death

When you're playing 5e, every hit matters. Every hit point lost puts you one step closer to being unconscious, and when unconsciousness happens, it could very well spell the end of your character's progression in that campaign.

But when you're playing D&Destiny, falling unconscious and even outright dying is practically a scheduled affair. Lightbearers have the equivalent of a flying, talking wish in the form of a tiny construct, a Ghost, that follows them around, opens doors, and can be used almost without limit to bring them back from the dead. Dying might as well be breathing, or blinking, or sighing dejectedly at the actions of other players: it just happens.

More than that, dying can be an invaluable tool. Do you need to clear a minefield? Walk forward, step on a mine, wait for Ghost resurrection, repeat.

Have you contracted pneumonia from a long night in the wilds without any armor or shelter? Arrange a quick death for yourself, and let your Ghost resurrect you. You're still stuck with no armor and no shelter, but your pneumonia is gone and you can press forward again. Rinse and repeat until you reach safety.

You and your fireteam might end up in a firefight with someone dying once every round and you're

Tyrone: OK, Alex, you hold out your hands and your Ghost transmats your sniper rifle into them. When you link the scope to your visor, you get an approximate outline of the shape thanks to the onboard computer.

Alex: Do I recognize it?

Tyrone: Make an Investigation check, or a Perception check.

Alex: OK, I'm using Investigation. I rolled a 12.

Tyrone: You recognize the outline of a Fallen ketch.

Sasha: What do I find out?

Tyrone: That from the height you jumped, you take 48d6 bludgeoning damage.

Sasha: Damn. Well, we're still in a Light zone, right?

Tyrone: No.

Sasha: What?

Tyrone: You didn't check before you made your leap. You fell into a Darkness zone, you'll need to wait before your Ghost can resurrect you.

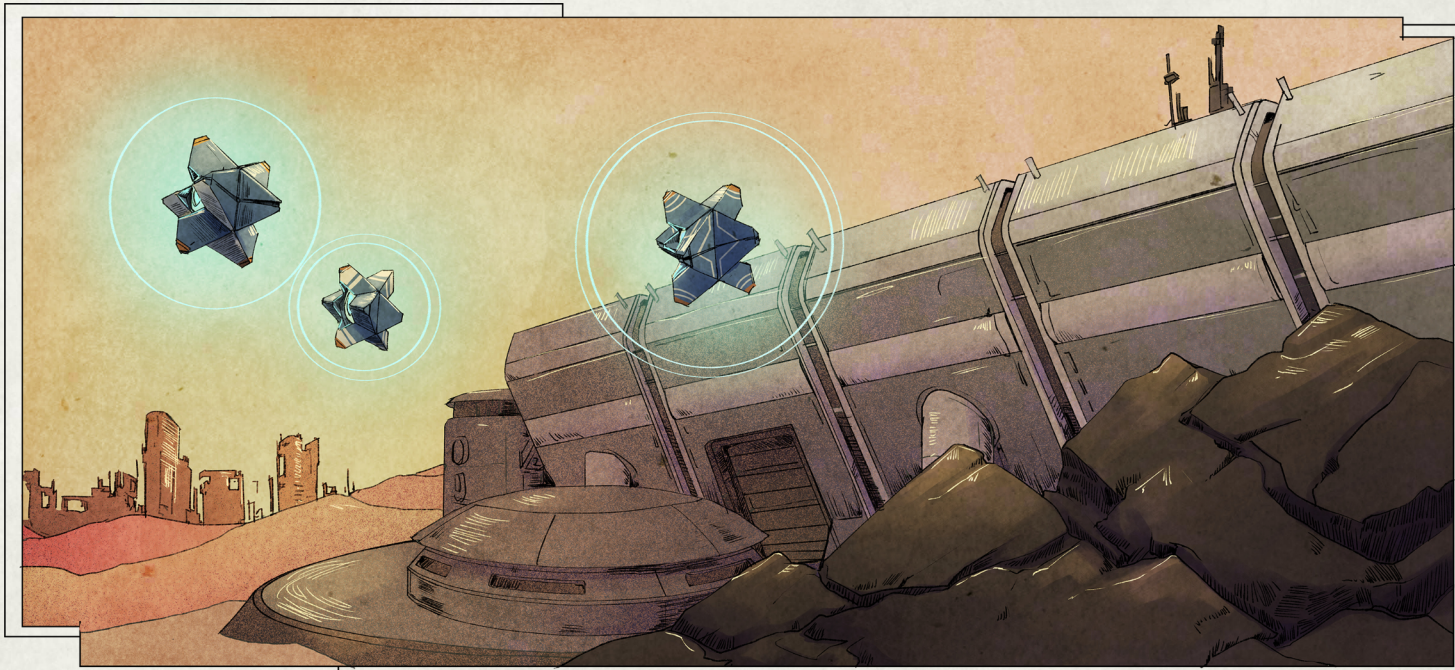
still winning the fight. Lightbearers can come back from the dead; others cannot.

Except, of course, when you can't.

Of Light and Darkness

D&Destiny introduces a number of new mechanics specific to running a campaign set in the Destiny universe. The first is the paracausal force mechanic, which alters the way the game is played in subtle yet profound ways. For example, in a Light Zone, Lightbearers can be resurrected whenever and however many times they need to be. But in an Oppressive Darkness Zone, a Lightbearer cannot be resurrected at all: if they die, they're stuck being dead until the paracausal force changes.

Every type of paracausal force covers an area. The area may be big, such as the length and breadth of a metropolitan city, or a continent, or an entire planet—or it may be small, such as a single pool of Light at the center of a monster's lair.



So long as your Ghost survives and makes it to an area where it can resurrect you, you will come back. An Oppressive Darkness Zone may put the fear of mortality into your heart, but it is your job, after all, to be the hero that delves into that Darkness and purges it. You do this for the hope of humanity's future—and for some really cool trophies.

Using This Book

In order to play *Dungeons & Destiny*, you will need an understanding of the 5th edition core rules. While there are some areas of gameplay where *Dungeons & Destiny* significantly builds upon or

modifies the 5th edition core rules, this book is not a complete replacement or source of those rules.

If a rule present in *D&Destiny* contradicts a 5th edition core rule, the *D&Destiny* rule supersedes the 5th edition rule.

If you ever have any questions, comments, or concerns about anything in this book, please feel free to bring it to the attention of the *D&Destiny* team. Whether by posting in the Discord server, using the feedback form, or contacting us through our Twitter, there is always a way to voice your opinion and have it be heard.

We LOVE feedback, so please don't hesitate to send it our way! And most of all...

Thank you for your love and support of *Dungeons & Destiny!*





CHAPTER 1: RACES

The universe of *Destiny* presents a vast and deep setting crowded with characters of many races and cultures. Its varied locations host all kinds of people, both among the survivors of humanity and the numerous alien species that have come to occupy the Sol system.

Consider all the variations among these peoples, even among those of the same race. Imagine a smuggler's market in the Reef, nestled into a tethered asteroid floating in perpetual twilight, quiet on the surface but bustling inside with scavengers, pirates, and the rangers sent to dispatch them. Humans, neohumans, and aliens haggle over glimmer and goods, while heavily built Exos work alongside gaunt, houseless Elikśni to shift cargo. A stout Reefborn Awoken bounty hunter chases down a one-armed Cabal deserter who has evaded her for years, while an Earthborn Awoken Guardian observes from a shadowed alcove.

All this potential complexity and diversity is available to you in choosing your character's race and related details. This chapter presents basic background information and gameplay characteristics to inform your selection.

Choosing a Race

Humans, Exos, and Awoken are canonically the races that comprise the population of Lightbearers. Your choice of race establishes the first building blocks of your character and gives them qualities that may affect your Guardian's journey in subtle but substantial ways. No matter what race you pick, it is always worthwhile to consider what sets your character apart from other members of their race, and why they might have been chosen to be resurrected as a Lightbearer. Strict adherence to the listed characteristics isn't required if you have good reasons for why your character might be different, and if you check your changes with your Architect.

Humanity Beyond Humans

The term 'human' can have variable meaning depending on context. Usually, 'human' refers only to *homo sapiens*, the human species that evolved on the planet Earth. During the Golden Age, significantly modified or augmented people, such as Exos, came to be called 'neohumans.' Later usage extended this label to the Awoken as well. Thus while both Exos and Awoken are broadly considered human in the sense of belonging to humanity collectively, usually the phrase 'humans and neohumans' is used to specifically include them alongside *homo sapiens*.

Unconventional Races

When you play D&Destiny, you need not necessarily limit yourself to Destiny canon. That is why you'll find characteristics for unconventional Lightbearers belonging to the Elikśni, Cabal, psion, Vex, and krill species. Homebrewing your own race, or using a race from other sources, is also an option. Just make sure you've cleared your choice of race with your Architect and the other members of your fireteam. Some people want to play a canon campaign, some don't—neither is wrong! But you'll have more fun if everyone is in agreement at the start.

When creating an unconventional Lightbearer, you will likely need to give extra attention to considering how they became a Lightbearer, or what circumstances led to a Ghost being able to resurrect this member of a nonhuman race. You will also need to consider how your unconventional Lightbearer regards humanity, and what it means to them to be a Lightbearer. If your Architect and fellow players are on board, unconventional Lightbearers can contribute to all sorts of new and unique stories never before seen in the Destiny universe!

Awoken

“Sterile.’ ‘Split-souled.’ ‘Stuck between light and dark.’ You think I haven’t heard it all, and worse? You think I don’t notice people staring? I know how my skin looks, my eyes. I don’t know how we got like this, what changed us. But I do know we’re still human.” —*An Earthborn Awoken on the Pilgrim Road*

A neohuman subspecies born during the Collapse, at the very moment and at the very boundary of the cosmos-shaking clash between the Traveler’s Light and the encroaching Darkness. One shipful of spacefaring humans present by chance at this inconceivable nexus were changed by their exposure to the otherworldly forces at play, and translated into a new people, touched by the paracausal powers that pressed upon them.

People of Starlight

Awoken anatomy is structurally no different from that of homo sapiens, but several superficial characteristics are radically divergent. Most prominently, their skin pigmentation is expressed mostly in grey, blue, and purple tones, ranging from rich shades composed of those colors to extreme paleness. Awoken skin also presents an otherworldly subcutaneous glow which flows in regular organic patterns. The irises of their eyes are strongly luminescent, and take on a greater variety of vivid colors than typical human eyes, ranging from sharp blues and greens to bright red and orange, or even shining purple or silver. Their hair also grows naturally in bright, dramatic colors, and even when dark or muted it typically shows colorful undertones.

Between Darkness and Light

All Awoken are descendants or still-living survivors of the 891 crewmembers and 40,000 colonist passengers of Yang Liwei, the Golden Age colony ship designated Exodus Green. During its acceleration toward the heliopause, the ship was caught at the interstice between the oncoming Darkness and the farthest point where the Traveler extended its Light in defense of humanity. At this brink, the cataclysmic concurrence of godlike powers concentrated so intensely resulted in an energy density great enough to severely warp space, forming an event horizon that swallowed Yang Liwei and its crew like a sea-monster of spacetime.

Yet within this inescapable enclosure, instead of infinitely crushing oblivion, a new world took shape. Touched by both the Darkness and the Light, the mind of Mara Sov, first of the Yang Liwei crew to enter the newborn singularity, gained an



unaccountable power to shape the parameters of a subsidiary spacetime. In this fresh universe, its passage of time vastly accelerated relative to the outside, an entirely new, unblemished cosmic history unfolded. After untold eons, the people of Yang Liwei, transfigured by their passage into the universe they would come to call the Distributary, began to return to physical embodiment, and awaken into new lives.

An entire civilization of immortal Awoken sprang up and flourished for millennia within the Distributary while the ashes of the Collapse settled and grew cold in the universe outside. While most adhered to the so-called Sanguine belief that the Awoken were perfectly free to enjoy their happy eternity, Mara Sov waged a long-sighted influence campaign to convince some of them to return to their original universe to aid humanity's survivors, even if leaving would cost them their immortality. After a long and terrible upheaval, Mara and her followers built a fleet of transdimensional ships to cross back over the event horizon. They arrived to find Earth in a benighted Dark Age, and the system beset by the invading Fallen, and so concealed themselves in the Reef—where Mara Sov would become queen, guiding the Awoken as they set about building a new society in hiding.

Reefborn and Earthborn

After establishing themselves in the Reef, many Awoken felt they should proceed to Earth immediately to assist the struggling remnant populations there, rather than bide their time consolidating their position in secret. Despite Mara's wishes and driven by this urge to bring relief to surviving Earthlings, a third of the Awoken broke ranks and departed on self-directed missions of aid. This schism divided them and their offspring on Earth from those who remained with the Queen in the Reef. Thus arose the distinction between Earthborn and Reefborn. Over generations, most Earthborn Awoken forgot the Reef, the Queen, and their history, and integrated into human society on Earth. Almost all Awoken Lightbearers are resurrected from among the Earthborn.

Regina Astrorum Umbrarumque

The Awoken of the Reef remained extremely insular after Guardians and others from Earth became aware of their presence. Outsiders are mostly unwelcome, even other Awoken from among the Earthborn. However, over time the Queen would find Guardians more and more useful as allies—or pawns—and many would take part in joint operations with Awoken Corsairs, undertake missions on behalf of the Reef, or come to fight in the Prison of Elders' arenas.

The Awoken are defined by the joint influence of Light and Darkness that created them, and their philosophical disposition and general outlook tend to reflect the nuances of that tension. Although not inherently in possession of supernormal abilities,

Awoken are sensitive to paracausal powers, and their innate grasp of such effects enabled their science and technology to develop to the point of appearing magical. Relatedly, all Awoken are at least loosely bound by a psychic connection to Mara Sov, a mysterious aftereffect of her imprintation upon the Distributary. Even Earthborn who know nothing of the Awoken's origins or existence in the Reef feel a quiet pull toward space, and the region where the Queen resides.

Awoken Traits

All Awoken share certain traits, whether born in the Distributary, the Reef, or even as hybrid offspring of Earthborn and humans.

Ability Score Increase. One ability score of your choice increases by 2, and a different ability score of your choice increases by 1.

Age. Awoken attain physical maturity at the same rate as humans, and appear as developed adults at 20–30 years of age. Although they are no longer immortal, Awoken lifespans can still be extraordinarily long.

Size. Like humans, Awoken stature tends to fall between 5–7 feet, with weight varying accordingly. Of course, smaller and larger individuals are not unheard of. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. Awoken in the Distributary simply called their language Speech, but they subsequently relearned human languages as well. You can speak, read, and write City common.

Always a Way Home. You are always at least vaguely aware of Mara Sov, the Awoken Queen, so long as both you and she are in the same plane of existence. Even when lost, you can use this sense to direct yourself or a vehicle you are operating along a straight path toward her.

Paracausal Resistance. You have advantage on saving throws against spells, Light effects, and Darkness effects.

Paracausal Sensitivity. You gain the effects of the *Sunsinger's Detect Light and Dark* feature.

Psychokinesis. You have the ability to move or manipulate objects by thought. As your action, you can exert your will on one object that you can see that is within a number of feet equal to 5 times your proficiency bonus, and that doesn't weigh more than 10 pounds. If the object isn't being worn or carried, you can automatically move it up to 30 feet in any direction, but not beyond the range of this trait.

If the object is worn or carried by a creature, you must make a Charisma ability check contested by that creature's Strength check. If you succeed, you pull the object away from that creature and can move it up to 30 feet in any direction but not beyond the range of this trait.

You can exert fine control on objects with your psychokinetic grip, such as manipulating a simple tool, opening a door or a container, stowing or retrieving an item from an open container, or pouring the contents from a vial.

You can affect the same object round after round, or choose a new one at any time. If you switch objects, the prior object is no longer affected by your psychokinesis.

Origins. There are two primary choices for your origin as an Awoken: either as a Reefborn or as an Earthborn. Choose one.

Reefborn

Born in the Reef, you were raised in the Awoken matriarchy and knew a life among the tethered hulks and otherworldly cities of Awoken territory.

Agile Movement. Moving through an opening one size smaller than you does not count as difficult terrain for you. You have advantage on Dexterity (Acrobatics) checks you make in zero gravity.

Additional Language Proficiencies. You can speak, read, and write Awoken Speech, and you can choose whether or not you can also speak, read, and write Elikśni.

Earthborn

A descendant of Awoken who came to Earth long ago, you know precious little about your people.

Natural Athlete. You have your choice of either a swimming speed or climbing speed equal to your base walking speed.

Additional Language Proficiency. You can speak, read, and write one additional modern human language of your choice.



Exo

“Sure, we’re made of metal and nanopolymers, and some of our physical attributes outperform organic human bodies. Thing is, I still feel everything, same as you. Some of us have tactile surfaces more sensitive than skin. Sometimes I just want to feel a gentle touch.” —*Raj-4*

One of the pinnacles of Golden Age technological achievement, Exos are neohumans resulting from the transference of human consciousness into incredibly sophisticated artificial bodies. The complexity of their design is far beyond even the most advanced cryptarchs, though some Ghosts are said to at least partly comprehend Exos’ inner workings. The technology and expertise used to create Exos is lost, so the entire population is made up of those who have survived since the Collapse or been resurrected as Lightbearers.

Populus Ex Machina

Exos were constructed with as wide a range of physical variation as exists in natural human bodies. Since many people converted to Exos to serve as soldiers before the Collapse, the averages skew slightly toward leaner, taller bodies. However, Exos exist with almost every body type and stature found in human populations.

Their external surfaces do not attempt to mimic skin, but Exos’ cladding exhibits a dazzling diversity of coloration and design. Its components may be assembled in almost any pattern that generally conforms to the underlying musculature, and finished with any coloration. Some Exos maintain subdued hues for a sleek, understated look, but many adopt bright splashes of brilliant color to accent their faces, or even cover their whole bodies in raucous patterns. Cranial configuration and facial features, far from being standardized, were constructed with immense variety, resulting in an individually distinct face for every Exo.

A Forgotten Advent

The origins of the project to produce the Exos are unknown, but it was the Golden Age tech megacorporation Clovis Bray that eventually undertook and completed the work. It is believed a primary motivation for their effort was the creation of superior soldiers to combat the Vex, and many Exos' fragmentary memories of dire, ancient battles seem to bear out that conclusion. Yet obviously not all Exos were soldiers, and it is easily imagined that people may have elected to become Exos for other reasons, such as escaping chronic or terminal illness.

Survivors of the Ages

Exos are the only survivors of the Collapse still living among humanity, and they are unique among Guardians as the only race to sometimes retain snatches of memory from their past lives. However, even among those who lived during the Golden Age and experienced the Collapse directly, very few possess clear recollection after so many centuries. Those who might harbor such memories tend to be extremely secretive and often become recluses.

Most Exos live alongside the other survivors of humanity in and around the Last City, or elsewhere on Earth in holdout settlements or as refugees seeking respite along the desolate pilgrim roads. Despite their extreme longevity, Exos generally participate fully in human communities wherever they exist. Prejudicial attitudes between Exos and other humans are rare, but not nonexistent.

Fractured Memories

Despite their artificial construction, Exos are no more merely machines than natural-born humans are. In particular, their minds are wholly human, merely transferred from organic tissue into a different substrate. While their engineered bodies and brains may give Exos some mental capabilities beyond typical humans, they do not possess computer-like perfect recall or flawless eidetic memory. Generally, Exos' memories behave similarly to those of other humans, changing and fading over time.

Another factor complicates the stability of Exos' memories, an inheritance from the imperfect transference process. That process caused Dissociative Exomind Rejection (DER), a cognitive disorder resulting from severe dissonance between the transferred human consciousness and the Exo body which could destabilize the new Exo's mind, eventually causing death. Clovis Bray's engineers counteracted this destabilization by devising a process to reset the transferred consciousness in its new body. Rebooting the mind in this way, often repeatedly, succeeds in averting rejection, but carries an increasingly heavy cost: each reboot causes worsening fragmentation and outright loss of memory.

The number appended to an Exo's name indicates the number of such mind-reboots they

have undergone. Contrary to popular misconception, it has nothing to do with the number of times an Exo Lightbearer has died.

Exo Traits

Exos share certain traits and abilities as a result of commonalities in their construction.

Age. To all outside observation, Exos are ageless. However, Exos whose minds have been reset many times exhibit symptoms of senility.

Size. Exos are typically the same size as humans, though an Exo will weigh 20–30 pounds more than a human with a similar height and build. Your size is Medium.

Speed. Exos are built for locomotion at least on par with natural human mobility. Your base walking speed is 30 feet.

Languages. Exo vocal modulators are not simple speakers, but sophisticated electromechanical organs capable of producing all the sounds of human language. You can speak, read, and write City common.

Darkvision. Exo optical sensors are tuned to the human visible spectrum by default, but can also perceive additional wavelengths to achieve superior vision in dark and dim conditions. You can see in dim light within 30 feet of you as if it were bright light, and in darkness as if it were dim light.

Living Machine. Even though you are a machine, your mind and much of the functionality of your body is no different from the average human. As such, you are considered a living creature, and you appear on scanners as one. You are immune to disease. You do not need to eat or drink, but you can if you want to. You do still need to sleep each day, but you typically only sleep for 4–6 hours, gaining the same benefit that a human does from 8 hours of sleep when you do. During your sleep, you sometimes experience dreams that feel like snatches of memory. In these dreams, you witness hideous, never-ending battles in dark, lifeless places, and see yourself fighting in them. Many other Exos have described similar dreams, and the experience, though unsettling, is considered normal.

Resistant Design. You resist poison damage, and you have advantage on saving throws you make to prevent yourself from Burning or becoming Poisoned. You also have advantage on saving throws you make to end an effect on yourself that is causing a Burning or Poisoned condition.

Model. There are three common model-types of Exo. Choose one.

Model “AB-U”

Cryptarchs speculate your body was built for the front lines of a war, designed to survive even the toughest fights.

Ability Score Increase. One ability score of your choice increases by 2.

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

Natural Armor. You have tough, heavy-duty

plating. You have disadvantage on Dexterity (Stealth) checks. When not wearing armor, your AC is equal to 13 + your Constitution modifier. Even while wearing armor, you can use this natural armor to determine your AC if the armor you are wearing would leave you with a lower AC. You are still subject to the effects of the armor you are wearing if you do this.

Model “CT-HD”

Your body’s limbs were designed for extended range of movement and flexibility, with the tradeoff of lighter armored plating.

Ability Score Increase. One ability score of your choice increases by 2, and a different ability score of your choice increases by 1.

Competitive. If you make an attack roll, saving throw, or ability check that fails, you can choose to add a bonus to your attack roll, saving throw, or ability check that is equal to the number of creatures who can see you and that you are aware of (maximum bonus of +5). If using this trait causes you to succeed on your attack roll, ability check, or saving throw, you cannot use this trait again until you complete a short or long rest.

Natural Armor. When you aren’t wearing armor, your AC is equal to 12 + your Dexterity modifier. Even while wearing armor, you can use this natural armor to determine your AC if the armor you are wearing would leave you with a lower AC. You are still subject to the effects of the armor you are wearing if you do this.

Model “JSYK”

Not all Exo bodies were designed to maximize physical abilities. Yours seems to be tuned for information gathering and intelligence operations.

Ability Score Increase. Choose three of your ability scores. Each of those scores increases by 1. Alternatively, you can choose one ability score to increase by 2, and a different ability score to increase by 1.

Keen Eye. If you make a ranged attack roll and miss, you can choose to re-roll your attack once. You must use the new roll, and you must complete a short or long rest before you can use this trait again.

Natural Armor. When you aren’t wearing armor, your AC is equal to 15. Even while wearing armor, you can use this natural armor to determine your AC if the armor you are wearing would leave you with a lower AC. You are still subject to the effects of the armor you are wearing if you do this.

Superior Sensors. The range of your darkvision increases to 60 feet. When you make a Wisdom (Perception) check, you can roll a d4 and add it to your total.

Human

“The Elikśni call us ‘ape-kin’ and joke about how squishy we are. Used to think it was insulting, but realized they’re right: individually, we’re pretty helpless, can’t take much on our own. Thing is, we band together, support each other—collectively we’re not so squishy.” —*Janaina Balfour, Vanguard Scout*

The children of Earth outgrew their cradle, and with the Traveler’s blessing had just begun to step out to the stars when the Collapse sent their prosperous, nearly spacefaring civilization crashing down to ruin. Yet some survived that unimaginable calamity, and stubbornly continued to endure, as humans have always done. Centuries later, humans and their neohuman kin are still precious few in number and struggling to reclaim their world, but are gathering their strength and gazing starward once again.

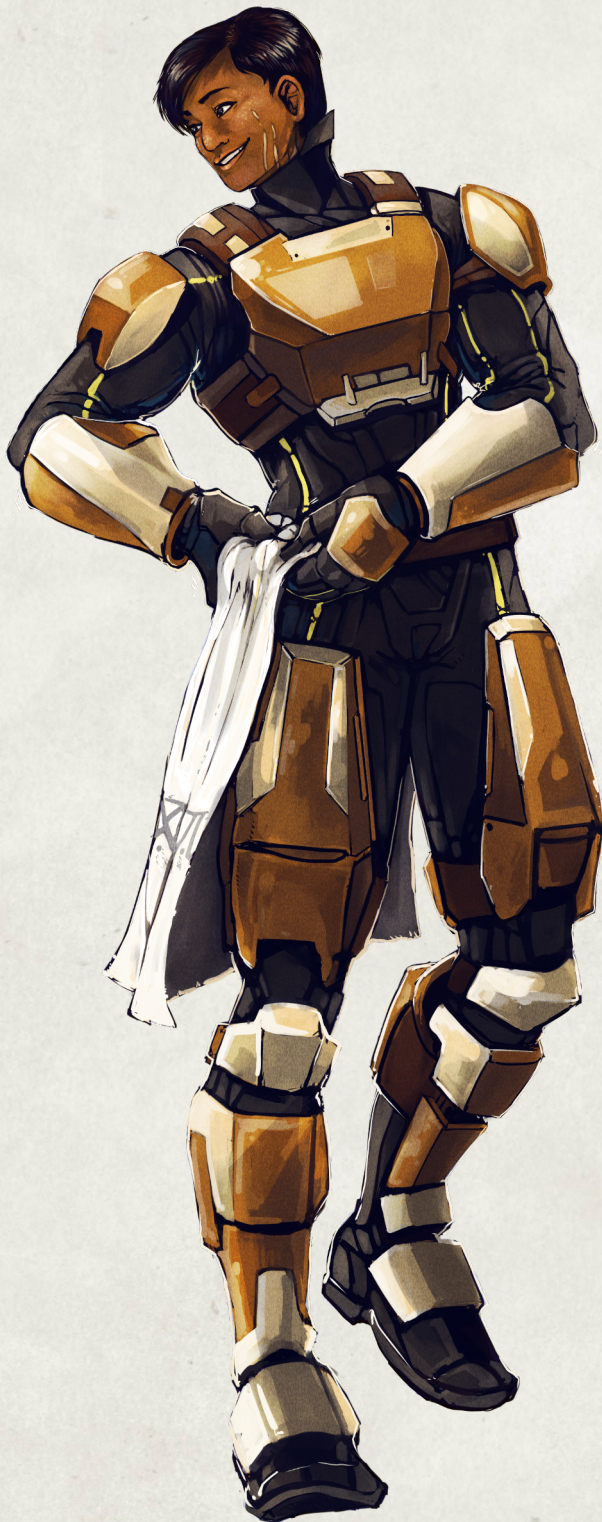
Persistent and Resilient

Although human capabilities soared during the Golden Age and included some self-modification and augmentation, homo sapiens is largely the same clever bipedal troublemaker that evolved long before the Traveler’s arrival. Most national borders and distinctions dissolved during the Golden Age, but surviving humans still bear the cultural and genetic legacies of every part of the world, and superficial characteristics of their appearance thus vary immensely. Though humans are really only adapted for a simple hunter-gatherer lifestyle, their strong social cohesion, cooperative coordination, and flexible thinking allowed them to persist when faced with near annihilation.

Traveler’s Chosen

Humans evolved on Earth and developed moderately advanced technological societies without any known extrasolar intervention, but everything changed when the Traveler came. Its arrival sparked revolutionary social as well as technological advancement, effectively ending armed conflict, economic inequality, and unnecessary suffering as humanity drew together in shared wonderment at what the universe was showing them was possible.

No one could say why the Traveler chose humans to receive its gifts, or why it remained to defend Earth against the Darkness rather than flee to preserve itself. Whatever the reason, humanity’s survivors clung on in the aftermath of the Collapse, and withstood the long centuries of a harrowing Dark Age before establishing the Last Safe City and beginning to restore some of the Golden Age’s glories—and look to new achievements.



Only Human, After All

While the population of the Last City has swollen to great numbers under the protection of the Traveler's Guardians, many humans still live in the wilds, scraping by in small towns and isolated settlements, or in caravans making yearslong treks to reach the City or other places that promise some refuge. These people are tough by necessity, hard-bitten yet fiercely protective and supportive of one another. Those in the Last City live with less immediate hardship, but no less highly value collective cooperation and prosocial mutualism.

Of course there is never perfect harmony. Some, even Guardians, become solitary, misanthropic, or even opportunistically predatory. Most humans have each other's backs without question, but there will always be those who hold themselves apart or put themselves first, even to the manifest detriment of others.

Human Traits

Certain traits are common to all humans regardless of superficial differences.

Ability Score Increase. One ability score of your choice increases by 2, and a different ability score of your choice increases by 1.

Age. Human longevity increased massively during the Golden Age, but since the Collapse, they have reverted to a natural lifespan of anywhere between 60–90 years, depending on living conditions. Humans are generally considered adults at 20 years of age, but the wilds often require them to undertake mature responsibilities sooner than that.

Size. Typical human height is between 5–7 feet, with average weight varying accordingly, but of course smaller and larger individuals are not uncommon. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. Humans still use a bewildering variety of languages. You speak, read, and write City common, and may choose one other modern human language you can speak, read, and write.

Adrenaline Rush. If you take damage that would reduce you to half hit points or less, but leaves you with at least 1 hit point remaining, you can use your reaction to begin an adrenaline rush. For the next minute, the following benefits apply:

- You ignore the effects of the first three levels of exhaustion, and cannot accumulate any additional levels of exhaustion.
- You have advantage on Strength saving throws and Strength (Athletics) checks you make.
- The rush of adrenaline allows you to ignore small portions of the damage you take. Whenever you take damage, you reduce the damage you take by an amount equal to 1d6 + your Constitution modifier. If the amount that would be reduced is 0 or less, this does nothing instead.
- If you take damage that would reduce you to 0 hit points or less, you can choose to drop to 1 hit

point instead. You can only do this once during your adrenaline rush.

This effect ends early if you are Incapacitated or if you receive healing. Upon ending, you immediately gain two levels of exhaustion, and you take an amount of damage equal to the total amount you ignored during your adrenaline rush. You must complete a long rest in order to invoke this trait again.

The Strength of Humanity. If a creature you can see is reduced to 0 hit points, you can choose to use your reaction to begin the effects of your adrenaline rush.

The Paths We Walk. There are three common origins for yourself as a human. Choose one.

Citizen

You had the good fortune to be born in the Last City. Your life may not have always been easy, but you had the support of those around you and the protection of the City's walls.

School Studies. You are proficient with one skill of your choice.

Urban Hobbies. You can choose one toolkit, vehicle, modern human language, or ancient human language to become proficient with. Proficiency with a language means you can speak, read, and write that language.

Pilgrim

Born in the wilds or even on the pilgrim roads, you were one of the countless refugees seeking the relative safety of the Last City. Whether or not you ever made it, you lived a hard but hopeful life.

Survivor's Luck. If you make an attack roll, saving throw, or ability check and roll a 1 on the d20, you can choose to re-roll once. You must use the new roll. You regain use of this trait when you complete a brief rest.

Wayfarer

Wherever you were born, you never felt the need to stay long in the Last City or any other settlement. You traveled broadly through land and space, content to call no place home.

Ship Mechanic. You are proficient with jumpships and other spacefaring vehicles, and can double your proficiency bonus when making an ability check to operate, repair, hide within, or recall information about spaceships. Your ability check can only benefit from this bonus if it is not already benefiting from a feature or trait that doubles your proficiency bonus for it.

Alien Language Comprehension. You have a working knowledge of one alien language of your choice. You can convey simple ideas and concepts when speaking this language, and you understand the most commonly written phrases in this language, enough to be able to read signs or common labels in vehicles made by creatures who natively speak the language.



Cabal

“We came undah false pretenses, roight? Conq’est? Glory? ‘Ell, I ‘ardly ‘member a single bleedin’ vict’ry while I was deployed. Nah, ser. Best foind our own way now, e’en if it is... unexpected.” —*Gus the Slovenly*

The Cabal arrived in our solar system as militaristic invaders, but come from a culturally and technologically rich empire, ancient and glutted with the fruits of conquest. Their society has absorbed an unknown number of vassal species, whether they joined of their own accord or were forcibly incorporated. Members of the primary Cabal species make up the bulk of their military, and thus are the most numerous in our system. Despite Cabal martial might and strategic prowess, many have fallen to the indomitable attacks of Guardians, as well as in a simmering war with the Vex on Mars. It seems improbable, but if a Ghost could bring the Traveler’s Light to one of these defeated soldiers...

Space Rhinos

Cabal are humanoid bipeds with thick, greyish skin that develops abundantly to form heavy, protective folds. Their limbs end in four-digit hands and clawed feet. Their proportionally compact heads feature

small, dark eyes situated at about the same height as their nostrils, which in turn sit at the top of a triangular mouth with upper and lower rows of pointed teeth. Females develop prominent tusks. Most individuals are slightly taller than typical humans, but they can grow considerably larger. Regardless of height, Cabal are naturally heavysset, rotund, and well-muscled.

The Cabal come from a homeworld with much greater gravity and atmospheric pressure than Earth's, and so must almost always wear fully enclosed armor filled with pressurized hydrostatic gel. If they can adapt to earthlike conditions, it must require gradual acclimation.

Imperial Glory

The Cabal hail from a distant region of the galaxy, where their far-flung interstellar imperium was established long, long ago. Their creation myth recounts how the Cabal who would become the first emperor captured their sun, simply because he desired it. Indeed, until relatively recently in their history, a single, high-minded emperor ruled over all, but was overthrown by conservatives whose power became threatened by the emperor's reforms. After his exile, the empire became even more aggressively militaristic. It is unknown whether the Cabal armies came to the Sol system as part of their general expansionism, in search of natural resources to supply their vast, spacefaring war effort, or perhaps were drawn by the presence of the Traveler.

Opulent Grandeur, Spartan Militancy

Cabal society is highly hierarchical, even outside the ranks of its massive military. Formerly, the emperor presided over a complex menagerie of military aristocrats and civilian courtiers who comprised the imperial government. Now, with the emperor deposed, a military dictatorship directs the empire and steers the operations of its forces around Earth—although the commanders of the legions present here do not always agree with the Cabal high command's orders, nor indeed with each other.

The former emperor valued the pursuit of a happy, opulent life above all else, and shared this enthusiastic hedonism with his people. However, in the wake of his exile, only the military's values prevail. Joyous excess and cultured indulgence have been pushed aside in favor of brutal efficiency and the hard calculus of conquest. Any Cabal serving in the invading armies in this system have probably only ever known that uncompromising militaristic culture.

Victory, Death, or Something Else?

All Cabal in the Sol system came as soldiers, but not all have remained loyal to their commanders or the militant empire. Weary of grinding, endless conflict with the Vex or terrified of the seemingly

Optional Racial Traits

As an optional rule, you can add both the Tusks and the Gore racial traits to your Cabal character. While tusks are most commonly found on female Cabal, it's not unheard of that they occur in other genders, or to find female Cabal who lack them. Cabal of any gender are therefore welcome to select these traits. If you do not choose to add Tusks and Gore to your Cabal character, you can choose to add Mighty Blow instead.

Tusks. Your tusks are a natural melee weapon that deal 1d6 piercing damage with a reach of 5 feet. You use your Strength modifier to determine the bonus to your attack and damage rolls with your tusks. If your tusks break or fall off, they do not regrow, and you can no longer use your Gore trait.

Gore. If you have Grappled a target and hit it with a tusk attack, the target takes an extra 1d6 piercing damage. The bonus damage of this trait increases as your level increases. It becomes 1d8 at 5th level, 1d10 at 11th level, and 1d12 at 17th level.

Mighty Blow (cannot have Tusks/Gore). When you roll a critical hit with a weapon attack, you can add one of the weapon's damage dice to your damage roll after accounting for the effects of the critical hit.

unstoppable power of Earthling Guardians, quite a few Cabal deserters have abandoned their posts and holed up in whatever hiding places they can find throughout the system. The greatest concentrated population of these unaffiliated Cabal resides in the Reef, particularly the Tangled Shore region, where it is easiest to make oneself scarce.

Cabal Traits

Cabal share the following traits.

Ability Score Increase. One ability score of your choice increases by 2, and a different ability score of your choice increases by 1.

Age. Cabal maturation periods and lifespan are unknown, but the empire possesses sophisticated biogenic technologies that enable full-grown adult clones to be rapidly produced. It is thus possible that some Cabal may not be born and raised at all.

Size. Typical Cabal individuals are about 7 feet tall and weigh around 800 pounds. Even so, your size is Medium.

Speed. Cabal are strong, but their bulky bodies are not suited to rapid locomotion. Your base walking speed is 25 feet.

Languages. You can speak, read, and write Ulurant. Cabal are capable of speaking other languages, including human ones.

Heavyweight. You count as one size larger when determining your weight limit, when determining the result of effects that target creatures of specific sizes, and for determining what you can grapple,

shove, or ride as a mount.

Powerful Stature. You have advantage on saving throws you make to prevent yourself from being knocked back or knocked prone, as well as on Strength saving throws or Strength (Athletics) checks you make to prevent yourself from being grappled or shoved.

Imperial Era. Cabal society changed dramatically after Emperor Calus was overthrown and Dominus Ghaul took control of the empire. Choose whether you were raised under Emperor Calus' reign, or under Dominus Ghaul's rule.

Calus' Influence

You lived under the generous hand of Emperor Calus, and knew the Cabal empire in its days of resplendent opulence.

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

Skills Training. You are proficient with one skill of your choice.

Ghaul's Influence

You lived under the iron fist of Dominus Ghaul, and knew the Cabal empire as it turned toward aggressive militarism.

Strong Grip. You can hold a two-handed weapon in one hand without penalty due to the weapon's bulk, and holding non-weapon objects do not count as dual-wielding for you unless you use the object as a weapon. If you try to hold multiple weapons or use a non-weapon object as a weapon, the bulk of the items affects your ability to attack effectively as normal.

Unshakable. If you fail an ability check to prevent yourself from becoming Frightened, you can choose to succeed instead. Once you use this trait you must complete a long rest before you can use it again.

Eliksni

“Star-tossed Eliksni long-live for hope-retrieval, this you know. Great Machine—we cried for it back. We chased through gape-void its after-dust. Lost in-selves-footing, began the Fall. Still falling. Now many only alive for cruelty, hate. It is not what the Great Machine taught us.”

—*Tiiriliks, Houseless*

The Traveler visited many worlds and shared its blessings with many species before it came to Earth. One such race were the Eliksni, who prospered immensely while the Traveler remained with them. However, it departed in a world-shaking catastrophe called the Whirlwind which left the Eliksni devastated and their civilization all but destroyed. Desperate to return to the Traveler’s grace, the Eliksni set off in great interstellar fleets to chase it across the galaxy—only to find it had chosen others after abandoning them.

A Marvel With Ten Thousand Arms

The Eliksni are four-armed, four-eyed bipeds with generally insectoid physiology. Their skin is purplish-grey with darker growths of partial exoskeletal plating in addition to an internal skeleton. Their eyes are bioluminescent and usually blue. They often wear enclosed headgear to assist respiration, but appear capable of surviving in earthlike atmosphere without rebreathers. Typical individuals are similar in size to humans, but can grow to much greater stature with sufficiently abundant nutriment. Their physical appearance is not particularly distinct from one individual to the next, and they recognize one another (as well as individuals of other species) primarily by scent rather than sight.

The Long Fall

The Eliksni themselves are no longer well informed of their own history, as their culture and its traditions have suffered severe degradation over the long course of their pursuit of the Traveler. Indeed, they regard themselves as the Fallen because of how much they know they have lost since the Whirlwind, which not only deprived them of the Traveler, but rapidly destroyed their highly developed, wonderfully sophisticated, and largely peaceful civilization. Few Eliksni survive who remember their former glory or know the true forms of their old ways.

What is clearly known is the Eliksni came to the Sol system during humanity’s Dark Age. Many flocked to Earth, seeking to reclaim the damaged Traveler and pillage the ruins of the human Golden Age. Others kept to their fleets, roving the system in search of resources, and to stay away from the impossibly strong Risen who opposed them on Earth.



Old Ways Eroded

Classical Eliknsi society was organized into aristocratic houses, each ruled by a kell. Although that society shattered in the Whirlwind, the Fallen adhered to its superficial structure, preserving the houses and their hierarchy even as they devolved into ruthless aggression and desperate piracy. The Fallen houses that survived the exodus to Earth still highly value the echoes of their traditions and the order of their laws, distorted though they have become.

However, some Eliknsi have left their houses, whether despairing of actually regaining the Great Machine, or simply to escape the cruel pecking order of their pirate crews. Houseless Eliknsi are scattered throughout the system, many simply in hiding, others seeking new ways to survive on unfamiliar worlds with enemies everywhere.

Eliknsi Traits

Eliknsi of every rank in every house share common characteristics.

Ability Score Increase. One ability score of your choice increases by 2, and one other ability score of your choice increases by 1.

Age. The duration of Eliknsi maturation from their larval stage is unknown, but once fully grown, their lifespan can be immensely long. Some kells, archons, and other high-ranking Fallen are firsthand survivors of the Whirlwind, which occurred long before the Traveler even arrived in our solar system.

Size. Typical, adequately fed Eliknsi are around 7–8 feet tall when standing at full height. Your size is Medium.

Speed. Eliknsi walk bipedally, but can drop into a low, crawling dash using their lower arms. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Eliknsi, and may also speak City common with the assistance of a voice synth. A rare piece of Eliknsi technology called a glossator would allow you to speak with others in any language, but few possess such devices.

Darkvision. Eliknsi's four eyes see beyond the spectrum visible to humans, and are well adapted for dark environments. 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.

Enhanced Sense. You have advantage on Wisdom (Perception) checks you make that rely on scent.

Multi-Limbed. You have four arms: two right arms and two left arms. When you hold a two-handed weapon, you must use one right hand and one left hand in order to do so. You cannot hold more than one two-handed weapon at a time. For additional rules on dual-wielding, see Chapter 7.

Ether Diet. The form your body takes is dependent on the amount of ether you consume. No matter how little ether you consume, you cannot be below the vandal form of Eliknsi. If you manage to maintain a steady diet so as to meet the dietary requirements of other Eliknsi forms, you may obtain

one of those forms. You cannot skip forms: you must advance from one form to the other, following the guidelines for form advancement.

Vandal

Most adult Eliknsi have the vandal form: lithe, nimble, and fairly strong, but limited in stature and endurance by a marginal ether intake.

Natural Climber. You have a climbing speed of 30 feet. You only need to use two of your hands to climb, including while moving up vertical surfaces and upside-down on ceilings.

Vandal Evasion. If you fail a Dexterity saving throw, you can choose to succeed instead. Once you use this trait, you must complete a long rest before you can use it again.

Form Advancement. If you meet the dietary requirements of the captain form for a consecutive period of 30 days, at the end of the 30 days, you finish growing into the captain form. You lose the traits of the vandal form and gain the traits of the captain form.

Captain

The frontline leaders of Eliknsi crews are better fed than their underlings, and grow accordingly in size and strength.

Dietary Requirements. You must consume twice as much ether a day (2 rations/day) to maintain a captain form. If you fail to meet this requirement for any given 15 days in a 30-day period, at the end of the 30-day period you finish reducing to the vandal form. You lose the traits of the captain form and gain the traits of the vandal form when you do this.

Presence. You are naturally proficient with your choice of either the Intimidation or Persuasion skill while maintaining the captain form. Once you make this choice you cannot change it, regardless of how many times you lose or gain this form.

Relentless. If you take damage that would reduce you to 0 hit points or less, you can instead drop to 1 hit point. Once you use this trait, you must complete a long rest before you can use it again.

Form Advancement. If you meet the dietary requirements of the baron form for a consecutive period of 30 days, at the end of the 30 days, you finish growing into the baron form. You gain the traits of the baron form in addition to the traits of the captain form.

Baron

The privileges of high-ranking Eliknsi commanders include a plentiful ether supply, allowing them to maintain towering height and abundant might.

Dietary Requirements. You must consume eight times as much ether a day (8 rations/day) to maintain a baron form. If you fail to meet this requirement for any given 15 days in a 30-day period, at the end of the 30-day period you finish reducing to the captain form. You lose the traits of the baron form when you do this.

Size. Your size becomes Large.

Conspicuous. You have disadvantage on Dexterity (Stealth) checks.

Strength of Size. Your Strength is increased by 2.

The Bigger They Are. You are a much easier target to hit on the battlefield now, and your increased size hinders your movement. While maintaining this form, your AC is reduced by 1, and your Dexterity score is reduced by 2.

Commanding Presence. You gain one of the following traits, depending on whether you chose Intimidation or Persuasion for the Presence trait in captain form. If you chose Intimidation, you gain Bellow. If you chose Persuasion, you gain Embolden.

- **Bellow:** As an action on your turn you can let out a bellowing howl that can be heard up to 300 feet away. All hostile creatures who can hear you must make a Wisdom saving throw (DC = 8 + your proficiency bonus + your Charisma modifier). On a failed save, they become Frightened of you for the next minute. A creature can repeat the saving throw at the end of each of their turns, ending the effect on itself early on a success. If a creature succeeds on their saving throws, if you are Incapacitated, or if the effect ends for them, they become immune to being Frightened by you for 24 hours. Once you use this trait, you must complete a long rest before you can use it again.
- **Embolden:** As an action on your turn you can shout words of encouragement, which can be heard clearly up to 60 feet away. For the next minute, creatures who clearly heard you and who consider you their ally cannot be Charmed or Frightened, and if they are already Charmed or Frightened, the condition ends early for them. In addition, once on each of your allies' next turn, they can add a d4 to an ability check, saving throw, or attack roll they make. This effect ends early if you are Incapacitated. Once you use this trait, you must complete a long rest before you can use it again.

Krill

“My people are no more, and I grieve for it. Yes, I betrayed my king and would have seen his heirs eaten—but behold what became of them instead. Now the Osmium Court and Helium Drinkers, and every other nation of my kin, all alike are dead or worse than dead.” —*Taox, Neuter Mother, Former Royal Tutor of the Osmium Court*

Before they communed with the worm gods and became the Hive, the krill people were one of many species inhabiting the varied environments on a faraway gas giant remembered only as Fundament. Short-lived and fast-breeding, they believed themselves the weakest things in their world, prey to every predator and victims of their planet’s many vicissitudes. That changed when the daughters of the Osmium King returned from the deepest part of Fundament, bringing larval worms and forced conversion to their crusade of vengeance. All who refused the worm were put to death, and there is little reason to believe any of the krill people survived...

Shaped to Survive

The krill people are humanoid bipeds with chitinous exoskeletons and somewhat crustacean physiology. They have four-digit hands, three eyes, and cranial crests that develop different shapes according to the morphology they adopt in adulthood. Their chitin may be different colors depending on dietary intake and individual variation. They exhibit flexible sexual dimorphism: one sex can undergo a naturally occurring transition to the other under certain conditions, as when a female undertakes the king morph.

Which morphological metamorphosis a krill undergoes, if any, can radically change their appearance and physiology in other ways as well. Those who assume the knight morph develop much more massive bodies with thicker chitin and greater strength. Those who take the mother morph not only gain the ability to lay eggs, but also hovering flight, as well as a much longer lifespan.

Sorrows From The Deep

The timid krill people lived among numerous species on Fundament, dwelling on floating islands of solid material that drifted upon one of the planet’s many layers of sea-like atmosphere. Their transformation into the Hive began when Sathona, one of the daughters of the Osmium King, followed the mysterious urgings of her father’s familiar, a strange dead worm that had washed up from the deep. The whispers of the worm led Sathona and her two sisters to the deepest part of Fundament, where the worm gods Yul, Ur, Eir, Xol, and Akka had been trapped for millions of years. They offered a bargain

to the sisters: make their bodies symbiotic hosts to the worm gods’ larvae, and they would gain immortality and the power to avenge their usurped, assassinated father and escape Fundament, overcoming everything that had preyed upon their kind.

The sisters agreed, and accomplished all this in the first acts that transformed them and the krill people into the Hive. They brought the worms to every group of krill on Fundament, conscripting into their armies those who would accept the larvae, and slaughtering those who would not. No krill are known to have survived or escaped, with the sole exception of Taox, former adviser to the Osmium King, who orchestrated his overthrow. She fled Fundament and its moons, seeking to carry warning of the Hive to whoever might listen. In pursuit of Taox, the Hive advanced into deep space, obliterating one species after the next as their crusade of devastation grew mightier and mightier.

The Hive also chased after the Traveler, which the worm gods claimed was responsible for bringing the krill people to Fundament to suffer as miserable prey. In time, the Traveler attracted the Hive to Earth, where they have been a blight on the system and possibly the greatest threat to what remains of humanity.

The Timid Truth

Before their conversion into the Hive, the krill people accepted a precept they called the Timid Truth: that the krill were the weakest, smallest creatures that lived, and thus were naturally preyed upon by everything in the universe. They lived short, fearful lives, struggling to avoid being eaten by the predatory creatures of Fundament, as well as suffering attacks from other, stronger groups of krill. Despite this, they had science and engineering enough to understand some of the physical workings of their world, and built ships to sail the seas and even large engines to move their floating island continents.

Krill Traits

Krill people of every morph share the following characteristics.

Age. Krill lifespan was about ten years.

Individuals reached maturity at around two years old, and would choose which morph to assume, if any, by middle age.

Size. Typical krill were around 5–6 feet tall, though different morphs might grow larger. Your size is Medium.

Speed. Krill people’s springy limbs allow for fairly nimble movement. Your base walking speed is 30 feet.

Languages. You can speak, read, and write krill.

Darkvision. The krill’s three eyes were adapted for the murky conditions of living inside a gas giant, and see well in low-light conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

Wary Hypnogogia. Constantly threatened by predators, krill cannot afford unconscious rest. Instead, you enter a shallow trance, remaining semiconscious for 4 hours a day. While in this restful trance, you sometimes experience fleeting dreamlike episodes. Such dreams are the result of your subconscious manifesting itself, similar to the dreams a human may have. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Morphology. You start as the acolyte morph. Whenever you increase in level, so long as you meet the level requirement of a different morph, you can choose to alter yourself to adopt it. This change is permanent and cannot be reversed. If you choose to do this, you lose the traits of the acolyte morph and gain the traits of the new morph you chose.

Acolyte Morph

The natural form of adult krill is versatile but not particularly strong.

Ability Score Increase. One ability score of your choice increases by 1. When you adopt a new morph, this score is reduced by 1.

Instead of choosing a new morph, you can choose to make the acolyte morph your permanent form, which you can do at any time. If you make the acolyte morph permanent, you can choose one ability score to increase by 2.

Cunning Movement. Moving through an opening one size smaller than you does not count as difficult terrain for you. You can take the Disengage action as a bonus action on your turn.

Keen Eye. If you make a ranged attack roll and miss, you can choose to re-roll your attack roll once. You must use the new roll, and you must complete a short or long rest before you can use this trait again.

Knight Morph

Krill who undertake the knight morph become larger, stronger, and much better armored. They are the most formidable fighters among their kind.

Level Requirements. You can choose the knight morph beginning when you reach 2nd level.

Ability Score Increase. Choose either your Strength, Constitution, or Charisma score to increase by 2. You can increase one other ability score by 1.

Chitinous Plating. You have natural chitinous armor. You have disadvantage on Dexterity (Stealth) checks. While unarmored, your AC is equal to 13 + your Constitution modifier. Even while wearing armor, you can use this natural armor to determine your AC if the armor you are wearing would leave you with a lower AC. You are still subject to the effects of the armor you are wearing if you do this.

Fortified. If a creature scores a critical hit against you, you can cause the critical hit to become a normal hit instead. Once you use this trait, you must complete a long rest before you can use it again.

Heavyweight. You count as one size larger when determining your weight limit, when determining

the result of effects that target creatures of specific sizes, and for determining what you can grapple, shove, or ride as a mount.

Mother Morph

Krill eat a special jelly to catalyze metamorphosis into mothers. Their build becomes slender and capable of flying, making them evasive and nimble—traits useful for protecting their eggs.

Level Requirements. You can choose the mother morph beginning when you reach 4th level.

Ability Score Increase. Choose either your Dexterity, Wisdom, or Intelligence score to increase by 2. You can increase one other ability score by 1.

Evasive Flight. Your ability to move freely while airborne grants you the effects of a natural armor equal to 12 + your Dexterity modifier. You can use this in place of your normal armor while airborne, if this would grant you a higher AC. You are still subject to the effects of the armor you are wearing when you do this.

Flight. You have a flying speed of 30 feet in addition to your base walking speed, and you can hover in place while flying. You cannot begin flying if you are carrying a weight that is greater than half your weight limit, and if you are flying when you acquire this weight, you begin to fall. If you are incapacitated while airborne, you begin to fall.

Paperweight. You count as one size smaller when determining your weight limit, and for determining what you can grapple, shove, or ride as a mount.



Psion

“Ours was the future, but our vision did not suffice to keep the Cabal from taking away a future of our own. Yet if enough of us turn our eyes upward together, I believe we can take our future back.” —*Tedtzt, Psion Rebel*

A client race of the Cabal empire, the psions once possessed their own civilization, built upon their powerful telepathic and psychokinetic abilities. As clairvoyant technologists, their value to the Cabal was obvious. The circumstances of their incorporation into the empire are not known, but the fact psions serve under indenture indicates they did not willingly join the Cabal. Although they are fully incorporated into Cabal society and the military relies heavily on their exceptional capabilities for high-level logistical coordination as well as critical battlefield roles, nevertheless psions are not all resigned to remaining in servitude.

Small Bodies, Vast Minds

Psions are slender humanoid bipeds typically around five feet tall, though with rare exception they are capable of reaching much greater size. They have hairless, mottled, pale skin, and a single eye centrally situated above the nostrils and mouth. A deep fold or cleft runs vertically through most of the face, beginning at the mouth and extending around and past the eye up the forehead. Psions in the Cabal army always wear rebreathers, if not fully enclosed headgear, suggesting they cannot breathe earthlike atmosphere.

Past Forgotten, Or Forbidden

Psion history was almost completely effaced by their absorption into the Cabal. Little is remembered about their culture or society, other than that they practiced amazing feats of collective telepathy and attained remarkable technological achievements. One example of both that is still known, if only because it was eventually appropriated by the Cabal, is the OXA Machine, some sort of clairvoyant computer the psions built to produce prophecies. For whatever reason, its predictions were not sufficient to prevent the psions' assimilation by the Cabal.

Life of the Mind

Psions' very active telepathic faculties formed the foundation of their society, and remain essential to their interaction with each other. Groups of them can pool their thoughts in metaconcert to communicate, coordinate activity, share information, and expand their collective telepathic sensitivity. They can sometimes include individuals of other species in metaconcert, at least to the limited extent of sharing thoughts. This cooperative,

highly social application of their telepathy suggests psion society was strongly mutualistic and collective. A psion alone is likely to feel a kind of isolation unlike that familiar to other species.

Because psion interaction included such a strong element of interpersonal connection, their ethos exhibits a tension between the collectivist tendency to join together and conform, and an individualistic tendency arising from their recognition of the essential reality of every other's mind.

Psion Traits

Psions share certain traits, whether they serve the Cabal as soldiers, coordinators, or counselors—or have abandoned the empire entirely.

Ability Score Increase. Your Intelligence score increases by 2, and one other ability score of your choice increases by 1.

Age. The psion life cycle is mysterious, but it seems psions can be exceptionally long-lived, whether naturally or by dint of advanced Cabal technology.

Size. Typical psions stand no more than five feet tall, and average four feet tall. Your size is Small.

Speed. Though very agile and capable of quick movement, psions have a limited stride length. Your base walking speed is 25 feet.

Languages. You can speak, read, and write Ulurant. Additionally, psion telepathy allows you to communicate simple concepts with any intelligent creature without need for language, if the creature is within a number of feet equal to 5 times your level.

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

Psion Nimbleness. You can move through the space of any creature that is of a larger size than you without it counting as difficult terrain. You can also take the Disengage action as a bonus action on your turn.

Psionics. You have a number of psionic points equal to your proficiency bonus (minimum 2). You can spend these psionic points to grant yourself certain benefits. When you complete a long rest, you regain all spent psionic points. The DC of your psionic abilities that cause saving throws is equal to 8 + your Intelligence modifier + your proficiency bonus.

Psionic Specialization. Choose one specialization for yourself, either the Soldier or Mind Flayer. Your specialization determines how you manifest your psionic abilities.

Soldier

Most psion combatants are frontline specialist troops in the Cabal army. Usually they serve as snipers, scouts, and intelligence gatherers.

Keen Eye. If you make a ranged attack roll and miss, you can choose to re-roll your attack roll once. You must use the new roll, and you must complete a short or long rest before you can use this trait again.

Soldier's Psionics. You can spend your psionic points to cause any of the following effects. The cost of each psionic effect is indicated in parentheses. If you don't have enough psionic points to cause an effect, you cannot choose that effect.

- **Swift (1 psionic point).** You double your movement until the end of your turn.
- **Reflexive (3 psionic points).** If a creature causes you to make a Dexterity saving throw, you can spend psionic points to grant yourself advantage on that saving throw.

Mind Flayer

A select few in the Cabal army are permitted to undergo a process of evolving their psionic capabilities, greatly increasing their powers. They become Mind Flayers, a dreaded special threat of high strategic value to Cabal commanders.

Mind Flayer's Psionics. You can spend your psionic points to cause any of the following effects. The cost of each psionic effect is indicated in parentheses. If you don't have enough psionic points to cause an effect, you cannot choose that effect.

- **Psionic Blast (1 psionic point).** As an action you let loose a quick burst of psionic energy at a target within 5 feet of you. That target must make a Dexterity saving throw. On a failed save it

takes 2d8 necrotic damage. On a success, it takes half as much. The damage of this psionic effect increases to 3d8 at 5th level, 4d8 at 11th level, and 5d8 at 17th level.

- **Nova Rupture (3 psionic points).** As an action you hurl a ball of psionic energy at a point you can see within 30 feet. All Medium or smaller creatures within 5 feet of that point must make a Strength saving throw. On a failed save they are shoved 20 feet in a direction of your choosing, which can be straight upward. If you shove a creature into the air like this, it becomes airborne, and it remains airborne until the start of its next turn when it begins to fall. If a creature who is airborne has a flying speed and is not incapacitated, it does not need to begin falling.



Vex

“We’ve all heard stories of Vex speaking with voices of people we’ve lost. Campfire silliness, stuff to spook newbies on their first night on Venus. The Vex aren’t people, and they certainly don’t become them.” — Toro-10, Vanguard Scout

No one knows where the Vex came from or what they want, though everyone has a theory. Some say they are from the future, come to reshape the past to ensure their own eventual existence. Many believe they predate the known universe, and invaded our spacetime to escape the collapse of their own. A few insist they are not an alien threat at all, but a concurrence of Golden Age technology projects in robotics, artificial intelligence, and time travel, all run amok. Whatever the case, one thing is clear: of all the enemies humanity faces, the Vex are the least like humans, and the most difficult to comprehend. If a single Vex entity were separated from the Collective, no one can say what its nature might be.

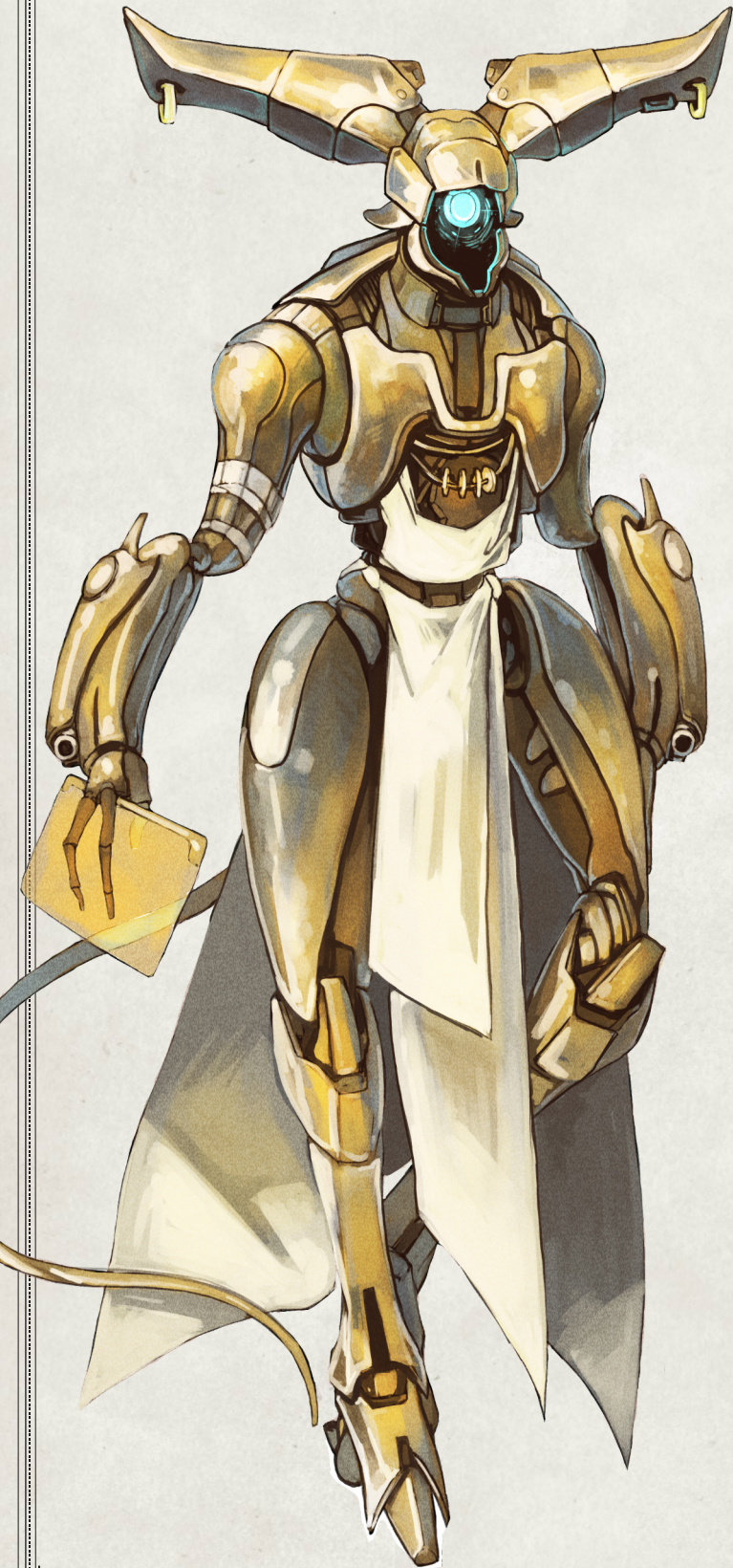
A Collective Disembodied

The Vex exist primarily as interconnected, decentralized thought and information flowing through their vast network, sometimes coalesced into discrete minds for particular tasks. When they require physical manifestation, they occupy hulls, robotic shells of various shapes and sizes designed for different purposes. The humanoid types include small goblins and hobgoblins, typically deployed in numbers as basic combatants; and larger minotaurs, a sturdier hull primarily intended for construction work and architectural maintenance, but also incidentally capable of fearsome violence.

All Vex hulls are constructed identically from interchangeable metallic components, and are indistinguishable from each other, aside from occasional variations in coloration and markings that indicate which divisions of the Collective they belong to.

Treading the Face of Time

Not only are the origins of the Vex unknown, but when they arrived in the Sol system is a mystery as well. Humans first became aware of their presence during the Golden Age, when exploration of Venus revealed Vex ruins on the planet that predated the earliest human life by billions of years. It may well be that the Vex relate to time entirely differently than temporally constrained beings who merely move through it in a single direction. If the Vex can move through time like a spatial dimension, then even if they were not here before the Golden Age, once they did come, it meant they had always been here.



Incomprehensible Design

The Vex Collective is inscrutable from the outside. It speaks only through its actions, without explanation or any foothold for inference of cause or purpose. Many Guardians, cryptarchs, and researchers have struggled to understand the Vex, some going so far as to attempt to interface with their information confluxes or even enter their gate network. Such investigative work has a notoriously high rate of fatality, and the Vex remain more or less unfathomable.

Whatever it is like to be a Vex within the Collective, it is surely utterly unlike the experience of existing as a conscious individual.

Vex Traits

Vex units of every type share certain characteristics, regardless of hull configuration.

Ability Score Increase. One ability score of your choice increases by 2.

Age. Vex do not age in any meaningful way. Their consciousness exists effectively outside time. Even when residing in hulls for immensely long periods, they are not affected by the passage of time.

Size. Different Vex hulls are built in a wide range of sizes. Regardless of hull, your size is Medium.

Languages. You can speak, read, and write hexinary. You speak other languages flawlessly when you learn them.

Blink. As either an action or bonus action on your turn, you can teleport to an unoccupied space you can see that is within a distance equal to 5 times your proficiency bonus. You take all carried and worn equipment of your choice with you when you do this.

Darkvision. Vex monocular sensors can be tuned to perceive various electromagnetic spectra. You can see in dim light within 30 feet of you as if it were bright light, and in darkness as if it were dim light.

Living Machine. Even though you are part of a machine, your consciousness itself is processed in a substrate of living radiolarian organisms suspended in fluid. You are considered a living creature, and you appear on scanners as one. You are immune to disease, and you do not eat or breathe. Instead of sleeping, you enter an inactive state for 4 hours each day. While inactive, you experience dreamlike sensory episodes. These dreams are a result of memory defragmentation in your machine hull's data core. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Natural Armor. Due to your machine body, your AC cannot be less than 15, even when unarmored.

Superior Memory. You are naturally proficient in the History skill, and you can double your proficiency bonus for it when you make an Intelligence (History) check to recall information you have learned, or to recall the details of your experiences. Your Intelligence (History) check can only benefit from this if it does not already benefit from a feature or trait that allows you to double

your proficiency bonus for it.

Chassis. Vex have three main hull designs, referred to as the goblin, the hobgoblin, and the minotaur. Choose one.

Goblin

The most common Vex hull with the most basic set of functional capabilities, goblins are deployed in vast numbers as guards, scouts, and infantry. They are about six feet tall when standing at full extension. Their heads feature a broad, rounded crest.

Speed. Your base walking speed is 20 feet.

Reactive Blink. If a creature makes a weapon attack against you, or if you are forced to make a Dexterity saving throw, you can choose to use your Blink trait as a reaction. You can only choose to do this if you did not use Blink since the start of your previous turn, and if there is an unoccupied spot within range of your Blink. When you choose to do this, you cause disadvantage on the attack roll, or you grant yourself advantage on the Dexterity saving throw.

Hobgoblin

Hobgoblins are based on the same body design as goblins, and are the same size, but feature a broad, horned crest and a slender antenna tentacle attached to the spinal column, somewhat like a tail. These features are believed to contain enhanced sensors and transmission hardware, indicating the hobgoblin's role as a signaling unit, as well as a precision sharpshooter.

Speed. Your base walking speed is 15 feet.

Aimbot. Once on your turn, you can choose to begin Aiming without expending movement to do so.

Scanners. As an action you can open your conscious mind up to the extensive sensor array in your horns. For the next minute, you have scanners with a radius equal to 5 times your proficiency bonus. You must complete a short or long rest to use this trait again.

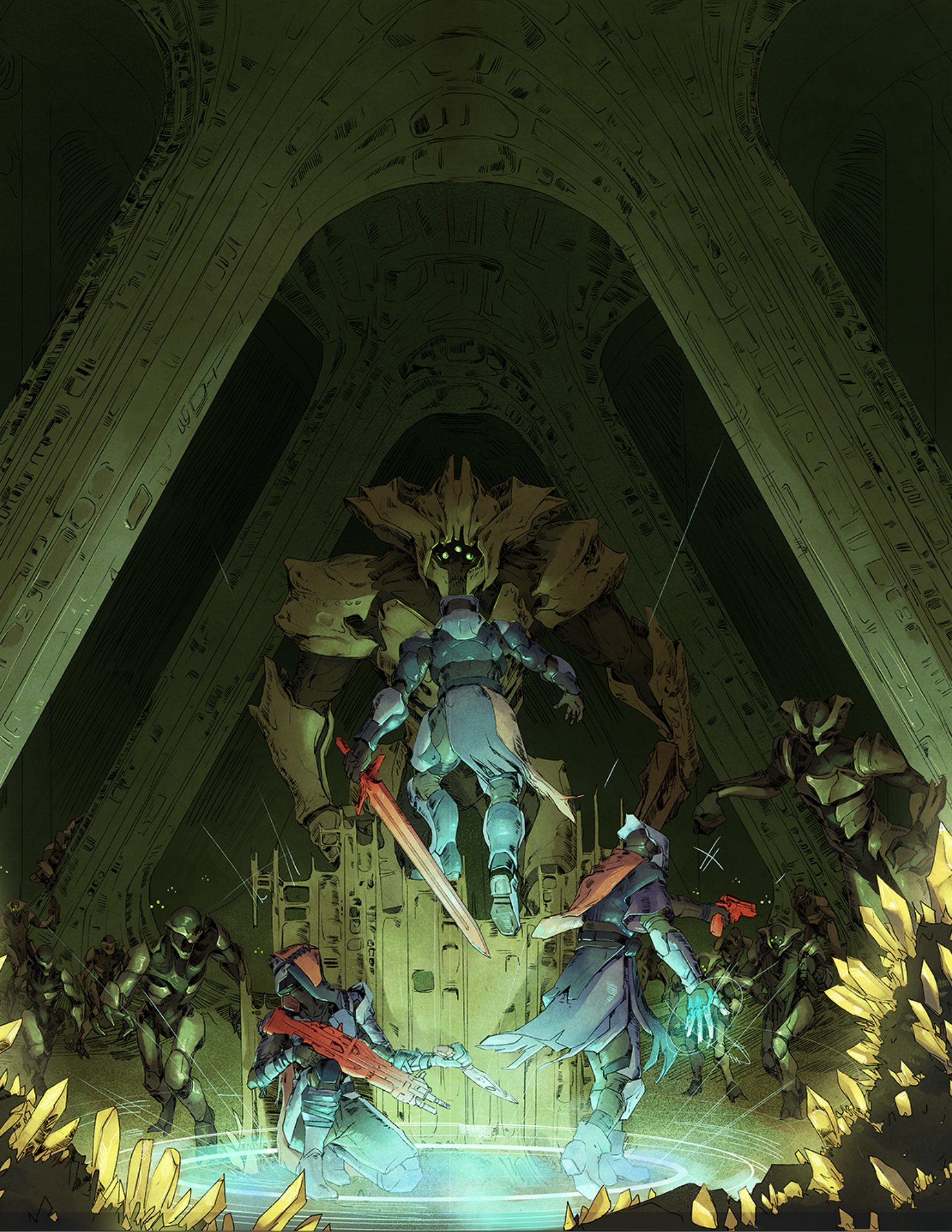
Minotaur

Minotaur hulls resemble the humanoid design of their smaller cousins, but are considerably larger and more sturdily built, with limbs much longer in proportion to the torso. This bulkier chassis not only makes them stronger combatants, but allows minotaurs to carry much more extensive onboard computational capacity.

Speed. Your base walking speed is 20 feet.

Extended Reach. When you make an attack with a melee weapon on your turn, your reach for it is 5 feet greater than it is normally.

Heavyweight. You count as one size larger when determining your weight limit, when determining the result of effects that target creatures of specific sizes, and for determining what you can grapple, shove, or ride as a mount.





CHAPTER 2: CLASSES

The Risen are extraordinary people. They are warriors of the Light, soldiers brought back from the dead by the power of the Traveler. Their only purpose is to fight. Their only objective is to win. To this end, the Traveler granted this army of the chosen dead exceptional endurance, strength, and agility, and gave them its greatest gift of all: the power of the Light, the paracausal force against which the Darkness shall surely break.

Your class is the primary definition of what your Risen can do. More than a set of skills and proficiencies, your class shapes the way you view the world and approach situations both in and out of combat. A Defender who comes across a band of starving pilgrims would feel compelled to lend aid or support without question. A Gunslinger, on the other hand, may be wary of the strangers, and may try to learn more about them before offering any help.

Your class gives you a variety of special features, such as the Bladedancer's graceful lethality, or the Voidwalker's enhanced Light abilities. At low levels, your class may not give you much, but each class should still feel unique. As you advance in level, you start to refine and enhance your abilities until you become the best of your kind.

Superclass

As a Risen you have a second class, a superclass. The superclass comes in three types: Hunter, Titan, or Warlock. Which type of superclass you have is determined by the class you pick, as shown in the Superclass column of the Risen Classes table. As you gain levels in your class, you also gain levels in your superclass, which grants you the following superclass features in addition to your class features.

Superclass Features

Risen Level	Superclass Feature
1st	Natural Skill, Superclass Cornerstone
2nd	Light Grenade
3rd	Super Ability, Destroy Creature
4th	Superclass ability

Natural Skill

Though you remember little of your old life, your resurrection has endowed you with a skill proficiency determined by your superclass.

Hunter. You are proficient in the Survival skill.

Titan. You are proficient in the Athletics skill.

Warlock. You are proficient in the Arcana skill.

Superclass Cornerstone

At 1st level, you gain a feature determined by your superclass. Gunslingers, Bladedancers, and Nightstalkers gain the Hunter's Instinct feature; Strikers, Defenders, and Sunbreakers gain the Titan's Strength feature; Voidwalkers, Sunsingers, and Stormcallers gain the Warlock's Prowess feature.

Hunter's Instincts

As a Risen Hunter, you can take the Disengage action as a bonus action on your turn.

Titan's Strength

As a Risen Titan, you are proficient in unarmed strikes, and you roll a d4 for the damage of your unarmed strikes. This damage die increases as your total Titan levels increase. It increases to 1d6 at 5th level, 1d8 at 9th level, 1d10 at 13th level, and 1d12

Risen Classes					
Class	Superclass	Description	Shield Die	Light Ability	Affinity
Gunslinger	Hunter	The perfect shot calls to you. It's all that counts.	d8	Charisma	Solar
Bladedancer	Hunter	With a knife in your hand and silence in your step, there's nowhere you can't go.	d8	Intelligence	Arc
Nightstalker	Hunter	You won't stop exploring at the horizon of what others see. The void awaits.	d8	Wisdom	Void
Striker	Titan	When a problem comes along, you must punch it.	d8	Constitution	Arc
Defender	Titan	You are the wall that keeps your allies from harm.	d12	Charisma	Void
Sunbreaker	Titan	Starfire is your hammer, the Light is your anvil.	d10	Wisdom	Solar
Voidwalker	Warlock	There is no question you won't ask in your search for mastery.	d6	Intelligence	Void
Sunsinger	Warlock	You sing your Light so bright, Death can't bear to look.	d8	Charisma	Solar
Stormcaller	Warlock	Your perfect calm is the eye of your storm.	d8	Wisdom	Arc



at 17th level.

Additionally, beginning at 2nd level, you can always choose to deal Light damage instead of bludgeoning damage whenever you hit with your unarmed strike. The type of Light damage you deal (arc, solar, or void) is determined by your Titan class (see your class' Light Affinity feature).

Warlock's Prowess

As a Risen Warlock, your control over the Light you channel allows you carefully craft the range of its effects. You can give a number of creatures equal to 1 + your Light ability modifier immunity against your Light abilities whenever you cast them. They take no damage and trigger no effects from your Light abilities. You can change which creatures gain this benefit on your turn. See your class' Light Affinity feature to determine your Light ability modifier.

Grenade Ability

Beginning at 2nd level you learn to form your Light into grenades, which you cast using a grenade ability charge. You have a single grenade ability charge.

Choose one type of Light grenade to attune yourself to. The options you can choose from are based on your class, as shown in the Grenade Options table below. You can alter your choice by practicing with your Light for 10 minutes, which can be done during a short or long rest. Once you have completed your practice, you are attuned to your new choice of Light grenade. If your practice is interrupted you do not become attuned to your new choice of Light grenade and must start the practice again.

Grenade Ability Options

Class	Grenade Options
Gunslinger	Incendiary, Swarm, Tripmine
Bladedancer	Arcbolt, Flux, Skip
Nightstalker	Spike, Voidwall, Vortex
Striker	Flashbang, Lightning, Pulse
Defender	Magnetic, Spike, Suppressor
Sunbreaker	Fusion, Incendiary, Thermite
Voidwalker	Axion Bolt, Scatter, Vortex
Sunsinger	Firebolt, Fusion, Solar
Stormcaller	Arcbolt, Pulse, Storm

When you spend a grenade charge to cast a Light grenade, you can only cast a grenade of the type you are attuned to. Grenade descriptions are included at the end of the Risen superclass description.

Super Ability

At 3rd level you obtain your super ability option, determined by the class archetype you picked. For example, Gunslingers who choose the Showman archetype obtain the Blade Barrage super ability,

while Voidwalkers who chose the Harbinger of Chaos archetype obtain the Nova Warp super ability.

Your super ability is included in your class' archetype description. You cast this super ability using a super ability charge. You can never have more than one super ability charge at a time.

Super Resistances. If your super ability requires concentration and grants you a resistance to arc, solar, or void damage while concentrating on it, you are also considered resistant to a related damage type. Lightning is related to arc, fire is related to solar, and necrotic is related to void. For example, if concentrating on your super ability grants you a resistance to arc damage, you have a resistance to lightning damage as well.

Destroy Creature

Beginning at 3rd level, your Light is powerful enough to outright obliterate weaker foes. If you deal damage to a creature with your super ability, the creature is instantly destroyed if its individual challenge rating is at or below the value listed in the Destroy Creature table, with respect to your total Risen level.

Destroy Creature

Risen Level	Super Ability Damage Destroys Creatures of Individual CR...
3rd	1/4 or lower
5th	1/2 or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

Superclass Ability

When you reach 4th level you learn to use your superclass ability: Hunters learn *Hunter's Dodge*, Titans learn *Barricade*, and Warlocks learn *Rift of Light*. You cast your superclass ability using a superclass ability charge, of which you have one. You regain all superclass ability charges when you complete a brief rest.

Hunter's Dodge

Casting Time: 1 bonus action

Range: Self

Cost: 1 superclass ability charge

Recharge: d6, 6

Duration: Instantaneous

You gain the effects of the Dodge action. You can only cast this superclass ability while grounded. Choose one of the following additional effects to grant yourself when you cast this Light ability.

Marksman's Dodge. You dodge with a deft and steady hand. Choose one firearm you are holding. This weapon is reloaded instantly (this can

overcome the Cumbersome property), and the next shot you take with it, if that shot is taken before the start of your next turn, has its critical hit range increased by one.

Gambler's Dodge. If you cast this superclass ability when two or more hostile creatures are within 15 feet of you, you can regain one melee ability charge.

Barricade

Casting Time: 1 bonus action

Range: Self

Cost: 1 superclass ability charge

Recharge: d6, 6

Duration: Up to 1 minute

You create a wall of transparent Light centered in front of you that is no more than 1 foot away, with the bottom of the barricade touching the surface you are standing on. You can only cast this superclass ability while grounded. The barricade has an AC equal to 11 + your Light level (see your class table), and 20 health points per Light level. It succeeds on all Strength saving throws, fails on all Dexterity saving throws, and is immune to effects that would cause a Constitution, Intelligence, Wisdom, or Charisma saving throw. If the barricade runs out of health points it shatters, ending its duration early.

You can make superclass recharge rolls while your barricade is active, but you can only have one active barricade. If you cast a new barricade, the old one dissipates.

Choose one of the following barricades to make when you cast this Light ability.

Towering Barricade. The barricade you make is 5 feet tall, 15 feet wide, and 1 inch thick. While the barricade itself is considered full cover, creatures can pass through it.

Rally Barricade. The barricade you make is 3 feet tall, 15 feet wide, and 1 inch thick. The barricade is considered half-cover. Creatures of your choice within 5 feet of the barricade can choose to use a bonus action to reload a Cumbersome weapon.

Rift of Light

Casting Time: 1 bonus action

Range: Self

Cost: 1 superclass ability charge

Recharge: d6, 6

Duration: Instantaneous

You summon a vortex of Light that swirls in a flat 5-foot radius circle on the ground beneath your feet, centered on you. You can only cast this superclass ability while grounded. Choose one of the following rifts to create when you cast this ability. The rift dissipates at the start of your next turn.

Healing Rift. All Risen creatures of your choice within the area can immediately regain shield points equal to 2d8 + your Light ability modifier. Until the start of your next turn, Risen creatures of your

choice who end their turn within the rift, or who enter the rift for the first time on a turn, may also regain shield points equal to 2d8 + your Light ability modifier. A creature can only benefit from any Healing Rift once on a turn. Your Healing Rift allows Risen creatures to regain an additional 1d8 shield points for each Light level you are above 1st.

Empowering Rift. Creatures of your choice standing within the rift become Empowered (Stage 1). Beginning at 11th Risen level, your Empowering Rift grants Empowered (Stage 2), and beginning at 17th Risen level, it grants Empowered (Stage 3). Creatures lose the Empowered condition from this Light ability at the start of your next turn.

Grenade Descriptions

Grenades are listed in alphabetical order.

Arcbolt Grenade

Casting Time: 1 action

Range: 60 feet, mortar

Cost: 1 grenade ability charge

Recharge: d8, 7

Duration: Instantaneous

You throw this grenade at a hard surface within range and the Light nestled within bursts out, striking at up to three targets of your choice within 15 feet of its impact point. Each target must make a Constitution saving throw. A target takes 3d6 arc damage on a failed save, or half as much on a success. Targets that fail their saving throw also become Electrified for the next minute. A target can make a Constitution saving throw at the end of each of its turns, ending the effect on itself early on a success.

At Higher Levels. The damage of this Light ability increases by 1d6 for each Light level you are above 1st.

Axion Bolt Grenade

Casting Time: 1 action

Range: 60 feet, mortar

Cost: 1 grenade ability charge

Recharge: d8, 7

Duration: Up to 1 minute

You throw this grenade of void Light onto a hard surface within range, and the Light in the grenade attempts to find a nearby target of your designation, which can simply be any hostile creature or as specific as you like. If the designated target exists within 60 feet of the surface the grenade impacts, the grenade turns into an axion seeker. The Light in the grenade can detect invisible targets, or targets that are behind most barriers, but the detection abilities of this grenade are blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt, as well as any barrier that prevents divination. If the grenade's ability to detect the target fails, or if the designated target does not

exist within 60 feet of the grenade, the Light dissipates into nothing.

Axion Seeker. An axion seeker is a Tiny arcane construct made entirely of void Light that has one job: find the target its caster specified. Starting on the turn the axion seeker appeared, if there is any path that leads toward the target, regardless of the distance of that path, the axion seeker will fly up to 30 feet on each of your turns along that path to reach the specified target, moving around obstacles and going through any opening big enough for a Tiny construct.

If the seeker enters the target's space, it detonates on the target. The target must make a Dexterity saving throw. Add a bonus to your DC equal to your Light level. The target takes 2d10 + your Light ability modifier in void damage on a failed save, or half as much on a success.

If, while the seeker is active, the path to the target is ever completely blocked, the seeker will detonate on the obstruction closest to the target.

At Higher Levels. When you cast this grenade at a Light level of 2nd or higher, its damage increases by 1d10 for each Light level you are above 1st.

Firebolt Grenade

Casting Time: 1 action
Range: 60 feet, mortar
Cost: 1 grenade ability charge
Recharge: d8, 7
Duration: Instantaneous

You create a palm-sized ball of Light and throw it at a hard surface within range. Upon impact, three bolts

of solar Light lash out from the grenade at nearby targets. Choose up to three unique targets within 15 feet of your grenade, that do not have half or greater cover from your grenade, to make a Dexterity saving throw. Targets take 3d6 solar damage on a failed save or half as much on a success. Targets that fail their saving throw also begin Burning for the next minute. A target can make a Constitution saving throw at the end of each of its turns, ending the effect on itself early on a success.

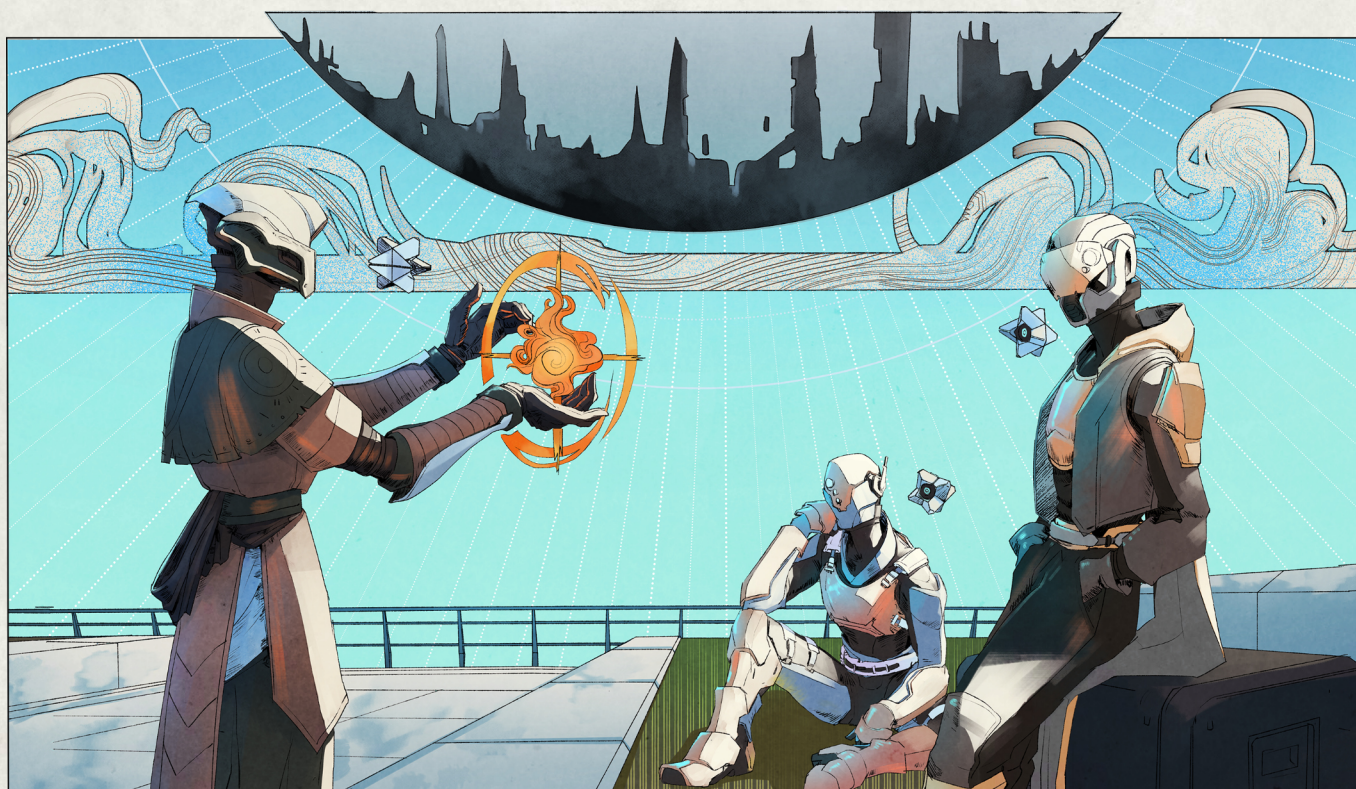
At Higher Levels. The damage of this Light ability increases by 1d6 for each Light level you are above 1st.

Flashbang Grenade

Casting Time: 1 action
Range: 60 feet, mortar
Cost: 1 grenade ability charge
Recharge: d8, 8
Duration: Instantaneous

You throw a grenade packed with arc Light at a hard surface within range, and the grenade detonates on impact. All creatures within 5 feet of the detonation point must make a Constitution saving throw. Creatures who fail their saving throw take 3d6 explosive arc damage and become Blinded for the next minute. Creatures who succeed take half as much damage and do not become Blinded.

A creature can repeat the saving throw at the end of each of their turns, ending the effect on itself early on a success. Creatures who succeed on their saving throw, or for which the effect ends, become



immune to being Blinded by this grenade for 24 hours.

At Higher Levels. The damage of this Light ability increases by 1d6 for each Light level you are above 1st.

Flux Grenade

Casting Time: 1 action

Range: 20/60 feet

Cost: 1 grenade ability charge

Recharge: d8, 8

Duration: Instantaneous

You channel your Light into a grenade charged with arc energy, which you throw at a target you can see within range. Make a ranged Light attack roll, and add a bonus to your attack roll equal to your Light level. On a hit, the target takes 2d10 + your Light ability modifier in explosive arc damage. If you miss, the target must make a Dexterity saving throw. They take half the damage of this grenade on a failed save.

At Higher Levels. When you cast this grenade at a Light level of 2nd or higher, its damage increases by 1d10 for each Light level you are above 1st.

Fusion Grenade

Casting Time: 1 action

Range: 20/60 feet

Cost: 1 grenade ability charge

Recharge: d8, 8

Duration: Instantaneous

You focus your Light into a palm-sized grenade brimming with solar energy, which you throw at a target you can see within range. Make a ranged Light attack roll, and add a bonus to your attack roll equal to your Light level. On a hit, the target takes 2d10 + your Light ability modifier in explosive solar damage. If you miss, the target must make a Dexterity saving throw. They take half the damage of this grenade on a failed save.

At Higher Levels. When you cast this grenade at a Light level of 2nd or higher, its damage increases by 1d10 for each Light level you are above 1st.

Incendiary Grenade

Casting Time: 1 action

Range: 60 feet, mortar

Cost: 1 grenade ability charge

Recharge: d8, 8

Duration: Instantaneous

You hurl a grenade packed with solar Light at a hard surface within range. All creatures within 5 feet of the location must make a Constitution saving throw. Creatures who fail their save take 3d6 explosive solar damage and begin Burning for one minute. If a creature succeeds on their saving throw, they take half as much damage and do not begin Burning.

Creatures who are Burning can repeat the saving throw at the end of each of their turns, ending the

effect on itself on a success. Creatures who succeed on their saving throw, or for whom the effect ends, become immune to Burning from this grenade for 24 hours.

At Higher Levels. The damage of this Light ability increases by 1d6 for each Light level you are above 1st.

Lightning Grenade

Casting Time: 1 action

Range: 60 feet, mortar

Cost: 1 grenade ability charge

Recharge: d8, 7

Duration: Up to 1 minute

You hurl an arc-infused grenade onto a non-living, hard surface within range. This grenade sticks to the surface and creates an active area in a 15-foot cone perpendicular to that surface. All creatures in the area must make a Dexterity saving throw. They take 3d8 + your Light ability modifier in arc damage on a failed save, or half as much on a success.

For the duration, creatures who end their turn within the area, or who enter the area for the first time on a turn, must also make a Dexterity saving throw against this grenade's effects.

Device. This grenade can be destroyed if it takes any amount of damage. For this purpose, the grenade has an AC equal to 13 + your Light level, and fails all saving throws.

At Higher Levels. When you cast this grenade at a Light level of 2nd or higher, its damage increases by 1d8 for each Light level you are above 1st.

Magnetic Grenade

Casting Time: 1 action

Range: 20/60 feet

Cost: 1 grenade ability charge

Recharge: d8, 8

Duration: Instantaneous

You focus your Light into a fist-sized grenade made of void energy, which you throw at a target you can see within range. Make a ranged Light attack roll, and add a bonus to your attack roll equal to your Light level. On a hit, the target takes 2d10 + your Light ability modifier in explosive void damage. If you miss, the target must make a Dexterity saving throw. They take half the damage of this grenade on a failed save.

At Higher Levels. The damage of this Light ability increases by 1d10 for each Light level you are above 1st.

Pulse Grenade

Casting Time: 1 action

Range: 60 feet, mortar

Cost: 1 grenade ability charge

Recharge: d8, 8

Duration: Concentration, up to 1 minute

You throw a ball of arc Light onto a hard surface

within range and, upon impact, the ball bursts into a 10-foot diameter sphere of sparking arc Light, centered on the spot it hit the surface. All creatures in the area take 4d4 arc damage, and for the duration, all creatures that end their turn within the area, or who enter the area for the first time on a turn, take 4d4 arc damage.

A creature that takes damage from this grenade must also make a Constitution saving throw, becoming Electrified for the next minute on a failed save. An Electrified creature can repeat the saving throw at the end of each of its turns, ending the effect on itself early on a success. A creature that succeeds on the saving throw, or for whom the effect ends, becomes immune to being Electrified by a Pulse grenade for 24 hours.

At Higher Levels. The damage of this Light ability increases by 1d4 for each Light level you are above 1st.

Scatter Grenade

Casting Time: 1 action
Range: 60 feet, mortar
Cost: 1 grenade ability charge
Recharge: d8, 8
Duration: Instantaneous

You toss a grenade of void Light onto a hard surface within range. On impact it breaks apart into a shower of explosive sparks. All creatures within 5 feet of the grenade must make a Dexterity saving throw. Creatures who fail their saving throw take 3d8 explosive void damage and are knocked Prone. Creatures who succeed take half as much and are not knocked Prone.

At Higher Levels. When you cast this grenade at a Light level of 2nd or higher, its damage increases by 1d8 for each Light level you are above 1st.

Skip Grenade

Casting Time: 1 action
Range: 60 feet, mortar
Cost: 1 grenade ability charge
Recharge: d8, 7
Duration: Up to 1 minute

You concentrate your arc Light into a grenade and throw it at a hard surface within range. On impact, the grenade breaks apart into fragments of arc Light that cover a 10-foot line on the ground. For the duration, should a hostile creature start their turn on the line, or move within 5 feet of these fragments, that creature must make a Dexterity saving throw. Add a bonus to your DC equal to your Light level. The creature takes 3d6 arc damage on a failed save, or half as much on a success. Once this grenade damages a target its duration ends.

At Higher Levels. The damage of this Light ability increases by 1d6 for each Light level you are above 1st.

Solar Grenade

Casting Time: 1 action
Range: 60 feet, mortar
Cost: 1 grenade ability charge
Recharge: d8, 8
Duration: Concentration, up to 1 minute

You toss a compacted ball of solar Light onto a hard surface within range and, upon impact, the ball bursts into a 10-foot diameter sphere of flaming solar Light, centered on the spot it hit the surface. All creatures in the area take 4d4 solar damage, and for the duration, all creatures that end their turn within the area, or who enter the area for the first time on a turn, take 4d4 solar damage.

A creature that takes damage from this grenade must also succeed on a Constitution saving throw or begin Burning for the next minute on a failed save. A Burning creature can repeat the saving throw at the end of each of its turns, ending the effect on itself early on a success. A creature that succeeds on the saving throw, or for whom the effect ends, becomes immune to being Burning by a Solar grenade for 24 hours.

At Higher Levels. When you cast this grenade at a Light level of 2nd or higher, its damage increases by 1d4 for each Light level you are above 1st.

Spike Grenade

Casting Time: 1 action
Range: 60 feet, mortar
Cost: 1 grenade ability charge
Recharge: d8, 7
Duration: Up to 1 minute

You throw a void-laced grenade onto a non-living, hard surface within range. This grenade sticks to the surface and creates an active area in a 15-foot cone perpendicular to that surface. All creatures in the area must make a Charisma saving throw. They take 3d8 + your Light ability modifier in void damage on a failed save, or half as much on a success.

For the duration, creatures who end their turn within the area, or who enter the area for the first time on a turn, must also make a Charisma saving throw against this grenade's effects.

Device. This grenade can be destroyed if it takes any amount of damage. For this purpose, the grenade has an AC equal to 13 + your Light level, and fails all saving throws.

At Higher Levels. The damage of this Light ability increases by 1d8 for each Light level you are above 1st.

Storm Grenade

Casting Time: 1 action
Range: 60 feet, mortar
Cost: 1 grenade ability charge
Recharge: d8, 8
Duration: Instantaneous

You lob a storm-filled grenade at a hard surface

within range. On impact with the surface, the grenade bursts apart into crackling arc Light that fills a sphere with a 10-foot radius. All creatures in the area must make a Dexterity saving throw, taking 3d8 explosive arc damage on a failed save, or half as much on a success.

At Higher Levels. The damage of this Light ability increases by 1d8 for each Light level you are above 1st.

Suppressor Grenade

Casting Time: 1 action

Range: 60 feet, mortar

Cost: 1 grenade ability charge

Recharge: d8, 8

Duration: Instantaneous

You pitch a fist-sized grenade of void Light at a hard surface within range. On impact it explodes, and all creatures within 5 feet must make a Charisma saving throw. Creatures who fail their save take 3d6 explosive void damage and become Suppressed for one minute. If a creature succeeds on their saving throw, they take half as much damage and do not become Suppressed.

Creatures who are Suppressed can repeat the saving throw at the end of each of their turns, ending the effect on itself on a success. Creatures who succeed on their saving throw, or for which the effect ends, become immune to being Suppressed by this grenade for 24 hours.

At Higher Levels. The damage of this Light ability increases by 1d6 for each Light level you are above 1st.

Swarm Grenade

Casting Time: 1 action

Range: 60 feet, mortar

Cost: 1 grenade ability charge

Recharge: d8, 8

Duration: Concentration, up to 1 minute

You concentrate your Light into a grenade and throw it onto a hard surface within range. On impact, the grenade breaks apart into several seeking fragments that occupy a 5-foot cube, with at least one face of the cube centered on the location of impact.

This grenade's damage is represented by a dice pool, which consists of six d4s. After casting this grenade, you can choose a creature within 5 feet of the cube. Then choose any number of dice from the grenade's damage dice pool and roll them. The creature you chose takes that much solar damage, and the grenade's damage dice pool is reduced by the number of dice you rolled for the remainder of the grenade's duration.

For the duration, so long as you have at least one damage die remaining in this grenade's damage pool, should a creature end their turn within 5 feet of the cube, or should a creature move within 5 feet of the cube, you can also choose to have that creature take an amount of solar damage equal to

however many dice from the pool you want to roll. The number of available dice in this grenade's damage pool is reduced by however many dice you roll to damage a creature. This reduction lasts for the remaining duration.

At Higher Levels. This grenade's dice pool gains two additional d4s for each Light level you are above 1st.

Thermite Grenade

Casting Time: 1 action

Range: 60 feet, mortar

Cost: 1 grenade ability charge

Recharge: d8, 8

Duration: Concentration, up to 1 minute

You fling a Light grenade onto a hard surface within range. On impact with the surface, the grenade instantly creates a burning wall of solar Light that is 25 feet long, 5 feet high, and 5 feet thick. The wall is opaque and lasts for the duration. All creatures in the area must make a Constitution saving throw, taking 2d10 + your Light ability modifier in solar damage on a failed save, or half as much on a success.

For the duration, all creatures that end their turn in the area of the wall, or who move through the area for the first time on a turn, must also make a Constitution saving throw against this grenade's damage.

At Higher Levels. When you cast this grenade at a Light level of 2nd or higher, its damage increases by 1d10 for each Light level you are above 1st.

Tripmine Grenade

Casting Time: 1 action

Range: 60 feet, mortar

Cost: 1 grenade ability charge

Recharge: d8, 8

Duration: Up to 1 minute

You throw or place a solar-charged grenade onto a non-living, hard surface within range. This grenade sticks to the surface and creates an active area in a 15-foot cone perpendicular to that surface. For the duration, if at any point there is a Small or larger creature within the active area, the grenade will detonate. All creatures in the area must make a Dexterity saving throw. They take 3d10 + your Light ability modifier in explosive solar damage on a failed save, or half as much on a success.

Device. This grenade can be destroyed if it takes any amount of damage. For this purpose, the grenade has an AC equal to 13 + your Light level, and fails all saving throws.

At Higher Levels. When you cast this grenade at a Light level of 2nd or higher, its damage increases by 1d10 for each Light level you are above 1st.

Voidwall Grenade

Casting Time: 1 action

Range: 60 feet, mortar

Cost: 1 grenade ability charge

Recharge: d8, 8

Duration: Concentration, up to 1 minute

You toss an oblong Light grenade onto a hard surface within range. Upon impact with the surface, it instantly creates a roiling wall of void Light that is 25 feet long, 5 feet high, and 5 feet thick. The wall is opaque and lasts for the duration. All creatures in the area must make a Charisma saving throw, taking $2d10 +$ your Light ability modifier in void damage on a failed save, or half as much on a success.

For the duration, all creatures that end their turn in the area of the wall, or who move through the area for the first time on a turn, must also make a Charisma saving throw against this grenade's damage.

At Higher Levels. The damage of this Light ability increases by $1d10$ for each Light level you are above 1st.

Vortex Grenade

Casting Time: 1 action

Range: 60 feet, mortar

Cost: 1 grenade ability charge

Recharge: d8, 8

Duration: Concentration, up to 1 minute

You lob a tightly packed ball of void Light onto a hard surface within range and, upon impact, the ball bursts into a 10-foot diameter sphere of churning void Light, centered on the spot it hit the surface. All creatures in the area take $4d4$ void damage, and for the duration, all creatures that end their turn within the area, or who enter the area for the first time on a turn, take $4d4$ void damage.

A creature that takes damage from this grenade must also succeed on a Constitution saving throw or begin Burning for the next minute on a failed save. A Burning creature can repeat the saving throw at the end of each of its turns, ending the effect on itself early on a success. A creature that succeeds on the saving throw, or for whom the effect ends, becomes immune to being Burning by a Vortex grenade for 24 hours.

At Higher Levels. The damage of this Light ability increases by $1d4$ for each Light level you are above 1st.



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Gunlinger

The drop is endless. The Gunlinger savors the rush of speed, her cloak snapping behind her, and she lands on her feet in the belly of the cavern without bothering to kill her momentum. Moon dust blows away in anemic puffs, and she lifts her head to look around. She doesn't need to wait long.

Thrall rise from the darkness in a pale, shrieking wave, and she lifts her hand cannon and blows them away with lazy confidence. The foe she seeks is old—old enough, perhaps, to remember the countless worlds its kind have razed, the countless species its god-leaders have annihilated in their

violent worship. These skeins of corrupted flesh are only an inconvenience.

She runs deeper into the tunnel, dropping mag after mag as she goes, burning through the Hive like a hot wind, fanning the hammer from her hip in time with her heartbeat. With the cannon's every kick her focus grows—and her grin widens.

Her quarry finds her first. A wizard hoves up from the bowels of some hideous cavern, and bolts of fiery magic envelop her before she can react. She experiences a moment of panic as her shields fail—how many Guardians have died nameless and forgotten in these tunnels, she wonders—but purest clarity follows soon after, and the rush of adrenaline sharpens her reflexes.

Cover is scarce, but ghostly light casts shadows enough that she can keep herself alive as she dodges from crumbling rock to crumbling rock, always just ahead of the wizard's wrathful bolts. Her pulse hammers in her ears, she tastes blood on her tongue, and her Ghost is screaming at her to disengage. Yet within her she feels the power building, and at last, at last, she raises her arm and embraces the Traveler's gift. Golden Light floods the cavern, and when she levels her hands at her foe her grin is a wolf's, and she does not hesitate.

Later, once her pulse has slowed, she sifts through the ashes of her enemy. One strange waxen idol is all she finds. Worth some glimmer at least, maybe enough for a new knife—or a few rounds at the Tower bar. She'll share the story later, and the others will ask her why she bothered in the first place.

They don't understand. Beyond the Last City lie the wilds, and the wilds belong to her.

Crack Shot

Cocky show-offs. Careless thrill-seekers. Insufferable crack shots. Gunslingers are often called such things, and more—and it's all true. While not all Gunslingers demonstrate the arrogant affect for which these Hunters are especially known, they do all share an obsession with the perfect shot. Their drive to find it, aim for it, and make it leads them to challenge themselves to great feats of marksmanship and derring-do. All Hunters tend to be loners in one way or another, but for Gunslingers, solitude is mostly a matter of keeping the bragging rights to themselves and making sure nobody gets in the way when a chance arises to take aim for a perfect shot.

For the Love of the Crowd

Almost all Risen find themselves alone at first, and those who become Hunters often prefer to keep things that way even after making the acquaintance of other Guardians. Gunslingers are typically the most gregarious Hunters, if only because they want an audience for their tall tales. Even so, they usually like to take plenty of time to themselves, and often operate with a sort of loose independence from their fireteams. Despite this, and though often maligned for boastfulness and excessive swagger,

The Gunslinger				
Level	Proficiency		Uncanny Hits	Light Level
	Bonus	Features		
1st	+2	Weapon of Choice, Uncanny Hits, Weaponized Personality	2	1st
2nd	+2	Light Affinity, Melee Ability, Jack of All Guns	2	1st
3rd	+2	Gunslinger Style	3	1st
4th	+2	Ability Score Improvement	3	1st
5th	+3	Extra Attack	3	2nd
6th	+3	Gunslinger Style feature	3	2nd
7th	+3	Weaponsmithing Expertise, Weapon Modification	3	2nd
8th	+3	Ability Score Improvement	3	2nd
9th	+4	—	4	3rd
10th	+4	Gunslinger Style feature	4	3rd
11th	+4	Extra Attack improvement	4	3rd
12th	+4	Ability Score Improvement	4	3rd
13th	+5	—	4	4th
14th	+5	Gunslinger Style feature	4	4th
15th	+5	Watchful Eye	4	4th
16th	+5	Ability Score Improvement	4	4th
17th	+6	—	5	5th
18th	+6	Gunslinger Style feature	5	5th
19th	+6	Ability Score Improvement	5	5th
20th	+6	Legerdemain	5	5th

Gunslingers' preternatural acuity and peerless precision are highly valued by the teams they join.

Class Features

As a Gunslinger, you gain the following class features in addition to the features granted by the Hunter superclass.

Health Points and Shields

Shield Die Size: d8

Health Points at 1st level: 8 + your Constitution modifier

Health Points at higher levels: Add your Constitution modifier for every level after 1st, minimum 0

Shield Points at 1st level: 8

Shield Points at higher levels: Add 1d8 (or 5) for every level after 1st

Proficiencies

Armor: Light armor, medium armor

Weapons: Simple melee weapons, simple firearms, shotguns, light machine guns

Toolkit: Weaponsmithing toolkit

Vehicles: Jumpships, sparrows

Saving Throws: Dexterity, Charisma

Skills (Choose 2): Acrobatics, Athletics, Insight, Intimidation, Medicine, Perception, Performance, Persuasion, and Stealth

Weapon of Choice

Even at 1st level, you intuitively recognize the central importance of your relationship to your gun. You study the guns you use with intensive, loving care, and come to innately understand the individual characteristics and quirks of each piece. By studying a single firearm with which you are proficient for an uninterrupted period of 1 hour, you come to know every detail of its workings, feel, and character, developing an almost supernatural familiarity with it. This firearm then becomes your weapon of choice, and you know all the properties and perks of the weapon if you did not know them before.

You can only have one weapon of choice at a time. Your weapon of choice cannot have the Payload property. Once you've turned a firearm into your weapon of choice, you cannot be disarmed of that weapon unless you are Incapacitated.

Other class features grant additional benefits to your weapon of choice as you gain Gunslinger levels.

Exotic Weapon of Choice

In order to make an exotic weapon your weapon of choice, you need to study it over a period of one week and train with it for at least 4 hours a day during this time (this can be done during a long rest). At the end of the week, it becomes your weapon of choice. If you fail to train with it for at least 4 hours in a day during the week, you will need to begin the process all over again.

Uncanny Hits

Your ready familiarity with your weapon of choice allows you to hit the weak points of a target with uncanny precision. When you deal damage with a shot from your weapon of choice, you add a bonus to your damage roll as shown in the Uncanny Hits column of the Gunslinger table.

Weaponized Personality

Gunslingers know a well-placed word can do as much damage or win as much acclaim as a well-placed shot. You have a natural ability to draw on your own personality as a kind of weapon, whether you pull intimidating stony silence, unassuming roguish charm, or jovial arrogance. You can either gain proficiency in a Charisma-based skill of your choice, or you can choose to double your proficiency bonus for a Charisma-based skill you are already proficient in. The skill you choose can only benefit from this bonus if it is not already benefiting from a feature or trait that doubles your proficiency bonus for it.

Light Affinity

Beginning at 2nd level, you've learned to harness the Light you possess, and you shape it in the form of solar Light. Charisma is your Light ability score, and when called for, your Charisma modifier is your Light ability modifier. You use your Charisma modifier to determine your Light attack modifier and to set the save DC against your Light abilities, as shown below. When you are told to make a Light ability saving throw, you make a Charisma saving throw.

For more information on Light abilities, including how recharge rolls work, see Chapter 8.

<p>Light ability modifier = your Charisma modifier</p> <p>Light save DC = 8 + your proficiency bonus + your Charisma modifier</p> <p>Light attack modifier = your proficiency bonus + your Charisma modifier</p>

Melee Ability

When you reach 2nd level you gain your melee Light ability, the Throwing Knife. Every Hunter carries knives, but Gunslingers fling knives of searing solar Light, sharp as sunbeams. You cast your Throwing Knife using a melee ability charge, of which you have a single one. You regain spent melee ability charges when you complete a brief rest.

Throwing Knife

Casting Time: 1 action

Range: 20/60 feet

Cost: 1 melee ability charge

Recharge: d6, 5

Duration: Instantaneous

You use your Light to summon a small, lightweight knife into a free hand and attack with it. Make a ranged Light attack roll. Add a bonus to your attack roll equal to your Light level. On a hit, the target takes 3d6 solar damage. Hit or miss, the knife dissipates after.

At Higher Levels. As you gain Gunslinger levels, the number of damage dice you roll for your Throwing Knife increases. It becomes 4d6 at 5th level, 5d6 at 11th level, and 6d6 at 17th level.

Jack Of All Guns

Even at 2nd level, you have handled more guns than you can count, and accordingly know your way around everything from boot-holstered sidearms to anti-armor heavy sniper rifles. You can add half your proficiency bonus, rounded down, to any attack roll you make with a firearm that does not already benefit from your proficiency bonus.

Gunslinger Style

At 3rd level, you settle into a combat style that best suits your tastes as a Gunslinger, and determines how your skills will develop. Choose the Sharpshooter, the Outlaw, or the Showman style, all detailed at the end of this class description. The style you choose grants you features at 3rd, 6th, 10th, 14th, and 18th levels.

Ability Score Improvement

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

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class.

Weaponsmithing Expertise

At 7th level, your study of firearms allows you to double your proficiency bonus when you make an ability check with your weaponsmithing toolkit. You can only do this if the ability check is not already benefiting in a way that doubles your proficiency bonus.

Additionally, if your weapon of choice ever becomes damaged or destroyed, you can repair or

recreate it over the course of 8 hours, assuming you have adequate materials and glimmer to do so (confer with your Architect).

Weapon Modification

Also at 7th level, you have devoted considerable thought to how you might modify your weapon of choice to improve its performance and suit your needs. Choose one of the following features. Whenever you choose a new weapon of choice, or whenever you complete a 1-hour study of your weapon of choice, you can change which feature to apply to your weapon of choice. Once you modify your weapon of choice in any way, you become linked to the weapon and are always aware of its location if it is within 30 feet of you.

Hot Shot. When you make a successful attack with your weapon of choice, you can always choose to deal solar damage instead of its normal damage.

Lucky Hit. If you roll a 1 or a 2 on any of the damage dice for your weapon of choice, you can roll an additional damage die and add it to the total. You can only do this once for your damage roll, and only once on your turn.

Stopping Power. Once on your turn, if you hit a Large or smaller creature with an attack from your weapon of choice, you can cause that creature to make a Strength saving throw (DC = 8 + your proficiency bonus + your Strength or Dexterity modifier) or its movement becomes 0 until the end of its next turn.

Uncanny Aim. It costs no movement to begin Aiming with your weapon of choice. You can make an attack of opportunity with your weapon of choice even if you are Aiming.

Watchful Eye

Starting at 15th level, your gunfighting focus has developed into an all-pervasive awareness of your surroundings in a fight. You can use your reaction to grant a creature disadvantage on one attack roll it makes against you, or to grant yourself advantage on a payload saving throw you make.

Legerdemain

By 20th level, your long experience handling all kinds of weapons—as well as performing other tricks requiring a delicate touch or a firm grip—has endowed you with exceptionally skillful hands. Choose either Strength or Dexterity. Your chosen score increases by 4, and your maximum possible for that score increases to 24.

Gunslinger Styles

For a Gunslinger, it isn't enough to just draw, aim, and shoot. Even if you do that real well, you have to do it with style. Your choice of style will shape how you fight and what tricks you can pull off as your proficiency advances.

The Sharpshooter

As a sharpshooter, you live for landing your shots precisely where you call them. You prefer to view the battlefield through a scope, where your eagle eye can pick out the sweet spots from long range. If things get too close for comfort, your Light provides an ace up your sleeve in the form of a wheelgun made of sunshine that never fails to impress.

Super Ability: Deadeye

Gained at 3rd level (see superclass description)

Casting Time: 1 bonus action

Range: Self

Cost: 1 super ability charge

Recharge: d20, 18

Duration: Concentration, up to 1 minute

You channel your Light into your weapon of choice and turn it into a Deadeye Golden Gun. You can take up to three shots with your Golden Gun, making a ranged firearm attack roll with your weapon. Add your Light level to your attack modifier for these shots. On a hit, the damage of your shot increases by 2d8, and you always deal solar damage instead of your weapon's normal damage.

The extended and maximum ranges of your weapon of choice are temporarily increased by half the weapon's normal extended and maximum ranges. Round down to the nearest multiple of 5 when you do this. For example, a weapon with scope ranges of 30/75/120 would have its ranges become 30/110/180 while it is a Deadeye Golden Gun.

Because your Golden Gun is channeled through a firearm, a shot with your Golden Gun can benefit from any trait, perk, or other source that targets weapon attacks, ranged weapon attacks, or firearm attacks, and damage from those sources is considered super ability damage for the purpose of Destroy Creature.

Deadshot. The maximum CR of creatures this super ability affects via your superclass' Destroy Creature feature is increased by one. At 3rd level, you destroy creatures of CR ½ or less with the damage from your Golden Gun; at 5th level, you destroy creatures of CR 1 or less; and so on.

At Higher Levels. The bonus damage a shot with your Golden Gun provides increases by 1d8 for each Light level you are above 1st.

Over the Horizon

Also at 3rd level, you possess stupendously sharp aim. While you are Aiming with a firearm that has a medium or long range band, taking a shot against a target within the firearm's maximum range does not impose disadvantage on your attack roll.

Sharpshooter's Tools

When you choose this style at 3rd level, you gain proficiency with sniper rifles and linear fusion rifles.

Whatever kinds of weapons you like best, you can hardly call yourself a sharpshooter without knowing your way around long-range firearms.

Weighted Knife

At 6th level, it occurs to you your knife tricks would be even more impressive if you could hit a target from a great range. The range of your Throwing Knife becomes 50/100. If you hit a target with your Throwing Knife while Aiming, the damage die size of your Throwing Knife increases by one.

Chain of Woe

When you reach 10th level, you have developed a feel for zeroing in on the precise point of your aim, and sending successive shots to exactly that spot. On your turn, you can choose to begin a Chain of Woe. Starting from when you choose to do this, for every successful firearm attack you make while Aiming, you increase your critical hit range by 1. When you roll a critical hit, your critical hit range returns to its original state.

Your Chain of Woe ends after a minute, if you roll a critical hit, or if you roll a natural 1 on a firearm attack. Once you use this feature, you must complete a long rest before using it again.

Keyhole

At 14th level, you place your shots so well that you could send a bullet up the barrel of the gun your enemy points at you. If a target is behind anything less than full cover, it gains no benefits from its cover against your firearm attack rolls.

Grim Reaper

At 18th level, landing chained precision shots is as natural as breathing. You regain use of your Chain of Woe feature when you complete a short or long rest, rolling a natural 1 does not end your Chain of Woe, and neither does rolling a critical hit. However, like normal, your critical hit range returns to its original state when you roll a critical hit.

The Outlaw

Nomad, wanderer, lone wolf—whatever they call you, as an outlaw, you know how to survive on your own, and you have the skills to see yourself through. You prefer to keep on the move, but like to stop to tell a good story, even if its truthfulness depends on the credence of the listeners. One thing is indisputably true, though: you carry a golden gun in your heart that never lets you down so long as you aim quick and sharp.

Super Ability: Six-shooter

Gained at 3rd level (see superclass description)

Casting Time: 1 bonus action
Range: Self

Cost: 1 super ability charge
Recharge: d20, 18
Duration: Concentration, up to 1 minute

You channel your Light into your weapon of choice and turn it into a Six-Shooter Golden Gun. You can take up to six shots with your Golden Gun, making a ranged firearm attack roll with your weapon as normal. Add your Light level to your attack modifier for these shots. On a hit, the damage of your shot is increased by 1d6, and you always deal solar damage instead of your weapon's normal damage.

The effective range of your weapon of choice is temporarily increased by half the weapon's normal effective range, up to the weapon's extended range (a weapon's effective range cannot be greater than its extended range). Round down to the nearest multiple of 5 when you do this. For example, a firearm with scope ranges of 35/50/90 would see its ranges become 50/50/90.

Because your Golden Gun is channeled through a firearm, a shot with your Golden Gun can benefit from any trait, perk, or other source that targets ranged Light attacks, ranged weapon attacks, or firearm attacks, and damage from those sources is considered super ability damage for the purpose of Destroyed Creature.

At Higher Levels. The bonus damage a shot with your Golden Gun provides increases by 1d6 for each Light level you are above 1st.

Sixth Sense

Also at 3rd level, your sense of your surroundings has grown uncannily keen. If you are Blinded, but still able to hear, creatures within 30 feet of you do not gain advantage on their attacks against you. Also, even while Blinded, you can make attacks with a firearm or your Golden Gun normally against targets that are within 30 feet of you.

Proximity Explosive Knife

At 6th level, you start thinking about all the things you could do if your throwing knives could also explode. When you cast Throwing Knife, the knife you create sticks to the surface it hits and can linger there for up to 1 minute. During this time, if a hostile creature moves within 5 feet of the knife it will detonate. All creatures within 5 feet of the Throwing Knife must make a Dexterity saving throw against your Light save DC. They take the damage of your Throwing Knife as explosive solar damage on a failed save, or half as much on a success.

Fan The Hammer

Beginning at 10th level, you become adept at popping off quick shots against multiple targets in rapid succession. You can use your action to take a shot with a firearm against a number of creatures within 15 feet of a point you can see. This point must be within the firearm's effective range, you must have enough ammunition in your firearm's magazine for each target you choose, and you

cannot benefit from the Aiming condition when you do this. You make a separate attack roll for each target you choose, and you can only choose a target once.

If taking a shot with the firearm is normally an action, such as via the effect of a weapon perk or the Cumbersome property, you cannot use this feature with that firearm.

Gunfighter

Starting at 14th level, calling upon your Light strengthens the resolve and focus of your already unswerving aim. You cannot have disadvantage on an attack roll made with your Golden Gun if you are holding it in two hands.

Circle of Life

At 18th level, you have learned to channel the residual solar fire of foes burned away by your Light back into your Golden Gun. If you kill a hostile creature with a shot from your Golden Gun, two shots are refunded to your Golden Gun's magazine and you can make one additional shot with your Golden Gun on your turn.

The Showman

People know Hunters like knives, but they expect Gunslingers to focus on their guns. As a showman, though, you delight in delivering the unexpected. You appreciate a good shooter as much as the next Gunslinger, but when the pressure is on, enemies box you in, and ammo runs out, you reach for your blades—and what a show you can put on with knives in your hands.

Super Ability: Blade Barrage

Gained at 3rd level (see superclass description)

Casting Time: 1 action

Range: 60 feet

Cost: 1 super ability charge

Recharge: d20, 17

Duration: Instantaneous

You summon three throwing knives made of pure solar Light, then hurl them at one or more targets within range. Each knife causes its target to make a Dexterity saving throw (increase your Light save DC by an amount equal to your Light level for this), taking 2d6 + your Charisma modifier + your Light level in explosive solar damage on a failed save, or half as much on a success. The knives strike simultaneously, and you can direct them to hit one target or several.

At Higher Levels. Add 1d6 to this super ability's base damage for every Light level you are above 1st.

Decisive Edge

Even at 3rd level, your knife skills are already frighteningly impressive. Your Throwing Knife's

recharge value is reduced by one. You can also choose to make your Throwing Knife your weapon of choice. If you do so, you can cast Throwing Knife as an action or bonus action on your turn.

Fiery Fan

Beginning at 6th level, you are finally dextrous enough to throw multiple knives at once while keeping all your fingers. When you cast your Throwing Knife, you can fling a trio of knives at once. Choose up to three targets in a 15-foot cone (you cannot choose the same target multiple times). Make separate attack and damage rolls for each target.

Burning Edge

At 10th level, it occurs to you that your knife tricks would be more impressive if things caught fire, too. If you hit a creature with your Throwing Knife, they begin Burning for the next minute. Creatures Burning from your Throwing Knife can make a Constitution saving throw at the end of their turn, ending the effect early on a success. Creatures who succeed on their saving throw, or for whom the effect ends, become immune to Burning from your Throwing Knife for 24 hours.

While any creature is Burning from your Throwing Knife, you have advantage on superclass ability recharge rolls you make.

Playing with Fire

At 14th level, you are a master showman, and you love a flawless execution just as much as the crowd does. If a creature is reduced to 0 hit points while Burning from your Throwing Knife, you immediately regain one melee ability charge.

Dodge This

When you reach 18th level, creatures can't have advantage on their saving throws against your Blade Barrage.



Bladedancer

The first time they rose in the ruins of the old Cosmodrome, they were alive for less than a minute before a Fallen vandal put its arc blades through their middle. Their Ghost raised them again, gasping in fear and at the memory of already forgotten pain, and thirty seconds later they were dead again: without a weapon of any kind, they were no match for the ragged sabers, flashing with the too-bright blue of electricity. By the time they found their way to the walls of the Last City they had lost track of the number of times they had been cut down.

Perhaps, they think now, it is no surprise that arc Light has always called to them. Perhaps they were always meant to walk this path. They have tasted the other powers that might be theirs, but they have not been able to shake the memory of flashing blades, of the shock of pain, of the helplessness they felt when they first learned they were Risen.

They have returned to the Cosmodrome, years later, to try to understand what they have become, why the Traveler answers when they call the current. And when at last they find the place where their Ghost first raised them, they wait for comprehension and acceptance—or at least a

semblance of peace—to wash over them.

Instead, they find only Fallen. The Fallen charge at them, arc blades flashing too-bright blue in the dusky twilight, and even after all this time there is a moment when they cannot move for fear of half-remembered pain.

Only a moment, though. They have learned enough to keep themselves alive, at least.

Perhaps, they think as they lift their knife and the Traveler answers, understanding will come in time. Perhaps it won't, and instead they will live out their second life as ignorant as they are now. Perhaps the only peace to be found lies in the current that consumes their blade.

So be it. They will cut their own meanings from the fabric of the world. They will whittle away at reality until they themselves become the knife, brilliant and sharp and honed with purpose. And then, once they are keen enough, not even truth itself will be able to turn their edge.

Sharpened Lightning

Training tirelessly in physical and mental discipline, Hunters who embody the point and the edge of lightning become Bladedancers, arc-wielding combat soloists renowned for their combination of elegant lethality and uncompromising style. Their extremely precise, patiently perfected close combat fighting styles range from stupendous displays of electrifying acrobatics to hard, swift, wrathful stealth. Whereas other Hunters often prefer scouting from a distance, Bladedancers feel driven to get in close and finish things decisively—whether that means slipping in silently and unseen or making a thunderously aggressive zig-zag charge.

Lethal Perfection

Risen who become Bladedancers have a wide variety of personality types, but tend to share a common fixation on self-perfection. Although different Bladedancers' styles may seem greatly dissimilar, all devote immense attention and effort to cultivating and honing their combat techniques and fighting ability. This impulse for improvement can manifest in other areas of Bladedancers' lives, sometimes creating the impression of persnickiness or even a superiority complex. Little wonder, then, that even when part of a team, Bladedancers feel they perform best on their own.

Class Features

As a Bladedancer, you gain the following class features in addition to the features granted by the Hunter superclass.

Health Points and Shields

Shield Die Size: d8

Health Points at 1st level: 8 + your Constitution modifier

Health Points at higher levels: Add your

The Bladedancer

Level	Proficiency		Expert Attack	Light Level
	Bonus	Features		
1st	+2	Tricks of the Trade, Expert Attack	1d6	1st
2nd	+2	Light Affinity, Bladedancer Way, Fast-Acting	1d6	1st
3rd	+2	Bladedancer Way feature	2d6	1st
4th	+2	Ability Score Improvement	2d6	1st
5th	+3	Opportunity Strikes	3d6	2nd
6th	+3	Bladedancer Way feature	3d6	2nd
7th	+3	Arc Twitch	4d6	2nd
8th	+3	Ability Score Improvement	4d6	2nd
9th	+4	Bladedancer Way feature	5d6	3rd
10th	+4	Ability Score Improvement	5d6	3rd
11th	+4	Field Expert	6d6	3rd
12th	+4	Ability Score Improvement	6d6	3rd
13th	+5	Strength in Flexibility	7d6	4th
14th	+5	Never Not Ready	7d6	4th
15th	+5	Master Tradesman	8d6	4th
16th	+5	Ability Score Improvement	8d6	4th
17th	+6	Bladedancer Way feature	9d6	5th
18th	+6	Evasive	9d6	5th
19th	+6	Ability Score Improvement	10d6	5th
20th	+6	Perfectionist	10d6	5th

Constitution modifier for every level after 1st, minimum 0

Shield Points at 1st level: 8

Shield Points at higher levels: 1d8 (or 5) for every level after 1st

Proficiencies

Armor: Light armor

Weapons: Simple melee weapons, longswords, shortswords, smallswords, combat bows, simple firearms, fusion rifles, linear fusion rifles, sniper rifles

Toolkit: Thieves' toolkit

Vehicles: Jumpships, sparrows

Saving Throws: Dexterity, Intelligence

Skills (Choose 4): Acrobatics, Deception, Insight, Intimidation, Investigation, Perception, Persuasion, Sleight of Hand, Stealth, Technology

Tricks of the Trade

Your inclination toward careful practice has made you quite adept in a variety of skills. You also recognize others don't so readily grasp how to do things best—but when it comes to whatever is in your wheelhouse, you can show them how it's done.

Choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with a toolkit or a vehicle. These are your Tricks of the Trade, and your proficiency bonus is doubled for any ability check you make that uses either of your Tricks

of the Trade, if it does not already benefit from this effect.

When another creature makes an ability check using either of your Tricks of the Trade, you can use your reaction to add your proficiency bonus to the creature's roll. You can only do this if the creature does not have a trait, feature, or other source that allows them to double their own proficiency bonus for the ability check. A creature can only benefit from Tricks of the Trade once on their ability check.

Expert Attack

Even at 1st level, you make your strikes carefully, with expert precision. You can invoke this feature to increase the damage you deal with a successful attack by 1d6. You can only do this if you had advantage on the attack roll and if, in the case of weapon attacks, the attack used a finesse or ranged weapon, or a firearm that doesn't have the High Recoil or Payload properties.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy is not Incapacitated, and you don't have disadvantage on the attack roll.

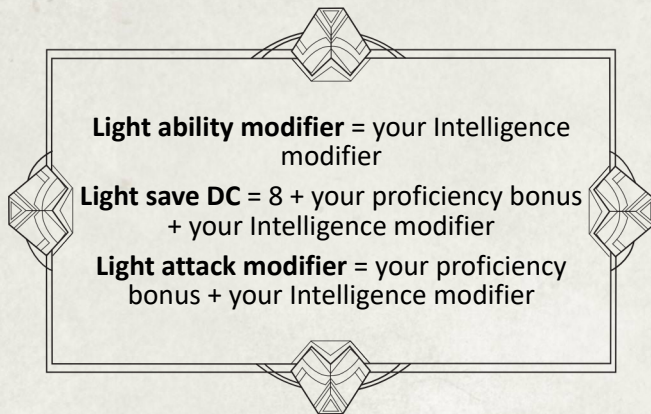
The amount of the extra damage increases as you gain levels in this class, as shown in the Expert Attack column of the Bladedancer table.

Once you invoke this feature, you cannot invoke it again until the start of your next turn.

Light Affinity

When you reach 2nd level, you learn to harness the Light you possess, and you shape it in the form of arc Light. Intelligence is your Light ability score, and your Intelligence modifier is your Light ability modifier. You use your Intelligence modifier to determine your Light attack modifier and to set the save DC against your Light abilities, as shown below. When you are told to make a Light ability saving throw, you make an Intelligence saving throw.

For more information on Light abilities, including how recharge rolls work, see Chapter 8.



Fast-acting

At 2nd level, you are light on your feet and move with precision and alacrity. You can use the Aim, Dash, or Hide action as a bonus action on each of your turns. If you begin Aiming as a bonus action with this feature, you spend no movement to begin Aiming, and you grant yourself the ability to invoke Expert Attack on the next shot you take with a firearm or ranged weapon even if you don't have advantage on the attack roll. However, you must take that shot before the start of your next turn and you must meet all other requirements of Expert Attack.

Bladedancer Ways

At 2nd level, you commit yourself to a Bladedancer methodology: the Way of the Swiftcutter, the Way of the Arcstrider, or the Way of the Whisper, all detailed at the end of this class description. The path you choose grants you features at 2nd level, and again at 3rd, 6th, 9th, and 17th levels.

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.

Opportunity Strikes

Starting at 5th level, you gain a heightened

sensitivity to the narrow openings created by enemies' mistakes in combat. Your skill and quickness enable you to seize the opportunities created by their imprecision. If a creature you can see misses with an attack, you can choose to use your reaction to make an attack of opportunity against it, even if you're Aiming. The creature must be within range of your currently held weapon in order for you to do this.

Arc Twitch

Beginning at 7th level, you can use your arc Light to grant yourself certain reflexive bonuses, helping you to nimbly dodge out of the way of area effects, such as a walker's main cannon or a colossus' missile swarm. Whenever you are subjected to an effect that allows you to make a Dexterity saving throw and you aren't Restrained, you can grant yourself one of the following benefits for that saving throw. You must choose a benefit before you make your saving throw.

Elegant Maneuver. Arc Light surges through your body in an attempt to help you completely dodge the effect. If you succeed on your Dexterity saving throw, you take no damage from the effect, and if you fail, you only take half damage.

Lightning Strike. After resolving your Dexterity saving throw, you can use your reaction to immediately make an attack of opportunity against the source of the effect, if the source is within range of your currently held weapon.

Field Expert

By 11th level, experience has taught you much, and diligently practicing skills that interest you has expanded your expertise. You can choose two additional skills, toolkit proficiencies, or vehicle proficiencies you have to add to your Tricks of the Trade. If you make an ability check with one of your Tricks of the Trade and roll a 9 or lower on the d20, you can treat your roll as a 10 instead.

Strength in Flexibility

Beginning at 13th level, your capacity for flexible movement enables you to perform feats beyond the normal extent of your physical strength. If you are forced to make a Strength saving throw, you can make a Dexterity saving throw instead.

Never Not Ready

Starting at 14th level, you abide in a constant state of keen readiness. You have advantage on initiative rolls.

Master Tradesman

At 15th level, you are a true master of the skills in which you've chosen to specialize. If you invoke Tricks of the Trade to assist another creature with their ability check and they roll a 9 or lower on the

d20, they can treat the roll as a 10 instead.

Evasive

By 18th level, your reaction times are so fast as to appear like well-honed natural reflexes. No attack roll can have advantage against you if you aren't Incapacitated.

Perfectionist

At 20th level, you simply do not allow yourself to make mistakes in critical moments. If you make an attack roll or ability check, you can treat the d20 roll as a 20. You can do this before or after rolling the d20, but it must always be before you learn the result of your roll. Once you use this feature, you must complete a long rest before you can use it again.

Bladedancer Ways

Bladedancers harness the sparking quickness of arc Light to invigorate their movements and empower their close-combat techniques. Each perfects this application of Light in their own way, developing a methodology of practice that reflects a fighting philosophy and shapes the advancement of skills and abilities.

Way of the Swiftcutter

It does not matter that your foes can see you coming if you are too fast for them to do anything to stop you. As a swiftcutter, you charge directly into the fray with unmatched quickness to cut down enemies with your trenchant blade of Light.

Melee Ability

Starting at 2nd level, your practice harnessing the flow of your Light endows you with the ability to channel it into an overcharged strike. You have the Electrifying Strike melee ability, which you cast using melee ability charges. You have a single melee ability charge. If you spend your melee ability charge, you regain it when you make a successful recharge roll or complete a brief rest.

Electrifying Strike

Casting Time: 1 action
Reach: 5 feet
Cost: 1 melee ability charge
Recharge: d6, 5
Duration: Instantaneous

You strike out against a target you can touch. Make a melee Light attack roll. On a hit, the target takes 2d6 arc damage and becomes Electrified for the next minute. You only spend your melee ability charge if you successfully hit a target.

An Electrified creature can make a Constitution saving throw at the end of each of their turns to end the effect early. A creature who succeeds on their

saving throw, or for which the effect ends, becomes immune to being Electrified in this way for 24 hours.

At Higher Levels. The damage of this Light ability increases by 1d6 at 5th level (3d6), 11th level (4d6), and 17th level (5d6).

Super Ability: Razor's Edge

Gained at 3rd level (see superclass description)

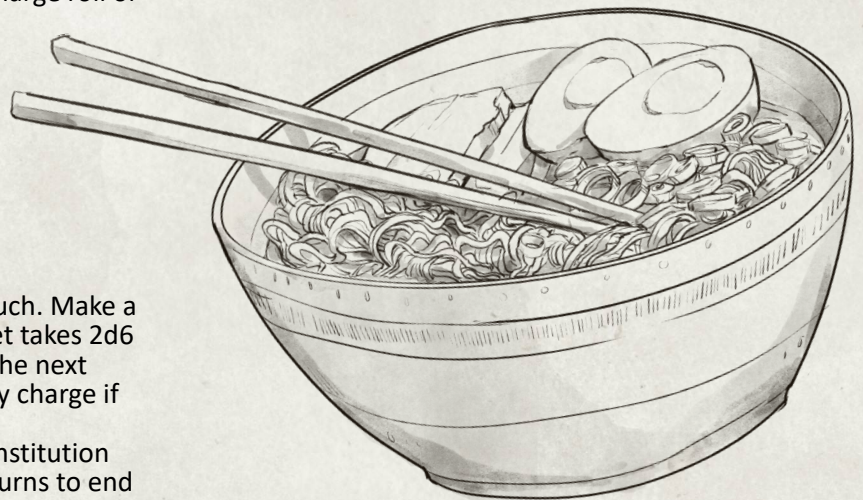
Casting Time: 1 bonus action
Range: Self
Cost: 1 super ability charge
Recharge: d20, 18
Duration: Concentration, up to 1 minute

You summon a one-handed shortsword of pure arc Light into an empty hand. While concentrating on this Light ability, your base walking speed increases by 10 feet, and you cannot hold any other objects in your hands (any objects you are holding when you cast this super ability are immediately dropped).

Arc Blade. As an action, you can make an attack with your Light shortsword (reach: 5 feet). Make a melee Light attack roll, and add a bonus to your Light attack modifier equal to your Light level. On a hit, the target takes 3d6 + your Intelligence modifier + your Light level in arc damage. Arc Blade can be used for Opportunity Strikes.

Arc Wave. As an action, you can send out a wave of arc energy in a 15-foot cone. All creatures in the area must make a Constitution saving throw against your Light save DC (add a bonus to your DC equal to your Light level). They take 4d6 + your Intelligence modifier + your Light level in arc damage on a failed save, or half as much on a success.

At Higher Levels. When you cast this super ability at 2nd Light level or higher, the damage of Arc Blade increases by 1d6 for each Light level you are above 1st, and the damage of Arc Wave increases by 2d6 for each Light level you are above 1st.



The More the Merrier

At 3rd level, you see being outnumbered as an opportunity to test your skill. You don't need advantage on your attack roll to invoke Expert Attack if two or more hostile creatures are within 15 feet of you, and you don't have disadvantage on the attack roll. All other rules for Expert Attack still apply. Additionally, if you start your turn and benefit from this feature, your AC increases by 2 until the start of your next turn.

Relentless Style

At 6th level, your tireless pursuit of perfection in your training has imbued your physicality with an impressive grace. Even your regular movements cannot help but show a stylish flair. If you make an ability check that uses your Charisma modifier, you can add a bonus to your ability check equal to your Dexterity modifier (minimum bonus +1).

Ebb and Flow

At 9th level, you perfect your awareness of the currents of Light within you. The recharge value of your melee ability is reduced by one. In addition, while a creature is Electrified, you have advantage on melee, grenade, and superclass ability recharge rolls you make.

Overflow

At 17th level, your crackling Light is strong enough to leap from one foe to the next. If a hostile creature is reduced to 0 hit points while Electrified from one of your features or core Light abilities, all other creatures within 5 feet must make a Constitution saving throw against your Light save DC. A creature becomes Electrified on a failed save.

Way of the Arcstrider

Arcstriders operate on the tension between delicacy and force, elegance and might, flexibility and implacability. You recognize these apparent opposites merely represent spectra, and you know how to fight most effectively by occupying the spaces between, gracefully adapting to the situation at hand.

Melee Ability

Starting at 2nd level, your understanding of the Light's current allows you to incapacitate those you strike with it. You have the Disorienting Blow melee ability, which you cast using melee ability charges. You have a single melee ability charge. If you spend your melee ability charge, you regain it when you make a successful recharge roll or complete a brief rest.

Disorienting Blow

Casting Time: 1 action

Range: 5 feet

Cost: 1 melee ability charge

Recharge: d6, 5

Duration: Instantaneous

You punch a target that you can touch. Make a melee Light attack roll. On a hit, the target takes 2d6 arc damage and must make a Constitution saving throw. On a failed save, they are Incapacitated until the end of their next turn. You only spend your melee ability charge if you successfully hit a target.

At Higher Levels. The damage of this Light ability increases by 1d6 at 5th level (3d6), 11th level (4d6), and 17th level (5d6).

Open-hand Techniques

Also at 2nd level, you are adept in specialized unarmed fighting techniques for close-quarters combat. Your unarmed strikes are considered to have the Finesse property, and you can roll a d4 in place of the normal damage die of your unarmed strikes. The damage die you can use increases to a d6 at 5th level, d8 at 11th level, and d10 at 17th level. In addition, when you make an unarmed strike, you can choose to deal bludgeoning or arc damage on a hit.

Super Ability: Arc Staff

Gained at 3rd level (see superclass description)

Casting Time: 1 bonus action

Range: Self

Cost: 1 super ability charge

Recharge: d20, 18

Duration: Concentration, up to 1 minute

You summon a quarterstaff of pure arc Light into your hands. For the duration, your base walking speed increases by 10 feet, and you cannot hold any other objects in your hands (any objects you are holding when you cast this super ability are immediately dropped).

Arc Staff. As an action, you can make an attack with this staff. Choose either one target within 10 feet of you, or two targets within 5 feet of you. Make a melee Light attack roll against each target, and add a bonus to your Light attack modifier equal to your Light level. A target takes 3d6 + your Intelligence modifier + your Light level in arc damage on a hit. Arc Staff can be used for Opportunity Strikes, but only against a single target.

At Higher Levels. When you cast this super ability at 2nd Light level or higher, the damage of Arc Staff increases by 1d6 for each Light level you are above 1st.

Fleet-footed

Starting at 3rd level, you learn to apply the principles underlying your combat stances to your

regular walking gait. Your base walking speed increases by 5 feet, and the first 5 feet of movement on your turn doesn't provoke attacks of opportunity.

Combat Flow

At 6th level, you move freely from one strike to the next, allowing your momentum to carry you through. Killing a creature with an unarmed strike or Disorienting Blow allows you to regain a superclass ability charge. If you kill a creature with Disorienting Blow, you can also make a shield recharge roll.

Combat Meditation

At 9th level, your focus is sharpest in the most heated moment of a fight. If you take an amount of damage that reduces you to half your shield points or less, you can immediately regain one melee ability charge and one superclass ability charge. You must regain at least 1 shield point before you can invoke this feature again.

Whirlwind Guard

At 17th level, you have learned or devised new staff moves. While concentrating on your Arc Staff super ability, the following effects apply:

- Your AC increases by 4.
- Your concentration on Arc Staff can't be broken as a result of taking damage.

Way of the Whisper

You are the shadow of death, and your foes fall without even noticing the killing blow—much less who delivered it. To achieve this perfect stealth, you are devoted to constant improvement and refinement of your techniques, till you move as a whisper on the wind.

Melee Ability: Blink

Starting at 2nd level, your practice attuning your movements to your Light endows you with the ability to close into melee range not merely by moving through space, but instantaneously translocating across it. As a bonus action you can spend your melee ability charge to teleport up to 10 feet to an unoccupied space you can see, taking all carried and worn equipment of your choice with you when you do.

You have a single melee ability charge. If you spend your melee ability charge, you regain it when you make a successful recharge roll (d6, 5–6) or complete a brief rest.

Super Ability: Vanishing Act

Gained at 3rd level (see superclass description)

Casting Time: 1 bonus action

Range: Self

Cost: 1 super ability charge

Recharge: d20, 17

Duration: Concentration, up to 1 minute

You summon a one-handed shortsword of pure arc Light into an empty hand. While concentrating on this Light ability, your base walking speed increases by 10 feet, and you cannot hold any other objects in your hands (any objects you are holding when you cast this super ability are immediately dropped).

Arc Blade. As an action, you can make an attack with your Light shortsword (reach: 5 feet). Make a melee Light attack roll, and add a bonus to your Light attack modifier equal to your Light level. On a hit, the target takes 3d6 + your Intelligence modifier + your Light level in arc damage. Arc Blade can be used for Opportunity Strikes.

Phantom Cloak. When you cast this Light ability, you immediately gain active camouflage that persists while concentrating on Vanishing Act. Making an attack roll or causing another creature to make a saving throw does not end the active camouflage granted by this feature.

At Higher Levels. When you cast this super ability at 2nd Light level or higher, the damage of Arc Blade increases by 1d6 for each Light level you are above 1st.

Infiltrator

At 3rd level, you are already capable of fast, nimble movement, no matter the direction. You have a climbing speed equal to your base walking speed. When traveling alone, you can move stealthily at a normal pace. It costs 10 less feet of movement for you to become Combat-Prone, or to stand from being Combat-Prone.

Escape Artist

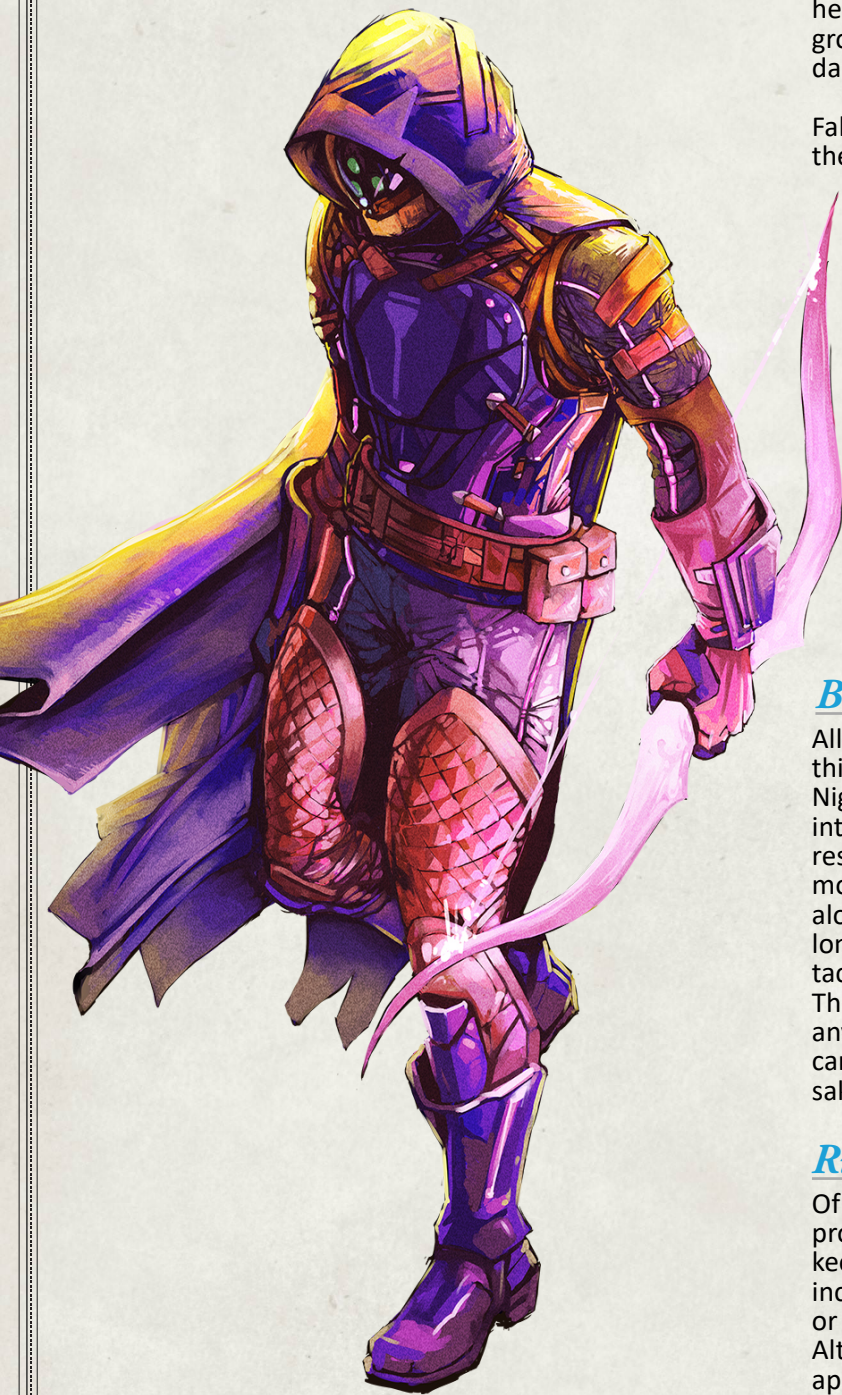
When you reach 6th level, you develop an effective method to induce Light-actuated paracausal invisibility from the action of stabbing someone. When you hit with a melee attack, you can spend a grenade ability charge to gain active camouflage that lasts until the end of your next turn.

Enhanced Blink

At 9th level, you become capable of focusing your Light to teleport longer distances. The range of your Blink feature increases to 15 feet. If you cast Blink, you also gain active camouflage for the next minute.

Backstab

At 17th level, you combine your skill at sensing and exploiting your enemies' tactical weaknesses with your paracausal ability to suddenly be where you weren't. When you use your Blink feature and immediately make a successful attack against a target that is Surprised, you can double the damage of your attack.



Nightstalker

Solitary. Distant. Strange. All words leveled against him in the past. All true: the void isn't as kind to everyone as it has been to him. When he first walked this path, he was warned that only a few stare into the abyss and survive—and that none emerge unscathed.

Perhaps that is why he speaks less and listens more than the other Hunters do. Perhaps that is why the pilgrims who trail behind him whisper in hushed, sometimes fearful tones. Perhaps that is why he ignores their speculation—if their words reach him, he shows no sign, because in between his ragtag group of refugees and the Last City lies a greater danger.

He leads the pilgrims between roving bands of Fallen pikes, disappearing whenever he embraces the void and steps through shadows, reappearing to place a whispering knife in a sentry's back or to lead the refugees in a new direction. He knows the ruins of the Collapse as well as he knows himself, and he threads a path through them that at times seems reckless, almost mad. But his scouting never errs and his nerve never falters, despite the enemies that surround them.

Once the group is safe within the walls he'll be gone again, flickering out of the City like the shadows that cling to his dusky armor, tracking humanity's enemies, hunting them like the predator he is. Good cheer may be found in the City, but the void is always close, and beyond the safety of the walls, there's work to be done.

Become the Night

All Hunters serve as advance scouts, and share a thirst to lay eyes upon the unknown. Yet Nightstalkers scout farther, look deeper, and step into the void, where few dare to venture—let alone reside. Of all Hunters, Nightstalkers tend to be the most solitary, the most far-ranging, and the most aloof. However, contrary to their reputation as loners, many Nightstalkers develop abilities and tactics specifically to benefit and support allies. Their essential ethic is not simply to go farther than anyone else as lone wolves, but to go where others cannot, into the dark, to harness the void for the sake of the pack.

Running Beside the Pack

Of Risen drawn to become Hunters, the shadowy profession of the Nightstalker attracts those with the keenest hunger to explore, and the strongest inclination to self-reliance. They may be introverted or reserved, yet they are not necessarily antisocial. Although they usually hold themselves somewhat apart, Nightstalkers often choose to join fireteams. When they do, they are prized for their superlative scouting skill and masterful use of void energies to bind and weaken enemies.

The Nightstalker

Level	Proficiency Bonus	Features	Max Focus	Light Level
1st	+2	Nightstalker's Focus, Born of the Wild	2	1st
2nd	+2	Light Affinity, Melee Ability, Draw From the Void	2	1st
3rd	+2	Nightstalker Profession	4	1st
4th	+2	Ability Score Improvement	4	1st
5th	+3	Extra Attack	6	2nd
6th	+3	Nightstalker Profession feature	6	2nd
7th	+3	Stalwart	8	2nd
8th	+3	Ability Score Improvement	8	2nd
9th	+4	—	8	3rd
10th	+4	Specter's Skills	10	3rd
11th	+4	Sure Strikes, Nightstalker Profession feature	10	3rd
12th	+4	Ability Score Improvement	10	3rd
13th	+5	—	12	4th
14th	+5	Silent Step	12	4th
15th	+5	Nightstalker Profession feature	12	4th
16th	+5	Ability Score Improvement	14	4th
17th	+6	—	14	5th
18th	+6	Unearthly Senses	14	5th
19th	+6	Ability Score Improvement	16	5th
20th	+6	Lucid Hunter	16	5th

Class Features

As a Nightstalker, you gain the following class features in addition to the features granted by the Hunter superclass.

Health Points and Shields

Shield Die Size: d8

Health Points at 1st level: 8 + your Constitution modifier

Health Points at higher levels: Add your Constitution modifier for every level after 1st, minimum 0

Shield Points at 1st level: 8

Shield Points at higher levels: 1d8 (or 5) for every level after 1st

Proficiencies

Armor: Light armor, medium armor

Weapons: Simple melee weapons, longswords, shortswords, smallswords, combat bows, simple firearms, fusion rifles, linear fusion rifles, sniper rifles

Vehicles: Jumpships, sparrows

Saving Throws: Strength, Dexterity

Skills (Choose 3): Acrobatics, Animal Handling, Arcana, Athletics, Insight, Investigation, Perception, and Stealth

Nightstalker's Focus

Even at 1st level, your preternatural focus grants you heightened awareness, including keen sensitivity to the weaknesses of your enemies. Once on your turn, you may spend focus to perform one of the focus actions detailed at the end of this class description.

You cannot perform a focus action if you don't have enough focus points, or if you don't meet the level prerequisite. Unless the focus action describes otherwise, you spend focus immediately when you perform the focus action.

You have a maximum amount of focus determined by your Nightstalker class level, as shown in the Max Focus column of the Nightstalker table. At the start of each of your turns, you regain one point of focus. If you end your turn without having spent any focus, you regain one additional point of focus. You regain all focus when you complete a brief rest.

If you use a focus action that requires concentration, you regain no focus at the start of your turn while concentrating on it. You cannot begin concentration on a focus action if doing so would reduce you to 0 focus, and if you fall to 0 focus while concentrating on a focus action, you immediately lose concentration.

Born of the Wild

The void calls to you, drawing you to the quietude of

Case Study: Nightstalker's Smoke

The effects of the Nightstalker's smoke may not be readily apparent, so we've put together this case study to help explain what happens. For this, we'll assume you are the Nightstalker, and you have decided all enemies are affected by your Smoke, while all your allies are not.

While an enemy is inside the cloud of the Smoke, it is considered Blinded, so you and your allies have advantage against them whether you are inside the Smoke or not.

Enemies outside the Smoke cannot see into it, so they make attacks against all creatures inside the Smoke with disadvantage.

If an enemy wants to make an attack against a target beyond the area of the Smoke cloud, and the area of the Smoke cloud blocks line of sight, the attack has disadvantage because the enemy cannot see through the cloud.

While you or an ally is standing inside the Smoke cloud, or while the area of the Smoke cloud is between you and the enemy, you have advantage on attacks against the enemy because they cannot see you, but you can still see them.

empty spaces. You typically feel more at home in the wilds than within the confines of the City walls, and as such you are particularly familiar with natural environments. You have the following benefits:

- You become proficient in the Nature skill if you weren't already.
- You gain a climbing speed and swimming speed equal to your base walking speed.
- You have superior vision in dim and dark conditions, granting you darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. If you already had darkvision, the range of your darkvision increases by 30 feet.
- Nonmagical and non-paracausal difficult terrain doesn't slow your movement.
- If you are traveling alone, you can move stealthily at a normal pace.

Light Affinity

When you reach 2nd level, you know how to harness the Light you possess, and you shape it in the form of void Light. Wisdom is your Light ability score, and your Wisdom modifier is your Light ability modifier. You use your Wisdom modifier to determine your Light attack modifier and to set the save DC against your Light abilities, as shown below. When you are told to make a Light ability saving throw, you make a Wisdom saving throw.

For more information on Light abilities, including how recharge rolls work, see Chapter 8.

Light ability modifier = your Wisdom modifier

Light save DC = 8 + your proficiency bonus + your Wisdom modifier

Light attack modifier = your proficiency bonus + your Wisdom modifier

Melee Ability

At 2nd level you gain your melee ability option, Smoke, which you cast using melee ability charges. You have a single melee ability charge. You regain spent melee ability charges when you complete a brief rest.

Smoke

Casting Time: 1 action

Range: 40 feet, mortar

Cost: 1 melee ability charge

Recharge: d6, 6

Duration: Instantaneous

You devise a clever, compact smoke bomb infused with a pinch of void Light, which you throw at a hard surface you can see within range. Upon impact, the puck breaks apart and releases an opaque cloud of green-black smoke that spreads to fill a sphere with a 10-foot radius. The cloud spreads around corners, and the area of the cloud is considered heavily obscured. A creature with darkvision can't see through the cloud, and nonmagical/non-paracausal sources of light can't illuminate it. Creatures of your choice can see through the cloud as if it were only a lightly obscured area. The cloud disperses at the start of your next turn.

Draw From The Void

At 2nd level, your communion with the void gives you an atypical perspective on things, and a tendency to see what others do not. You can always choose to use your Wisdom ability score when determining your modifiers for Arcana, Investigation, and Nature checks.

Nightstalker Profession

At 3rd level, you choose to focus on and train in a Nightstalker profession: the Trapper, the Pathfinder, or the Wraith, all detailed at the end of this class description. Your choice grants you features at 3rd level and again at 6th, 11th, and 15th levels.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th,

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

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Stalwart

At 7th level, experience working with the energies of the void has taught you to keep on your toes. You gain one of the following features of your choice.

Evasion. If you are subject to a Dexterity saving throw to only take half damage from an effect, you instead take no damage if you succeed, and only half damage if you fail.

Defensive Rebound. If you take damage from a creature's attack, until the end of the creature's turn, you have a bonus +4 to your AC against any subsequent attacks the creature makes against you, and a bonus +4 to any subsequent saving throws the creature causes you to make.

Steel Will. You have advantage on all saving throws you make to prevent yourself from becoming Frightened, and on Constitution saving throws you make to maintain concentration.

Specter's Skills

At 10th level, you have mastered conventional and paracausal stealth techniques, using the Light to become part of the darkness when you move in the shadows, undetectable by eyes and scanners alike. If you are in darkness and moving stealthily, you are invisible to any creature that relies on darkvision or scanners to see you, and creatures have disadvantage on Wisdom (Perception) checks to notice you otherwise.

Sure Strikes

At 11th level, you are accustomed to striking killing blows with no hesitation. Your Amplified Hits focus action costs no focus to use, and you can add your Wisdom modifier to the damage of Amplified Hits. Using Amplified Hits still counts as using your focus action for your turn.

Silent Step

At 14th level, after so long practicing evasion and disappearance, becoming unseen is second nature to you. You can use the Hide action as a bonus action on your turn.

Unearthly Senses

At 18th level, your perceptive senses are supernaturally acute, to the point that you can practically see the invisible. When you attack a

creature you can't see, your inability to see it doesn't impose disadvantage on your attack rolls against it. You are also aware of the exact location of any invisible creature within 30 feet of you, provided you are aware that the creature is within 30 feet of you at all, and you aren't Blinded or Deafened.

Lucid Hunter

At 20th level, your unbreakable connection to the all-pervasive void keeps your mind clear as an interstellar vacuum, and replenishes you in an instant when you call upon it. As a bonus action on your turn, you can regain all spent focus. Once you use this feature, you must complete a short or long rest before you can use it again.

Nightstalker Professions

Nightstalkers' scouting abilities, stealth skills, and control over void energies all vary from one practitioner to the next, but are broadly regarded as belonging to three distinct professions. Your chosen profession will influence what you learn and how you use it as you venture deeper into the night.

Trapper

Nightstalkers are famous for the Dusk Bow they wield, and the soaring arrows of concentrated void Light it sends forth. As a professional Trapper, you wreak stunning devastation by loosing a single such arrow, tethering whole packs of enemies to the point it strikes. Thus weakened, your foes are ripe prey for your allies—or for you to wipe out alone.

Super Ability: Shadowshot

Gained at 3rd level (see superclass description)

Casting Time: 1 action

Range: 100/200

Cost: 1 super ability charge

Recharge: d20, 18

Duration: Concentration, up to 1 minute

You summon a recurve bow of pure void Light into your hands—your Dusk Bow—and shoot a single arrow from it. Make a ranged Light attack roll, and add a bonus to the total of your attack roll equal to your Light level. On a hit the target takes 2d8 + your Wisdom modifier + your Light level in void damage. Hit or miss, a void anchor spawns in the same space as your target, and remains in place while you are concentrating on this super ability.

For the duration, you can choose a number of creatures, up to 2 + your Wisdom modifier who are within 15 feet of the void anchor to become Tethered by the void anchor (see Conditions). You can only choose a creature to become Tethered if there is an opening at least 1 foot in diameter between the anchor and the creature. Large or smaller creatures who are Tethered by your void anchor also become Restrained. At any time on your

turn, you can change which creatures are Tethered.

A creature Restrained by your void anchor may make a Charisma saving throw at the start of each of their turns. Increase the DC for this save by an amount equal to your Light level. If the creature succeeds, they may use up to 5 feet of their movement on their turn.

Blood Bound. If any creature that is Tethered by your void anchor takes damage from one source, all other creatures Tethered by your void anchor take $1d6 +$ your Light level in void damage.

At Higher Levels. Increase the damage of Shadowshot by $1d8$ and increase the damage of the Blood Bound effect by $1d6$ for each Light level you are above first.

Keen Scout

At 3rd level, you are already an accomplished tracker with impressive situational awareness and perceptive skills. You gain the following benefits:

- Your base walking speed increases by 5 feet.
- When moving stealthily, creatures cannot rely on their passive Perception score to notice you.
- If a creature is Tethered by your Shadowshot super ability, you always know where they are for the next minute, if they are within 60 feet of you.

Ensnaring Smoke

Also at 6th level, you adjust the formulation of your Smoke bomb to add an enervating effect. When you cast Smoke, all creatures of your choice who are in the area of your Smoke cloud, or who enter the area for the first time on a turn, must succeed on a Charisma saving throw against your Light save DC or become Restrained for the next minute. A creature can repeat the saving throw at the end of each of their turns, ending the effect early on itself on a success. A creature who succeeds on their saving throw, or for which the effect ends, becomes immune to being Restrained in this way for 24 hours.

Vanishing Step

At 11th level, you've come to understand the best way to keep out of sight is to use the Light to simply become invisible. When you spend a superclass ability charge on your Hunter's Dodge, you are also granted active camouflage that lasts until the start of your next turn. Additionally, when you cast Hunter's Dodge while two or more hostile creatures are within 15 feet of you, you can regain a melee ability charge. If there are 3 or more hostile creatures within 15 feet of you, you can regain both a melee and grenade ability charge instead.

Black Hole

Beginning at 15th level, you have attained a deeper attunement with the void, allowing you to draw upon more of its energy when you use your Dusk Bow. The duration of your Shadowshot increases to

a number of minutes equal to your Wisdom modifier, and the range of its Void Anchor increases to 40 feet. You cannot lose concentration on the void anchor of your Shadowshot as a result of taking damage.

Pathfinder

The Nightstalker's Dusk Bow is a weapon, and as a pathfinder, you specialize in its use as a fighting tool. You learn to nock, draw, and loose a rapid barrage of arrows, each a death sentence written in void Light. Whether your sparkling darts bring down big game or strike multiple smaller foes, every one clears a path through the night for your allies.

Super Ability: Moebius Quiver

Gained at 3rd level (see superclass description)

Casting Time: 1 action

Range: 100/200

Cost: 1 super ability charge

Recharge: $d20, 17$

Duration: Instantaneous

You summon a recurve bow of pure void Light into your hands—your Dusk Bow—and, as part of the same action, can shoot up to three arrows from it. Make a ranged Light attack roll for each arrow, with a bonus to hit equal to your Light level. Each arrow deals $2d8 +$ your Wisdom modifier + your Light level in void damage on a hit. After hitting a target with an arrow, the target becomes Weakened for the next minute.

At Higher Levels. When you make an attack with Moebius Quiver at a Light level of 2nd or higher, its damage increases by $1d8$ for each Light level you are above 1st.

Shadestep

At 3rd level, you already know how to slip into the hidden spaces behind the superficially visible. You gain the following focus action.

Shadestep (3 focus). You spend focus to step into the shadows, teleporting to an unoccupied space you can see within 10 feet of you. You take all carried and worn equipment of your choice with you when you do this.

Vanish In Smoke

At 6th level, you perfect a modification to your Smoke that endows it with short-term camouflaging capabilities for you and others. On the turn that the cloud from your Smoke appears, all creatures of your choice within the area gain active camouflage that lasts until the end of their next turn.

Combat Provision

When you reach 11th level, your connection to the void has grown stronger, giving you greater insight into channeling your Light. If a creature takes

damage from your Light grenade, you have advantage on melee recharge rolls you make until the end of your next turn. When you invoke Vanish in Smoke, you can make a grenade recharge roll once for each allied creature that gains active camouflage.

Heart Of The Pack

At 15th level, you deeply value those you allow to become your comrades. When you strike a killing blow, it is as much for them as for yourself. Once on your turn, if you reduce a creature to 0 hit points with the damage from your Moebius Quiver, you and all other Risen creatures of your choice within 40 feet of you can make a shield recharge roll.

Wraith

Not all Nightstalkers prefer to unleash their Light from a distance. Under the profession of the wraith, you call upon the void not for arrows, but for blades, and a supernatural awareness of your enemies that allows you to stalk any battlefield with impunity and strike with deadly accuracy.

Super Ability: Spectral Blades

Gained at 3rd level (see superclass description)

Casting Time: 1 bonus action

Range: Self

Cost: 1 super ability charge

Recharge: d20, 18

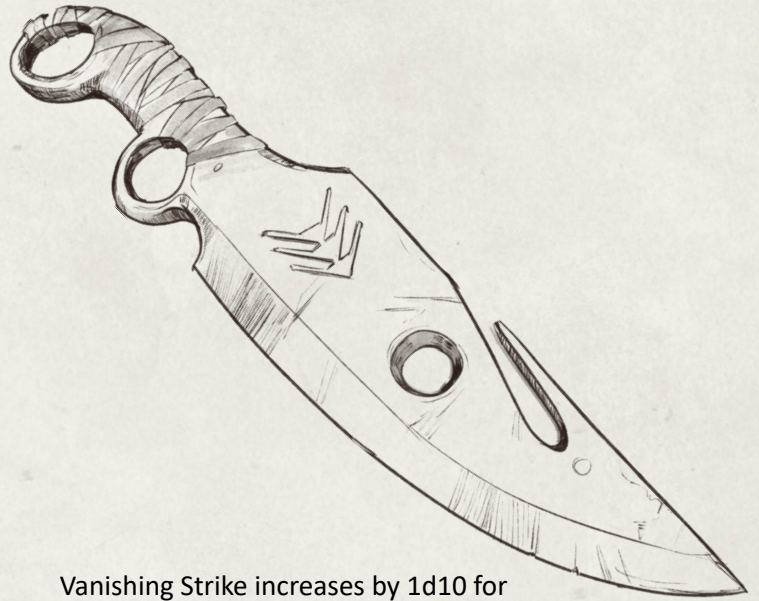
Duration: Concentration, up to 1 minute

You summon a pair of knives made of pure void Light into your empty hands. While concentrating on this super ability, the following effects apply: your base walking speed increases by 10 feet; you are under the effects of your Truesight focus action; you cannot hold any other weapons or objects in your hands (any weapons or objects you are holding when you cast this super ability are immediately dropped).

Void Blade. You can make a basic attack with your blades. Make a melee Light attack roll against a target you can touch within 5 feet, and increase your Light attack modifier by an amount equal to your Light level for the attack. The target takes $1d6 +$ your Wisdom modifier + your Light level in void damage on a hit. If you have the option to attack multiple times with the Attack action, this attack can replace one or more of them.

Vanishing Strike. As an action you strike out with both blades at once. Make a melee Light attack roll against a target within 5 feet, and increase your Light attack modifier by an amount equal to your Light level for the attack. The target takes $3d10 +$ your Wisdom modifier + your Light level in void damage on a hit. Hit or miss, you are granted active camouflage until the end of your next turn.

At Higher Levels. When you cast Spectral Blades at a Light level of 2nd or higher, the damage of



Vanishing Strike increases by $1d10$ for each Light level you are above 1st, and the damage die size of Void Blade increases by one for each Light level you are above 2nd.

Truesight

Also at 3rd level, your sensory perception is conducted by all-pervasive void energy, endowing you with a kind of second sight. You gain the following focus action.

Truesight (2 focus, up to 1 minute). You spend focus and, for the next minute, you gain Light-enhanced supernatural sight that allows you to see clearly in normal, paracausal, and magical darkness, and you can see all creatures and objects as ghostly outlines, even invisible ones. Furthermore, you automatically detect visual illusions and succeed on saving throws against them.

You can see in this way to a range of 60 feet. This sight can penetrate most barriers but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt, as well as by any barriers that prevent divination.

Corrosive Smoke

At 6th level, you concoct a modified formula for the composition of your Smoke. When you cast Smoke, you may choose to make it so that all creatures other than you within the area of the cloud must make a Constitution saving throw against your Light save DC. On a failed save, they become Poisoned for 1 minute. Creatures Poisoned in this way take $2d6$ void damage at the start of each of their turns. A creature can repeat the saving throw at the end of each of their turns, ending the effect on itself early on a success.

Until the cloud dissipates, if a creature enters the cloud for the first time on a turn and isn't already Poisoned, they must make the same saving throw against this effect.

The damage of this feature increases as you gain Nightstalker levels. It becomes $3d6$ at 11th level, and $4d6$ at 17th level.

Flawless Execution

Beginning at 11th level, with a deepening connection to the void, invoking its power through your Light heightens your perception even more readily. While you are not missing any health points, killing a creature on your turn while Aiming grants you active camouflage for 1 minute. In addition, while you have active camouflage from any source, you are also granted the benefit of your Truesight focus action.

Unseen Strike

When you reach 15th level, you have perfected the devastating technique of an invisible surprise strike. If you hit a creature with a melee attack while under the effects of active camouflage, they must also make a Constitution saving throw against your Light save DC. They become Weakened for the next minute on a failed save. A creature Weakened in this way has any damage they deal reduced by 1d10 + your Wisdom modifier. A Weakened creature can repeat the saving throw at the end of each of their turns, ending the effect early on a success. A creature who succeeds on the saving throw, or for which the effect ends, becomes immune to being Weakened by this feature for 24 hours.

Focus Actions

Focus actions are listed in alphabetical order.

Amplified Hits

Cost: 1 focus

When you make a successful attack roll, you can increase the damage of the attack by 1d6.

At Higher Levels. The damage of this focus action becomes 1d8 at 5th Nightstalker level, 1d10 at 11th Nightstalker level, and finally, it becomes 1d12 at 17th Nightstalker level.

At the Ready

Prerequisite: 5th level, must be using a ranged weapon

Cost: 3 focus

As your action, pick a spot you can see within the extended range of a ranged weapon you are holding. Until the start of your next turn, whenever a creature moves within 15 feet of that spot, you can take a shot against them. You can only make one shot against a creature, and you can only take shots against a maximum number of creatures equal to your Wisdom modifier.

Farsight

Cost: 4 focus

For the next minute, weapons with a scope have their scope values increase by half of their current value for you. Round down to the nearest multiple of 5 when you do this. For example, a weapon with scope ranges of 35/50/90 would see its ranges become 50/75/135 for you.

Flatline

Cost: 2 focus

Duration: Up to 10 minutes

Your Light goes cold as the void. For the duration, you appear as a dead creature if scanned, and your heartbeat cannot be detected.

Phantom Stride

Prerequisite: 5th level

Cost: 4 focus

Duration: 10 minutes

Your base walking speed increases by 10 feet for the duration. You cannot benefit from this focus action more than once at a time.

Predator's Eye

Prerequisite: 5th level

Cost: 4 focus

You grant yourself advantage on the first attack roll you make before the start of your next turn.

Refresh

Prerequisite: 20th level

Cost: 16 focus

You regain up to one melee, grenade, and superclass ability charge, and you can make a shield recharge roll. You must complete a long rest before you can use this focus action again.

Specter's Shroud

Prerequisite: 13th level

Cost: 8 focus

Duration: Concentration, up to 10 minutes

As an action you can spend focus and exert your Light to dissociate out of the normal phase of space, becoming almost as unseen as the void itself. For the duration, you have a bonus +10 on Dexterity (Stealth) checks you make, creatures have disadvantage on attack rolls against you, and you can't be tracked except by paracausal means. You leave behind no physical tracks or other traces of your passage. You cannot benefit from this focus action more than once at a time.

Stabilize

Prerequisite: 9th level

Cost: 4 focus

You end an effect that is causing you to be Blinded, Burning, Charmed, Deafened, Frightened, or Poisoned.

Study

Cost: 1 focus

As a bonus action, you learn key information about one target that you can see. Make a Wisdom (Perception) check with a DC equal to 8 + the CR of the target (round up to 1 for creatures of a CR less than 1). If the target is aware of your presence, the target can choose to contest your check with a Wisdom (Survival) or Charisma (Deception) check, target's choice. If you are seeing this target through a video source, you can use this focus action once for every 10 minutes of clear video recorded of the target.

If your Wisdom (Perception) check meets or exceeds the DC, or if it meets or exceeds the total for the target's contested check, you learn one of the following about the target:

- Armor class
- Current hit points
- Highest ability score
- Energy shield alignment
- Any one weakness, resistance, or immunity the target has
- One saving throw the target is proficient in, if any

Stunning Blow

Prerequisite: 17th level

Cost: 10 focus

As an action you make a single attack against a creature. On a hit, the creature must succeed on a Constitution saving throw (DC = 8 + your proficiency bonus + your Wisdom modifier). On a failed save, they are Stunned for the next minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself early on a success.



Striker

Uncertainty preceded the mobilization: Should we step into a conflict that does not directly threaten us? Should we risk our meager resources when we have only just begun to recover?

As if there was ever a choice, she thinks. The Red Planet was once a shining beacon of humanity's force of will. Rusted, now. Pitted, scarred, broken. It is fitting that the Iron Planet should play host to the Iron Legions, should witness the coming of such a war.

She steps from her sparrow, plants an armored foot in the ruddy dust, revels in the impact. The sand whispers to her and she can hear its jealous laughter: mine, mine, mine. Dead, the Warlocks call it, stolen by the void. Lost, the Hunters whisper.

But she is a Titan, and she has come to reclaim what was taken.

Secrets linger here, and though the hungry sands cling to the ruins of her forebears, she can feel the beating heart of her kindred beneath the blood-red crust.

There is a purity to Mars: to the desolation, to the truth of the ruin. This is a place of action. This is a place of trial.

In the valley below her, the Cabal outpost seethes with action. Harvesters drop waves of Cabal, all intent on gratuitous expansion, ignorant of the lone shape on the crest of the dune.

The whine of sparrows alerts her to the arrival of her fellows, Striker Titans all. They stand in silence upon the ridge, looking out over the ugly structure. They have read the reports: Ghosts speak of a fist, of the blunt force that took the planet in days. And now the fist becomes an open palm, now the fingers spread as the Cabal grasp for a stranglehold on this place that is not theirs, was never theirs, must be taken from them.

No, there was never a choice. This was fated. A fist they brought, to crush the memory of her ancestors. A fist they will meet in return.

Smash Everything

To defend by preemptive attack; to scatter enemy lines at the fore; to reflexively hurl your body in the way of harm to protect your comrades; and to exult in every opportunity for thunderous melee—this is the essence of the Striker. While Titans collectively are renowned protectors and frontline fighters, Strikers are the most direct, and their offensive and defensive tactics are one and the same: smash. Strikers always and unhesitatingly want to be in the thick of any fight, and eagerly abandon guns in favor of their fists when ammunition runs low or close combat is called for.

Strike True

Risen who become Titans are characteristically stalwart, yet even so some shrink from the uncompromising directness necessary for the Striker discipline. Those who choose to become Strikers

The Striker			
Level	Proficiency Bonus	Features	Light Level
1st	+2	Brawler, Lightning Reflexes	1st
2nd	+2	Light Affinity, Melee Ability, Reckless Engagement	1st
3rd	+2	Striker Training	1st
4th	+2	Ability Score Improvement	1st
5th	+3	Extra Attack	2nd
6th	+3	Striker Training feature	2nd
7th	+3	Spring in Your Step	2nd
8th	+3	Ability Score Improvement	2nd
9th	+4	—	3rd
10th	+4	Enduring	3rd
11th	+4	Striker Training feature	3rd
12th	+4	Ability Score Improvement	3rd
13th	+5	—	4th
14th	+5	Fight Response	4th
15th	+5	Striker Training feature	4th
16th	+5	Ability Score Improvement	4th
17th	+6	—	5th
18th	+6	Strongest at Your Weakest	5th
19th	+6	Ability Score Improvement	5th
20th	+6	Bring the Thunder	5th

often feel it is no choice at all, but simply the only truly honest expression of themselves. They are possessed of an earnest, irrepressible urge to close the distance, flout all risk, and shatter their foes spectacularly.

Class Features

As a Striker, you gain the following class features in addition to the features granted by the Titan superclass.

Health Points and Shields

Shield Die Size: d8

Health Points at 1st level: 8 + your Constitution modifier

Health Points at higher levels: Add your Constitution modifier for every level after 1st, minimum 0

Shield Points at 1st level: 8

Shield Points at higher levels: 1d8 (or 5) for every level after 1st

Proficiencies

Armor: All armor

Weapons: All weapons and firearms

Vehicles: Jumpships, sparrows

Saving Throws: Strength, Constitution

Skills (Choose 2): Acrobatics, Animal Handling,

History, Insight, Intimidation, Medicine, Perception, and Religion

Brawler

You know to rely on your fists more than any other weapon. This mindset has granted you the following benefits:

- You can use your Strength or Dexterity modifier to determine the attack and damage rolls of your unarmed strikes. You must use the same modifier for both rolls.
- On your turn, if you take the Attack action, you can use your bonus action to make an unarmed strike.
- As a bonus action on your turn, you can move up to your speed toward a hostile creature you can see or hear. You must end this movement within 5 feet of the creature in order to do this.
- You are considered proficient with improvised weapons.

Lightning Reflexes

You have an uncanny sense of your surroundings and know just when to react. You have advantage on Dexterity saving throws against effects you can see, such as when you can see a walker firing its main cannon at you, or when you can see a grenade about to detonate.

Light Affinity

Beginning at 2nd level, you have learned to harness the Light you possess, and you shape it in the form of arc Light. Constitution is your Light ability score, and your Light Ability modifier is your Constitution modifier. You use your Constitution modifier to determine your Light attack modifier and to set the save DC against your Light abilities, as shown below. When you are told to make a Light ability saving throw, you make a Constitution saving throw.

For more information on Light abilities, including how recharge rolls work, see Chapter 8.

Light ability modifier = your Constitution modifier

Light save DC = 8 + your proficiency bonus + your Constitution modifier

Light attack modifier = your proficiency bonus + your Constitution modifier

Melee Ability

At 2nd level, your Light gives you the ability to empower your unarmed strikes. You acquire a new Light ability, the Storm Fist, which you cast using melee ability charges. You have one melee ability charge.

Storm Fist

Casting Time: 1 action

Reach: 5 feet

Cost: 1 melee ability charge on hit

Recharge: d6, 5

Duration: Instantaneous

You channel arc Light into your fist and swing at a target you can touch. Make a melee Light attack roll. On a hit, you deal 2d10 + your Constitution modifier in arc damage. You only spend your melee ability charge if you successfully hit a target.

At Higher Levels. As you gain Striker levels, the number of damage dice you roll for Storm Fist increases. It becomes 3d10 at 5th level, 4d10 at 11th level, and 5d10 at 17th level.

Reckless Engagement

When you reach 2nd level, you become confident in your own might, and remain aggressively self-assured in challenging combat situations. At the start of your turn you can choose to throw all caution to the wind and begin a Reckless Engagement. Doing so gives you advantage on

melee weapon attack rolls, Close-range firearm attack rolls, and on Light attack rolls until the end of your turn, but all attack rolls against you have advantage until the start of your next turn.

In addition, your Light has adapted to keep you on your feet. Once on your turn, if you kill a hostile creature while under the effects of Reckless Engagement, you can make a shield recharge roll.

Striker Training

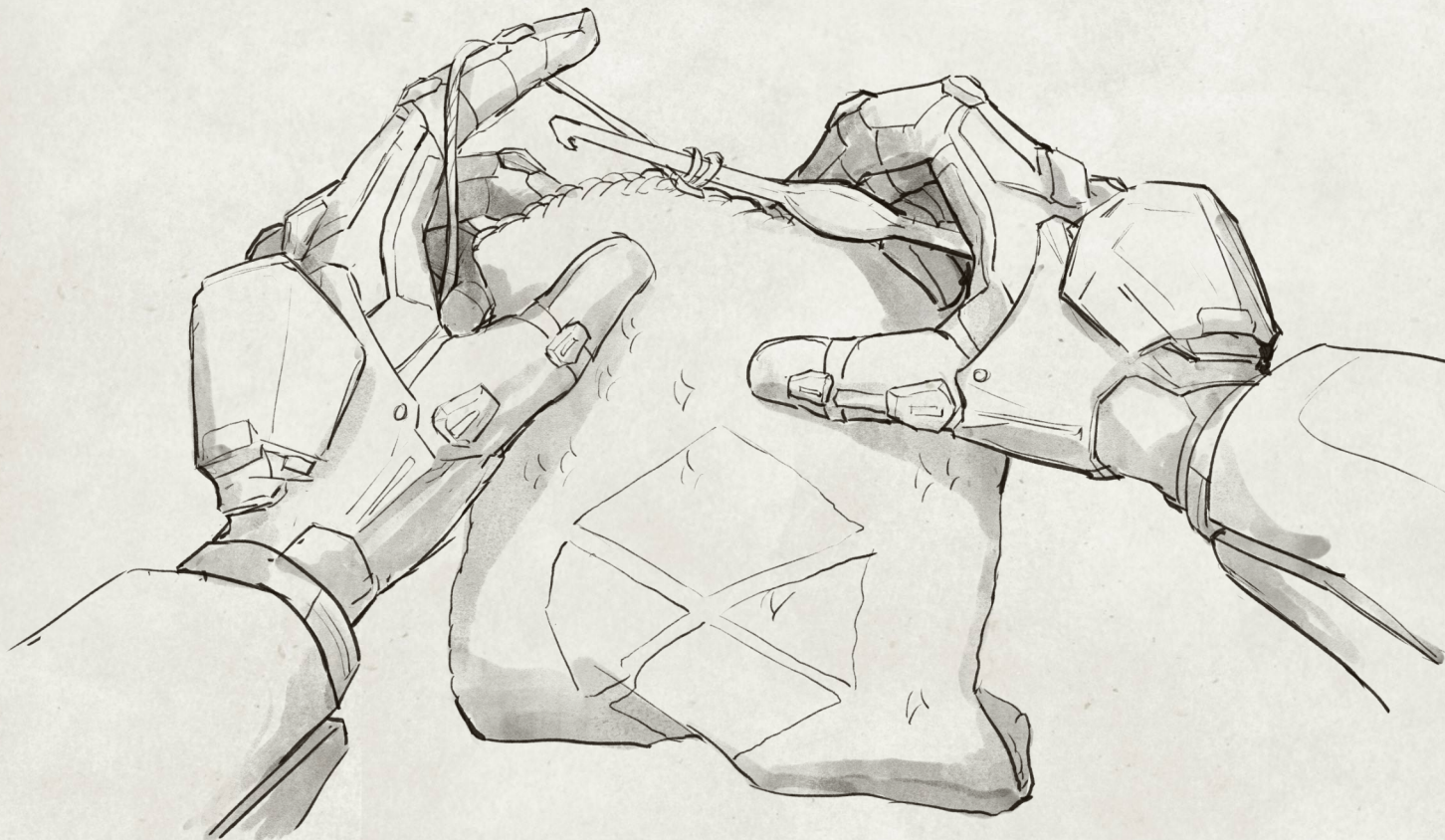
At 3rd level, you choose a training discipline that shapes your abilities and reflects the role you prefer in combat. Choose the training of the Juggernaut, the Engineer, or the Gladiator, detailed at the end of this class description. Your choice grants you your super ability option, as well as features at 3rd, 6th, 11th, and 15th levels.

Ability Score Improvement

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

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.



Spring in Your Step

By the time you reach 7th level, you have grown used to striding swiftly to make sure you are always first to the fight. Your base walking speed increases by 10 feet.

Enduring

Starting at 10th level, you can push yourself to new limits, keeping yourself fighting despite grievous wounds. If you drop to 0 hit points and don't immediately lose your Light, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead.

Each time you use this feature after the first, the DC increases by 5. If you complete a long rest, or if your Ghost resurrects you from death, the DC of this feature returns to 10.

Fight Response

At 14th level, you're always ready for a fight. You have advantage on initiative rolls. In addition, if you are surprised at the start of combat and aren't Incapacitated, you can act normally on your first turn, but only if you cast a Striker class super ability before moving or taking any other action or bonus action on that turn.

Strongest at Your Weakest

By 18th level, your resolve allows you to strike back even harder after you take a devastating blow, rather than be knocked back on your heels. If a hostile creature reduces your energy shield points to 0, you can choose to grant yourself either a bonus to hit on the first attack roll you make before the end of your next turn, or a bonus to the DC of the first saving throw you cause a creature to make before the end of your next turn. The bonus for either of these is equal to your Constitution modifier.

You cannot invoke this feature again until you regain at least one energy shield point.

Bring the Thunder

At 20th level, your upwelling Light surges at the ready as easily as you flex your fist. When you roll initiative, if you don't have your super ability charge remaining, you can choose to regain your super ability charge. Once you use this feature, you must complete a long rest before you can use it again.

Striker Trainings

To fill your fists with arc Light and bring them down like thunder is the Striker's calling—but how you train shapes the kinds of punches you throw. Your chosen training discipline determines which abilities you will acquire, and how your fighting fitness develops.

Juggernaut

First to the fray and last to leave, you are the unstoppable blow that breaks the enemy line, and the unflappable counterstrike that clears the way for your allies. Your Fist of Havoc turns you into walking lightning, and your every attack becomes a veritable thunderstrike.

Super Ability: Fist of Havoc

Gained at 3rd level (see superclass description)

Casting Time: 1 bonus action

Range: Self

Cost: 1 super ability charge

Recharge: d20, 18

Duration: Concentration, up to 1 minute

You summon a torrent of arc Light into yourself, turning your own body into the ultimate weapon. While concentrating on this super ability, the following effects apply: your base walking speed increases by 10 feet; you regain one melee ability charge at the start of each of your turns; you have a resistance to arc, bludgeoning, kinetic, piercing, and slashing damage; you cannot hold any other weapons or objects in your hands (any weapons or objects you are holding when you cast this super ability are immediately dropped).

Shockwave. While concentrating on your Fist of Havoc, you can use your action to slam both of your fists into a hard surface that you share the same space with, such as a wall or the floor, to send out a shockwave of arc Light all around you. All creatures within 5 feet of you must make a Constitution saving throw against your Light save DC, with a bonus to your DC equal to your Light level. They take 4d8 + your Constitution modifier + your Light level in explosive arc damage on a failed save, or half as much on a success.

At Higher Levels. When you use Shockwave at a Light level of 2nd or higher, the damage increases by 1d8 for each Light level you are above 1st.

Fist First

Also at 3rd level, you embrace the old idea that a good offense is the best defense. When you hit a hostile creature with Storm Fist, you also grant yourself an overshield that lasts for up to one minute.

Unwavering

At 6th level, no opponent is ever too much for you to take on. When you invoke Reckless Engagement, you gain advantage on saving throws against being Charmed or Frightened until the start of your next turn. If you are already Charmed or Frightened when you invoke Reckless Engagement, the effect ends early for you.

Immovable Stance

Beginning at 11th level, your training develops exceptionally sure footing through exercises to resist being pushed. If an effect moves you against your will along the ground, you can use your reaction to remain where you are, and if the effect normally causes you to also fall Prone, you do not fall Prone.

Way of the Fist

By 15th level, you hold yourself in constant readiness to unleash the fury of your Light at an instant's notice. The recharge value of your Fist of Havoc is reduced by one. You cannot lose concentration on Fist of Havoc as a result of taking damage.

Engineer

You choose to fight according to careful battle-plans, and even when you must strategize on the fly, your tactics are always considered and your blows are precisely placed. You train to channel your Light into the Tectonic Fist, to strike with overwhelming force in the single exact spot that will shape a battle according to your design.

Super Ability: Tectonic Fist

Gained at 3rd level (see superclass description)

Casting Time: 1 action
Range: Self
Cost: 1 super ability charge
Recharge: d20, 17
Duration: Instantaneous

You gather an upwelling of arc Light into yourself, concentrating it into a single thunderous hammerblow. Choose a hard surface in the same space as you. You slam your fists into the surface, unleashing a massive discharge of arc Light. All creatures within 15 feet of the point you struck, other than yourself, must make a Constitution saving throw (increase your normal Light save DC by an amount equal to your Light level for this). On a failed save, creatures take 4d8 + your Constitution modifier + your Light level in explosive arc damage and become Stunned for 1 minute. On a success, they take half as much damage and are not Stunned. A Stunned creature can repeat the saving throw at the end of each of their turns, ending the effect on itself early on a success.

At Higher Levels. When you cast this super ability at a Light level of 2nd or higher, the damage increases by 1d8 for each Light level you are above 1st.

Shoulder Charge

Also at 3rd level, you develop the technique of throwing your shoulder into a charging attack to knock even formidable enemies off balance. If, on one turn, you move at least 20 feet in a straight line

toward a target that is no more than one size larger than you, and you immediately hit it with your Storm Fist, the target must succeed on a Strength saving throw against your Light save DC. On a failed save it is pushed back 10 feet, where it falls Prone.

Handy Knack

At 3rd level your work as a builder and fortifier makes you proficient with the Technology skill and the electronics toolkit, if you weren't already.

Aftershocks

At 6th level, you learn to use one application of your Light to bolster the next. If you damage a hostile creature with Storm Fist, your next grenade recharge roll is made with advantage.

Grenadier

Beginning at 11th level, deliberate practice shaping your explosive Light enables you to gain a second grenade ability charge. You cannot have more than two grenade ability charges. Furthermore, you automatically succeed on concentration checks you make to maintain Light grenades that you cast.

Tectonic Fist Attunement

At 15th level, your training has advanced, and the strength of your Light has grown considerably. You learn one of the following ways to modify your Tectonic Fist. You can change your choice by practicing exercises with your Light, focusing on this feature exclusively for at least 4 hours (this practice can be done during a long rest). If you complete your practice, you lose the effects of your previous choice and gain the effects of your new choice.

Aftermath. When you cast Tectonic Fist, you also create a sphere of wild arc Light that is 15 feet in diameter, centered on you. This sphere remains in place for the next minute, and it does not require concentration. Creatures of your choice who start their turn within the sphere, or who enter the sphere for the first time on a turn, must make a Dexterity saving throw. They take 2d8 arc damage on a failed save, or half as much on a success.

Terminal Velocity. If you are airborne when you cast Tectonic Fist, and there is a hard surface no more than 60 feet directly beneath you, you can use your action to immediately fall to that hard surface and enact your Tectonic Fist. You do not take falling damage when you do this. Add 1d8 damage to your Tectonic Fist for every 20 feet you fall when you do this.

Controlled Demolition. When you cast Tectonic Fist, only creatures of your choice are affected by it.

Gladiator

You are fully committed to the belief that a bigger punch is a better punch, and train accordingly to embody the singular, earth-shattering blow of an overwhelming lightning bolt. You hone your Light to

perform the Thundercrash, literally making yourself into that bolt of lightning, to hurl in flight over and beyond any obstacles between your arc-charged fists and the spot you wish to strike.

Super Ability: Thundercrash

Gained at 3rd level (see superclass description)

Casting Time: 1 action

Range: Self

Cost: 1 super ability charge

Recharge: d20, 17

Duration: Instantaneous

Your Light swells within you, and you become a living missile carrying a payload of crackling arc Light. You fly up to 60 feet to reach a hard surface. This flight does not provoke attacks of opportunity. When you reach the surface you slam into it. All creatures other than yourself who are within 15 feet of you must make a Constitution saving throw against your Light save DC. Add a bonus to your DC equal to your Light level. On a failed save, creatures take 5d8 + your Constitution modifier + your Light level in explosive arc damage. On a success, they take half as much damage.

If you do not reach a hard surface by the end of your flight, your Light pitters out harmlessly.

Mega Impact. The maximum CR of creatures this super ability affects via your superclass' Destroy Creature feature is increased by one. At 3rd level, you destroy creatures of CR ½ or less with the damage from your Thundercrash; at 5th level, you destroy creatures of CR 1 or less; and so on.

At Higher Levels. When you use Thundercrash at a Light level of 2nd or higher, add an additional 1d8 damage for each Light level you are above 1st. Beginning at 14th level, this super ability grants 120 feet of flying speed, instead of only 60.

Hammerblows

At 3rd level, you really know how to knock someone down. Your unarmed strikes and Storm Fist attacks have their critical hit range increased by 1, and the recharge value of your Storm Fist is reduced by one.

Ballistic Slam

When you reach 6th level, it occurs to you to let gravity do the work of setting up a big attack. If you are airborne you can use your action to cast Storm Fist to hurl yourself at an unoccupied space you can see. The space must exist on a hard surface, and it must be within a range equal to your airborne height. For example, if you are 10 feet off the ground, the space must be within 10 feet of you.

You instantly move to the unoccupied space, spending half a foot of movement per 1 foot you move in this way. You suffer no falling damage for doing this, and you do not land Prone. Upon impact, all other creatures within 5 feet of you must make a Dexterity saving throw against your Light save DC. They take the damage of your Storm Fist as explosive

arc damage on a failed save, or half as much on a success. You spend a melee ability charge when you do this.

If you run out of movement before you make impact with the surface, your Light pitters out harmlessly.

Flexible Might

At 11th level, you roll with the punches so well that they often roll right off you. When you are subjected to a Dexterity saving throw to prevent yourself from taking damage, you take no damage if you succeed on your saving throw, and you only take half damage if you fail.

Impact Conversion

Starting at 15th level, your training enables a pathway for reuptake of some Light you expend through your advanced Light techniques. If you reduce a hostile creature to 0 hit points with the damage of your Thundercrash, you can regain a spent melee ability charge. For each creature you reduce to 0 hit points with the damage of your Storm Fist (including Ballistic Slam), you can make a super ability recharge roll with advantage.



Defender

She looks out beyond the wall. In the distance, what was once an indistinct mass has grown nearer, clearer. Instead of a single, writhing organism, she sees the chaos for what it is: thousands upon thousands of Fallen. Foot-soldiers, pikes, skiffs, and walkers; the combined might of the myriad, warring houses, all brought to bear on this remote corner of the Last City.

Orders are shouted and relayed; she listens to the comms with one ear and to her shield-line with the other, and as the wave of Fallen grows ever

closer a familiar calm descends around her. Shuffling feet grow still. Backs straighten. Jokes go unacknowledged. They know they are too few. They know, also, that they are enough.

Time is what the City needs, and time they will deliver.

The first of the barrages from the walkers burns across the sky, and from the void she and her fellow Defenders summon their wards in reply. The City's gun emplacements return fire, and for what feels a lifetime the battle is played out above them, distant and disconnected.

And then the call comes: skiffs, overhead. Enemies, at the wall. Vandals, climbing. Those nearest fire over the ledge, emptying their weapons into the horde, and the air is filled with the roars and screams of the Fallen, the staccato bark of auto rifles, the steady, almost airless chunking of the gun emplacements.

Soon the Fallen are at the lip of the wall, are cresting it, are among them, and though she knew already they are too few, she understands now that Twilight Gap is a battle that will be remembered, and that not all of them will live long enough to remember it. She steps from the ward, into the chaos, armor shining with the Light of the Traveler's blessing, and stares down the wave of Fallen.

Her fist meets her open palm. Knuckles crack, and from her back she pulls her shotgun.

Let them come. She will hold the line.

You Are the Wall

When the Last City has been threatened, its people have looked most of all to the Titan orders as protectors at the walls—and among Titans, those of the Defender discipline are the walls. Utterly implacable in the face of danger and stolidly unconcerned about threats to themselves, Defender Titans are an unstoppable force and immovable object in one. They direct the currents of battlefields around themselves, bulwarks against which enemy advances break and from which allies mount bolstered counterattacks.

Mighty Protection

Often the physically strongest among Risen gravitate toward Titan training, but becoming a Defender requires a protective instinct that many simply do not possess. Defenders put the welfare of their allies before their own almost as a reflex, and simply do not flinch from placing themselves in harm's way to afford others bodily protection. These qualities often make Defenders well suited for the responsibilities of command, and unsurprisingly many of the City's most famous Guardian leaders have been Defender Titans.

Class Features

As a Defender, you gain the following class features in addition to the features granted by the Titan superclass.

The Defender			
Level	Proficiency Bonus	Features	Light Level
1st	+2	Selfless, Defender's Voice	1st
2nd	+2	Light Affinity, Melee Ability, Combat Specialty	1st
3rd	+2	Defender's Calling	1st
4th	+2	Ability Score Improvement	1st
5th	+3	Extra Attack	2nd
6th	+3	Protective Light	2nd
7th	+3	Defender's Calling feature	2nd
8th	+3	Ability Score Improvement	2nd
9th	+4	—	3rd
10th	+4	Radiant Light	3rd
11th	+4	Defender's Calling feature	3rd
12th	+4	Ability Score Improvement	3rd
13th	+5	—	4th
14th	+5	Bastion	4th
15th	+5	Defender's Calling feature	4th
16th	+5	Ability Score Improvement	4th
17th	+6	—	5th
18th	+6	Brilliant Light	5th
19th	+6	Ability Score Improvement	5th
20th	+6	Champion of Light	5th

Health Points and Shields

Shield Die Size: d12

Health Points at 1st level: 12 + your Constitution modifier

Health Points at higher levels: Add your Constitution modifier for every level after 1st, minimum 0

Shield Points at 1st level: 12

Shield Points at higher levels: Add 1d12 (or 7) for every level after 1st

Proficiencies

Armor: All armor

Weapons: All weapons and firearms

Toolkit: Medical toolkit

Vehicles: Jumpships, sparrows

Saving Throws: Strength, Constitution

Skills (Choose 2): Arcana, History, Insight, Medicine, Perception, Persuasion, Religion, and Technology

Selfless

You instinctively put others' safety before your own, and will do whatever is necessary to keep your allies from harm. When a creature you can see makes an attack roll against a target other than yourself that is within 5 feet of you, you may use your reaction to impose disadvantage on the attack roll. If the attack

still hits, you can choose to take the damage of the attack instead.

If the target you want to defend is not within 5 feet of you, but is within your movement, you can still invoke this feature if, as part of your reaction, you move up to your movement toward the target. This reduces your movement on your next turn by the same amount. You can only do this if the movement would put you within 5 feet of the target, only if you are not Restrained, and only if you would still have at least 5 feet of movement for your next turn.

Defender's Voice

Even at 1st level, your voice carries a certain authoritative weight, making those willing to listen predisposed to heed you. You have advantage on Charisma (Persuasion) checks you make when speaking to creatures that are not hostile to you.

Light Affinity

Beginning at 2nd level, you know how to channel the Light you possess, and you shape it in the form of void Light. Charisma is your Light ability score, and your Light Ability modifier is your Charisma modifier. You use your Charisma modifier to determine your Light attack modifier and to set the save DC against your Light abilities, as shown below. When you are told to make a Light ability saving throw, you make a Charisma saving throw.

For more information on Light abilities, including how recharge rolls work, see Chapter 8.

Light ability modifier = your Charisma modifier

Light save DC = 8 + your proficiency bonus + your Charisma modifier

Light attack modifier = your proficiency bonus + your Charisma modifier

Melee Ability

Starting at 2nd level, you learn to strike out with your void Light. You gain a new Light ability, Disintegrate, which you cast using your melee ability charge. You have one melee ability charge. You regain spent melee ability charges when you complete a brief rest.

Disintegrate

Casting Time: 1 action

Reach: 5 feet

Cost: 1 melee ability charge on hit

Recharge: d6, 5

Duration: Instantaneous

You summon your void Light into your fist and strike out against a target you can touch. Make a melee Light attack roll. On a hit, you deal 2d10 + your Charisma modifier in void damage and gain an overshield that lasts for the next minute. You cannot make melee ability recharge rolls while you have this overshield. You only spend your melee ability charge if you successfully hit a target.

At Higher Levels. As you gain Defender levels, the number of damage dice you roll for Disintegrate increases. It becomes 3d10 at 5th level, 4d10 at 11th level, and 5d10 at 17th level.

Combat Specialty

At 2nd level, you have developed a fighting specialization with a distinct style. Choose one of the following options. You can't select a Combat Specialty option more than once, even if you later get to choose again.

Defense

While wearing Guardian armor, you have a bonus +1 to your AC.

Dual-wielder

While dual-wielding, if you make an offhand attack that hits, you can add your ability modifier to the damage of your offhand weapon. You can also dual-wield a one-handed weapon with an agile weapon, though you can only use your agile weapon as your offhand weapon attack. See Chapter 7 for more information on dual-wielding.

Generalist

When you are wielding one simple firearm or one simple melee weapon and no other weapons, you have a bonus +2 to damage rolls with that weapon.

Heavy Weapons Expert

When you roll a 1 or 2 on a damage die for an attack you make with a martial weapon or firearm, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

Loaded for Bear

You have a bonus +2 to attack rolls you make with weapons that have the Loading property.

Master at Arms

You have a bonus +1 to all weapon DCs calculated using your proficiency bonus, as well as payload DCs.

Defender's Calling

Upon reaching 3rd level, you begin to follow your specific calling as a Defender. Choose from the Calling of the Light, Calling of the Shield, or Calling of

the Sentinel. This choice grants you features at 3rd level, and again at 7th, 11th, and 15th levels.

Ability Score Improvement

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

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Protective Light

Starting at 6th level, whenever you or another creature of your choice within 15 feet of you must make a saving throw, you can extend a defensive envelope of your Light to grant a bonus to the saving throw equal to your Charisma modifier (minimum +1 bonus). You must be conscious to grant this bonus.

Radiant Light

Starting at 10th level, you and nearby allies take comfort and strength from the reassuring radiance of the Light emanating from you. You and any other creatures of your choice within 15 feet of you can't be Charmed or Frightened. You must be conscious to grant the bonuses of this feature. If a creature is Charmed or Frightened when they start their turn within your Radiant Light, the effect ends early for them.

Bastion

At 14th level, your protection of your allies is solid as a plasteel buttress. When you invoke your Selfless Defense feature and take the damage yourself, you halve the amount of damage the attack does.

Brilliant Light

At 18th level, your Light is an oriflamme unmistakable to your allies. The range of your Protective Light and Radiant Light features increases to 40 feet.

Champion of Light

When you reach 20th level, your Light is unshakeable, like the roots of the Last City's mighty walls. If you fail a concentration check, you can choose to succeed instead. You must complete a brief rest before you can invoke this feature again.

Defender Callings

As a Defender, when you choose a calling, it is more than deciding how to train. It also reflects the ideals you believe will bring humanity to a second Golden Age. The calling you choose will determine the development of your abilities, and shape the support you provide your allies.

Calling of the Light

Those Defender Titans who would directly protect the weak and downtrodden, and keep their allies safe in battle often answer the Calling of the Light. Whether leading at the front line or serving as an indomitable backstop, Defenders of this calling stand as unflappable bulwarks against the Darkness.

Super Ability: Ward of Dawn

Gained at 3rd level (see superclass description)

Casting Time: 1 action

Range: Self

Cost: 1 super ability charge

Recharge: d20, 18

Duration: Concentration, up to 1 minute

You extend your arms and project the Light within, creating a hollow sphere of void Light with a 10-foot radius centered on you. The outside shell of this sphere is semi-opaque, does not block sound, and though it is barely an inch thick, it is considered to be a full-cover barrier made of 6 feet of relic iron which blocks line of sight for any weapons, Light abilities, or spells that require being able to see the target, or for determining the area of an effect. However, creatures can freely pass through the shell of the Ward of Dawn as if it were not a barrier.

The shell of the sphere is an object made of pure Light that can be damaged and thus breached. The shell has an AC equal to 15 + your Charisma modifier and 50 hit points, succeeds on all Strength saving throws, fails on all Dexterity saving throws, and is immune to effects that would cause a Constitution, Intelligence, Wisdom, or Charisma saving throw. If you are concentrating on your Ward of Dawn when the shell blocks damage, you must make a concentration check against the damage in order to maintain your Ward of Dawn. You can forgo making this concentration check by subtracting the damage from the Ward of Dawn's hit points. If this reduces the Ward of Dawn's hit points to 0, your concentration ends after blocking the damage.

If at any time you are 100 feet or more away from the center of your Ward of Dawn, you immediately lose concentration on this Light ability.

Armor of Light. All creatures of your choice who are in the area of your Ward of Dawn when you cast it gain an overshield. If a creature starts their turn within the Ward of Dawn, or enters the area of the Ward of Dawn for the first time on a turn, you can choose to grant them an overshield. If you use this feature to grant an overshield to a creature that

already has an overshield, but their overshield is not at maximum capacity, you restore their overshield to its maximum capacity.

A creature benefiting from this overshield loses it when they exit the Ward of Dawn.

At Higher Levels. When you cast Ward of Dawn at a Light level of 2nd or higher, the hit points your Ward of Dawn has increases by 50 for each Light level you are above 1st.

Unbreakable

At 3rd level, you wear protective Light like hardened bunker armor. While you have an overshield you have resistances to bludgeoning, kinetic, piercing, and slashing damage.

Threat Management

At 7th level, as an action you can attempt to draw an enemy's attention toward yourself, and away from your allies. Choose one creature you can see and who can clearly hear you. That creature must make a Charisma saving throw against your Light save DC. If it fails, it has disadvantage on any attacks it makes that are not directed at you until the start of your next turn and your Light wells up to form a protective skin, granting you an overshield that lasts for the next minute.

Illuminated

When you reach 11th level your study and practice of casting Light into rigid structure enables you to strengthen your Ward of Dawn. Creatures who receive an overshield via your Ward of Dawn become Empowered (Stage 2) for the next minute. Beginning at 17th level, creatures become Empowered (Stage 3) instead.

Relentless

By the time you reach 15th level, you are unflagging and tireless in your defense of your allies, and staunch in the face of your own demise. If you are reduced to 0 hit points, you can choose to drop to 1 health point instead. You must complete a long rest before you can invoke this aspect of Relentless again.

Additionally, if you take damage from a creature within 5 feet of you, you can use your reaction to make a weapon attack against that creature.

Calling of the Shield

If you yearn to lead your allies in the charge, protecting and empowering them as you surge forward together, then you have heard the Calling of the Shield. Your place is at the fore of the fighting, side by side with your staunch friends, where you can be their shield wall.

Super Ability: Banner Shield

Gained at 3rd level (see superclass description)

Casting Time: 1 bonus action
Range: Self
Cost: 1 super ability charge
Recharge: d20, 18
Duration: Concentration, up to 1 minute

You conjure a round shield of pure void Light into a free hand. While concentrating on this super ability, your base walking speed increases by 10 feet, and you cannot hold any other weapons or objects in your hands (any weapons or objects you are holding when you cast this super ability are immediately dropped). While concentrating on this super ability and holding the shield in at least one hand you have a bonus to your AC equal to your Charisma modifier, and you have a resistance to bludgeoning, kinetic, piercing, slashing, and void damage.

Shield Bash. As your action you can make an attack with the shield, which has a reach of 5 feet. When you make an attack with the shield, you make a melee Light attack roll. Increase your Light attack modifier by an amount equal to your Light level for this attack. On a hit, you deal 4d8 + your Charisma modifier + your Light level in void damage.

Rally. As an action you can hold your shield steady with two hands and focus your Light through it, creating an aura of void Light in a 10-foot radius around you. Until the start of your next turn, your speed is halved, and all creatures of your choice within the radius become Empowered (Stage 1) and receive a bonus to their AC equal to your Charisma modifier. This can stack with the bonus you already provide yourself.

At Higher Levels. Increase Shield Bash's damage by 1d8 for each Light level you are above 1st. When you cast Banner Shield at 11th level, it grants Empowered (Stage 2) instead, and when you cast it at 17th level, it grants Empowered (Stage 3).

Void Detonators

Beginning at 3rd level, you learn to arm yourself with explosive Light, which you channel into your core Light abilities. You have 3 void detonators. If a target takes void damage from your melee ability, grenade ability, or super ability, you can choose to attach one detonator to the target. For the next minute, if the target takes any further damage you can choose to cause all of your detonators on the target to explode. The target takes 1d8 explosive void damage per detonator.

The damage of your detonators increases as you gain levels in this class: to 2d8 at 5th level, 3d8 at 11th level, and 4d8 at 17th level. You regain all spent void detonators when you complete a brief rest.

Protection Of My Body

When you reach 7th level, you are keenly aware your allies depend on your strength as a frontline Defender to stand with you in the thick of battle, and you throw your all into keeping them safe. When you invoke your Selfless feature, the attack

must beat your AC instead of the target's AC, if your AC is higher than the target's.

Explosive Resupply

When you reach 11th level, you refine the design of your void detonators to replenish your own Light when they go off. If a creature is reduced to 0 hit points either from the damage of the void detonator or while a void detonator is attached to it, you and all Risen creatures of your choice within 15 feet of you can make both a shield recharge roll and a grenade recharge roll.

Rallying Force

At 15th level, you have refined your Banner Shield to the point of reclaiming the energy of outgoing attacks. If a creature Empowered by your Banner Shield kills a creature hostile to you, you and all other creatures of your choice within 15 feet of you can make a shield recharge roll. Once you use this feature, you must wait until the start of your next turn before you can use it again.

Calling of the Sentinel

Those who heed the Calling of the Sentinel protect their allies by getting ahead of threats, and putting an end to the danger themselves. Your shield offers defense, yes, but in your hands it is also a devastating weapon. Anything that comes between your comrades and their objective will be pummeled, crushed, and broken upon your shield's edge.

Super Ability: Sentinel Shield

Gained at 3rd level (see superclass description)

Casting Time: 1 bonus action
Range: Self
Cost: 1 super ability charge
Recharge: d20, 18
Duration: Concentration, up to 1 minute

You conjure a round shield of pure void Light into a free hand. While concentrating on this super ability, your base walking speed increases by 10 feet, and you cannot hold any other weapons or objects in your hands (any weapons or objects you are holding when you cast this super ability are immediately dropped). While concentrating on this super ability and holding the shield in at least one hand you have a bonus to your AC equal to your Charisma modifier, and you have a resistance to bludgeoning, kinetic, piercing, slashing, and void damage.

Shield Strike. You can make a basic attack with the shield. Make a melee Light attack roll attack against a target you can touch within 5 feet, and increase your Light attack modifier by an amount equal to your Light level for the attack. The target takes 1d6 + your Charisma modifier + your Light level in void damage on a hit. If you have the option to attack multiple times with the Attack action, this

attack can replace one or more of them.

Forward Assault. As your action, you throw your whole might behind the shield and lunge forward. Make a melee Light attack roll against a target you can touch within 5 feet, and increase your Light attack modifier by an amount equal to your Light level for the attack. On a hit the target takes $3d10 +$ your Charisma modifier + your Light level in void damage and must succeed on a Strength saving throw (increase your Light save DC by an amount equal to your Light level for this). The target is knocked Prone on a failed save.

Shield Throw. You can use your action to throw your shield in a 30-foot line, which can deflect off of hard surfaces and creatures, allowing the line to alter direction up to three times along its length. All creatures on the line must make a Dexterity saving throw (increase your Light save DC by an amount equal to your Light level for this). They take $3d8 +$ your Charisma modifier + your Light level in void damage on a failed save, or half as much on a success.

Recall. On your turn, if you are not holding your shield, you can use a free action to cause your shield to dissipate from its current location and immediately reform in one of your empty hands. The shield takes nothing with it when it does this. If the shield is ever more than 60 feet away from you, it dissipates automatically on its own.

At Higher Levels. Increase the damage of Forward Assault by $1d10$ and the damage of Shield Throw by $1d8$ for each Light level you are above 1st. The damage die size of Shield Strike increases by one for each Light level you are above 2nd.

War Machine

At 3rd level, you can reinforce your attacks with your Light. When you make a weapon attack on your turn, you can add a bonus to the damage roll equal to your Charisma modifier.

Full Stop

Starting at 7th level, when you land a hit on an unwary adversary, it brings them to a standstill. If you hit a creature with an attack of opportunity, you halt the creature in place. The creature's speed becomes 0 until the end of its turn.

Combat Superiority

At 11th level, your fighting experience has grown quite extensive. Choose one of the following features.

Advanced Training. You can choose an additional Combat Specialty.

In the Trenches. If you start your turn with two or more hostile creatures within 15 feet of you, you have advantage on super recharge rolls you make until the end of your next turn.

Superior Arsenal. If you reduce a hostile creature to 0 hit points with the damage from your Light grenade, you can make a grenade recharge roll.

Sentinel's Strength

At 15th level, your attacks are made with great aptitude and verve, and hit especially hard more often than would typically be expected. The critical hit range of all attack rolls you make is increased by 1.

Sunbreaker

It wasn't meant to be like this.

The last of her mighty hammers fades into ash. To her left, a Hive knight pulls its foul sword from the torn flesh of a Warlock's back. Legions of thralls and acolytes and lumbering ogres swarm across the lunar plain, chittering or laughing or singing with battle-joy—she does not know or care. Above her, the sky burns with sickly green fire, and in the distance a creature too terrible to name awaits.

The knight is upon her, and she slams a fist into its chest, sends it reeling backwards with flame licking up its chitinous armor. It roars at her, and her shotgun roars back, but as soon as it falls another takes its place.

Shrieks of fear and pain echo through her helmet. Panicked calls for retreat, cut short. Behind her, around her, Guardians drag their dead and dying away. "Fall back!" a Hunter screams, before a bolt of purple energy silences her.

She shakes her head. She has never seen such cowardice.

Another knight burns, and the tip of her shotgun glows forge-red beneath the green sky. She takes a step forward. And then another, against the tide, sheer willpower driving her through the waves of chitin and snapping maws. Fist, shotgun, boot: all in harmony now as she marches deeper into the ocean of blades. More and more Hive turn to challenge her, and she welcomes them with open arms.

All around her corpses pile up, and still the Hive come. She is irresistible to them now, and they ignore their easy prey to die in droves at her feet, mad with hate or hunger. She climbs the mountain of the dead inch by unsteady inch, daring them to follow, destroying them as they try.

She has heard whispers of this plague from the leaders of her Order: world-eaters, followers of the Deep itself, worshipers of death.

Come, then! she thinks, the bright laughter of her Ghost twinned with the fire in her heart. I have built myself a temple—come and worship at the altar!

Forged in Honor

Some in the Last City still consider the Sunbreakers a mere legend, but this Titan order is as real as the Light-forged hammers they famously wield. Since the grim times before the Last City was even founded, the Sunbreakers have operated independently, bound by honor and oaths to oppose the Darkness on their own terms. Even as City Guardians begin to join their ranks, the Order remains fiercely self-reliant and self-directing.

Shine Brightest

Risen who become Titans often feel a need to be capable of standing alone and holding their own ground. These feelings are strongest in those that become Sunbreakers, who train to fight battles of their own choosing, often by themselves. Even when



The Sunbreaker			
Level	Proficiency Bonus	Features	Light Level
1st	+2	Stamina Surge, Combat Specialty	1st
2nd	+2	Light Affinity, Sunstrike, Inner Flame	1st
3rd	+2	Sunbreaker Code	1st
4th	+2	Ability Score Improvement	1st
5th	+3	Extra Attack	2nd
6th	+3	Sunbreaker Code feature	2nd
7th	+3	Hammerheaded	2nd
8th	+3	Ability Score Improvement	2nd
9th	+4	—	3rd
10th	+4	Sunbreaker Code feature	3rd
11th	+4	Refined Flame	3rd
12th	+4	Ability Score Improvement	3rd
13th	+5	—	4th
14th	+5	Additional Combat Specialty	4th
15th	+5	Sunbreaker Code feature	4th
16th	+5	Ability Score Improvement	4th
17th	+6	—	5th
18th	+6	Sunbreaker Code feature	5th
19th	+6	Ability Score Improvement	5th
20th	+6	Fight Forever	5th

they join ranks with other Guardians, Sunbreakers hold themselves somewhat apart, maintaining their own standards, principles, and pride.

Class Features

As a Sunbreaker, you gain the following class features in addition to the features granted by the Titan superclass.

Health Points and Shields

Shield Die Size: d10

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

Hit Points at higher levels: Add your Constitution modifier for every level after 1st, minimum 0

Shields at 1st level: 10

Shields at higher levels: Add 1d10 (or 6) for every level after 1st

Proficiencies

Armor: All armor

Weapons: All weapons and firearms

Toolkit: Choose armorsmithing or weaponsmithing toolkit

Vehicles: Jumpships, sparrows

Saving Throws: Strength, Wisdom

Skills (Choose 2): History, Insight, Intimidation,

Perception, Persuasion, Religion, Survival, and Technology

Stamina Surge

As a Sunbreaker, your Light was forged in the heat of your Order's rigorous trials, and your resolve tempered to unflinching strength. When others might fall, you press yourself to rise again. If you take damage that reduces you to half your shield points or less, but you still have at least 1 health point remaining, you can use your reaction to make a shield recharge roll. Alternatively, if you start your turn with half your shield points or less, you can use a bonus action to make a shield recharge roll. Once you invoke this feature, you must complete a short or long rest before you can use it again.

Combat Specialty

Even at 1st level, you have a fighting specialization with a distinct style. Choose one of the following options. You can't select a Combat Specialty option more than once, even if you later get to choose again.

Defense

While wearing Guardian armor, you have a bonus +1 to your AC.

Dual-wielder

While dual-wielding, if you make an offhand attack that hits, you can add your ability modifier to the damage of your offhand weapon. You can also dual-wield a One-Handed weapon with an Agile weapon, though you can only use your Agile weapon as your offhand weapon attack. See Chapter 7 for more information on dual-wielding.

Generalist

When you are wielding one simple firearm or one simple melee weapon and no other weapons, you have a bonus +2 to damage rolls with that weapon.

Heavy Weapons Expert

When you roll a 1 or 2 on a damage die for an attack you make with a martial weapon or firearm, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

Loaded For Bear

You have a bonus +2 to attack rolls you make with weapons that have the Loading property.

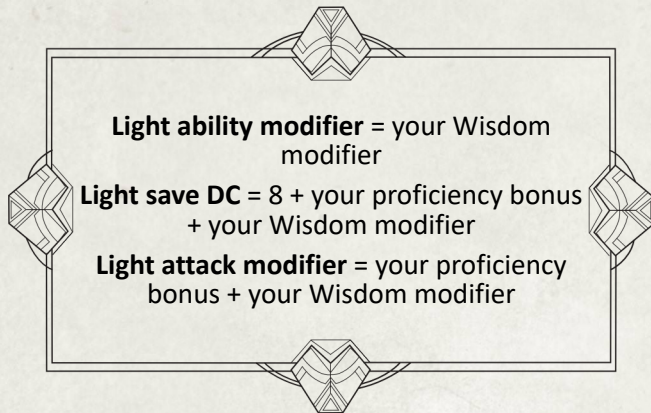
Master at Arms

You have a bonus +1 to all weapon DCs calculated using your proficiency bonus, as well as payload DCs.

Light Affinity

Beginning at 2nd level, you have learned to harness the Light you possess, and you shape it in the form of solar Light. Wisdom is your Light ability score, and your Light Ability modifier is your Wisdom modifier. You use your Wisdom modifier to determine your Light attack modifier and to set the save DC against your Light abilities, as shown below. When you are told to make a Light ability saving throw, you make a Wisdom saving throw.

For more information on Light abilities, including how recharge rolls work, see Chapter 8.



Melee Ability

At 2nd level, your Light gives you the ability to empower your unarmed strikes. You gain a new Light ability, the Sunstrike, which you cast using a melee ability charge. You have one melee ability charge. You regain spent melee ability charges when you complete a brief rest.

Sunstrike

Casting Time: 1 action

Reach: 5 feet

Cost: 1 melee ability charge on hit

Recharge: d6, 5

Duration: Instantaneous

You coat your fist in the flames of your solar Light and strike out against a target you can touch. Make a melee Light attack roll. On a hit, you deal 2d10 + your Wisdom modifier in solar damage. You only spend your melee ability charge if you successfully hit a target.

At Higher Levels. As you gain Sunbreaker levels, the number of damage dice you roll for Sunstrike increases. It becomes 3d10 at 5th level, 4d10 at 11th level, and 5d10 at 17th level.

Inner Flame

At 2nd level, the Light you carry within you is forged into the Sunbreakers' fire, and you are initiated into its mysteries. You gain a number of Inner Flame uses equal to 1 + your Wisdom modifier (minimum of 1 use). When you spend a use of your Inner Flame, you can choose which of the following effects to cause. You have access to all effects at all times,

unless another feature, condition, or other source specifies otherwise. You regain all your uses of Inner Flame when you complete a short rest.

Flare. When you are attacked by a creature within 30 feet of you that you can see, you can use your reaction to spend a use of your Inner Flame to cause disadvantage on all attacks that creature makes until the end of their turn.

Smite. When you hit with a weapon attack, or damage a target with a payload weapon attack, you can spend a use of Inner Flame to deal an additional 1d8 solar damage. The amount of damage this Inner Flame option deals increases as you advance in this class. It becomes 2d8 at 5th Sunbreaker level, 3d8 at 11th Sunbreaker level, and 4d8 at 17th Sunbreaker level.

Soothe. As a bonus action on your turn, you can touch a willing creature and spend a use of your Inner Flame to allow them to heal hit points equal to 1d10 + your Wisdom modifier. The number of hit points a creature can heal increases by 1d10 for each light level you are above first.

Sunbreaker Code

When you reach 3rd level, you choose a code that reflects your principles and the shape of the burning Light within you. Choose the Code of the Devastator, Code of the Siegebreaker, or the Code of the Fireforged, all detailed at the end of this class description. Your choice grants you features at 3rd, 6th, 10th, 15th, and 18th level.

Ability Score Improvement

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

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Hammerheaded

At 7th level, you are sure of yourself and the fires of your Light. When you call upon your Hammer of Sol, you do so with unshakable poise. You are immune to being Frightened while concentrating on your Hammer of Sol. If you are Frightened when you cast your Hammer of Sol, the effect is suspended for the duration of your Hammer of Sol.

Refined Flame

At 11th level, with training and the practice of hard use, the flames of your Light are refined, and you gain deeper insight into the Sunbreaker ways. Choose one of the following features.

Blinding Flare. Whenever any creature is attacked within 30 feet of you, you can use your reaction to spend a use of your Inner Flame to cause disadvantage on the attack roll, and the attacker must make a Wisdom saving throw against your Light save DC. On a failed save, the attacker becomes Blinded for 1 minute. The attacker can repeat the saving throw at the end of each of its turns, ending the effect on itself early on a success.

Wrathful Smite. Each of your weapon attacks deals an additional 1d8 solar damage on a hit. This includes attacks on which you spend a use of your Inner Flame to invoke your regular Smite.

Revitalizing Soothe. When you spend a use of Inner Flame on Soothe, the target gains an additional amount of shield points equal to 5 times your Light level.

Additional Combat Specialty

By 14th level, you have become a battle-hardened veteran. Choose a second option from your Combat Specialty class feature.

Fight Forever

At 20th level, you are a master of the Sunbreaker Order's fighting arts. While you are concentrating on your Hammer of Sol, the following benefits apply:

- You have advantage on Light attack rolls you make against creatures in the bright light of your Hammer of Sol.
- Creatures who are within the bright light of your Hammer of Sol have disadvantage on any saving throws against any of your core Light abilities that deal solar damage.
- You can regain 10 hit points at the start of each of your turns.

Sunbreaker Codes

All Sunbreakers share the same oath, but each chooses a code to live by. More than additional strictures of honor, these codes describe methods for releasing the burning inner Light Sunbreakers cultivate. The code you choose will guide your initiation into the mysteries and techniques of the Sunbreaker Order, and shape how you will wield the starfire of your Light.

Code of the Devastator

Sunbreakers who practice the Code of the Devastator have chosen to refine themselves into instruments of raw power, determined to obliterate opposition with thunderous, earthshaking blows of a Light-forged warhammer. What they lack in subtlety, they more than make up for with their ability to flatten even the most daunting foes.

Super Ability: Burning Maul

Gained at 3rd level (see superclass description)

Casting Time: 1 bonus action

Range: Self

Cost: 1 super ability charge

Recharge: d20, 18

Duration: Concentration, up to 1 minute

You wreath yourself in flames and summon a massive, fiery warhammer of solar Light into your free hands. This is the shape of your Hammer of Sol. While concentrating on your Hammer of Sol, the following effects apply: your base walking speed increases by 10 feet; you emit bright light in a 30-foot radius and dim light 15 feet beyond that; you have a resistance to bludgeoning, kinetic, piercing, slashing, and solar damage; you cannot hold any other weapons or objects in your hands (any weapons or objects you are holding when you cast this super ability are immediately dropped).

Hammer Strike. You can make a basic attack with your hammer. Make a melee Light attack roll against a target you can touch within 5 feet, and increase your Light attack modifier by an amount equal to your Light level for the attack. The target takes 1d6 + your Wisdom modifier + your Light level in solar damage on a hit. If you have the option to attack multiple times with the Attack action, this attack can replace one or more of them.

Spinning Strike. You use your action to whirl your hammer in a circle around you. Make a melee Light attack roll against all creatures within 5 feet of you (increase your Light attack modifier by an amount equal to your Light level for this). Any creature hit takes 2d6 solar damage, and creatures that are Gargantuan or smaller must make a Strength saving throw against your Light save DC or be knocked Prone.

Flaming Whirlwind. As an action you raise your hammer up and slam it on the ground, sending out a wave of solar energy which travels along the ground in a line up to 25 feet long. This line is cut short if it collides with a hostile creature or wall. All creatures within 5 feet of the end point of the line must make a Dexterity saving throw against your Light save DC (increase your Light save DC by an amount equal to your Light level for this). They take 3d8 + your Wisdom modifier + your Light level solar damage on a failed save, or half as much on a success.

At Higher Levels. The damage of Spinning Strike increases by 1d6, and the damage of Flaming Whirlwind increases by 1d8, for each Light level you are above first. The damage die size of Hammer Strike increases by one for each Light level you are above 2nd.

If I Had a Hammer

At 3rd level, you are adept at the technique of coalescing your Light into a sturdy throwing hammer, and setting it alight with solar fire. You can use your action to spend your melee ability charge, constructing a one-handed hammer made out of

your Light in a free hand. This hammer cannot be stored in a Ghost's memory, and it lasts until you choose to dissipate it (no action cost), until you die, or until you are ever more than 5 feet away from it for 1 minute or longer, at which point it dissipates on its own.

It is an action to make an attack with your Light-constructed hammer, and you make a Light attack roll even if you choose to throw the hammer (20/60 range). When you hit with your Light-constructed hammer, you deal the damage of your Sunstrike.

The maximum number of melee ability charges you have access to is reduced by one for each Light-constructed hammer you have active from this feature. You cannot spend a melee ability charge you do not have access to, and you cannot make recharge rolls for it. When a Light-constructed hammer dissipates, you regain access to one melee ability charge, but you do not automatically regain that melee ability charge; you must recharge it as normal.

Kindled Vigor

At 6th level, the flame of your Light burns brightly, and kindles a surge in your strength. You can double your proficiency bonus in the Strength (Athletics) skill if it is not already benefiting from a source that doubles your proficiency bonus for it, and your weight limit is doubled.

Backdraft

Beginning at 10th level, when you stoke the fire of your Light with the bellows of your will, it can propel you forward like a rush of hot wind. On your turn, you can choose to double your movement until the end of your turn. Once you use this feature, you can't use it again until you move 0 feet on one of your turns.

Tireless Warrior

At 15th level, taking your hammer in hand makes you feel dauntless, unwavering, and focused. You gain advantage on concentration checks to maintain your Hammer of Sol.

Roaring Flames

At 18th level, mastery of the Devastator's Code has taught you to make your Light fearsome. When you draw it forth as your hammer, it is a thing of terror to your enemies. On the turn you cast Hammer of Sol, all creatures hostile to you within the bright light of your Hammer of Sol must make a Wisdom saving throw against your Light save DC. On a failed save, they become Frightened of you for 1 minute, or until they take any damage. All attack rolls made against creatures Frightened in this way have advantage.

Code of the Fireforged

The Fireforged are those among the Sunbreakers who train to become unwavering leaders and sharp tacticians. Adherents to this code learn to focus their Light both to weaken enemy defenses and bolster allies' resolve. They prefer to take initiative, bringing the hammer down before enemies can escape their scourging fire.

Super Ability: Forgemaster

Gained at 3rd level (see superclass description)

Casting Time: 1 bonus action

Range: Self

Cost: 1 super ability charge

Recharge: d20, 17

Duration: Concentration, up to 1 minute

You wreath yourself in flames and summon a one-handed hammer of searing solar Light into a free hand. This is the shape of your Hammer of Sol. While concentrating on your Hammer of Sol, the following effects apply: your base walking speed increases by 10 feet; you emit bright light in a 30-foot radius and dim light 15 feet beyond that; you have a resistance to bludgeoning, kinetic, piercing, slashing, and solar damage; you cannot hold any other weapons or objects in your hands (any weapons or objects you are holding when you cast this super ability are immediately dropped).

Light Hammer Strike. You can make a basic attack with your hammer. Make a melee (5 feet) or ranged (20/60) Light attack roll against a target, and increase your Light attack modifier by an amount equal to your Light level for the attack. The target takes 1d6 + your Wisdom modifier + your Light level in explosive solar damage on a hit. If you have the option to attack multiple times with the Attack action, this attack can replace one or more of them.

Suncharge. As an action you charge up to 15 feet in a straight line, even moving through a hostile creature's space(s). All targets in your line must make a Strength saving throw (increase your Light save DC by an amount equal to your Light level for this). They take 3d10 + your Wisdom modifier + your Light level solar damage on a failed save, or half as much on a success. If a target is reduced to 0 hit points with the damage of this action it explodes, dealing 2d6 solar damage to all creatures other than yourself within 5 feet.

Recall. On your turn, if you are not holding your hammer, you can choose to cause your hammer to dissipate from its current location and immediately reform in one of your empty hands. The hammer takes nothing with it when it does this. If the hammer is ever more than 60 feet away from you, it dissipates automatically on its own, and you can choose to reform it on your turn.

At Higher Levels. The damage die size of Light Hammer Strike increases by one for each Light level you are above 2nd. The damage of Suncharge

increases by 1d10 for the initial hit and 1d6 for the explosion for each Light level you are above first.

Warmth

At 3rd level, the flames of your Light are a warming comfort to your comrades. Whenever a Risen creature within 15 feet of you receives any healing, the amount of healing they receive increases by 1d6 + your Wisdom modifier. The type of healing (health, shields, or hit points) is determined by the original source of healing you are bolstering.

The die you roll for this feature increases in size as you gain levels in this class. It becomes 1d8 at 9th Sunbreaker level, 1d10 at 13th Sunbreaker level, and then 1d12 at 17th Sunbreaker level.

Melting Point

When you reach 6th level, you understand the forge's fire can be used both to create and to unmake, and you learn to apply your Light's fire to burn your enemies apart. If you hit a target with your Sunstrike melee ability, you can choose to cause the target to make a Constitution saving throw against your Light save DC. On a failed save, the target becomes Weakened for 1 minute. Targets Weakened in this way take an additional 1d8 solar damage when they take damage from any source. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself early on a success.

Tempered Metal

Beginning at 10th level, the sparks cast from the blows of your Light are boons to you and your allies alike. Once on your turn, if you kill a creature hostile to you with the damage from any of your core Light abilities, you and all creatures of your choice within 15 feet of you gain a bonus 15 feet of movement until the start of your next turn.

Flameseeker

At 15th level, you handle your Light-forged hammer with the easy readiness of long practice. The range of your super ability's Light Hammer Strike becomes 40/120, and your Suncharge now affects creatures in a 20-foot line.

Solaris Cordis

At 18th level, you have tended the fires of your Light well, and now they burn high and hot. The radius of your Warmth and Tempered Metal features increases to 40 feet.

Code of the Siegebearer

When hope is dim and the outcome appears dire, the Sunbreakers send those who follow the Code of the Siegebearer. Their scorching fire burns brightest when darkness seems overwhelming, and where others would turn away, they forge ahead. Their

code calls for burning the very ground enemies stand upon, claiming the battlefield itself with fire.

Super Ability: Scorched Earth

Gained at 3rd level (see superclass description)

Casting Time: 1 bonus action

Range: Self

Cost: 1 super ability charge

Recharge: d20, 18

Duration: Concentration, up to 1 minute

You wreath yourself in flames and summon a hammer of searing solar Light into a free hand. This is the shape of your Hammer of Sol. While concentrating on your Hammer of Sol, the following effects apply: your base walking speed increases by 10 feet; you emit bright light in a 30-foot radius and dim light 15 feet beyond that; you have a resistance to bludgeoning, kinetic, piercing, slashing, and solar damage; you cannot hold any other weapons or objects in your hands (any weapons or objects you are holding when you cast this super ability are immediately dropped).

Hammer Blast. As an action, you throw your hammer at a location you can see within 60 feet, and it explodes on impact. All creatures within 5 feet of the location must make a Dexterity saving throw against your Light save DC (increase your Light save DC by an amount equal to your Light level for this). They take 3d8 + your Wisdom modifier + your Light level explosive solar damage on a failed save, or half as much on a success. You can also choose to create a Sunspot on the location of impact.

Sunspot. A Sunspot is a cylinder of solar Light 5 feet in diameter and 5 feet tall. It emits bright light in a 5-foot radius, and dim light 5 feet beyond that. Once you create a Sunspot, it lingers in place for the remaining duration of your super ability, whether you are concentrating on your super ability or not. You can choose to dissipate any number of your Sunspots on your turn, and at any time you can only have a number of Sunspots active equal to or less than your Light level. If a creature ends their turn within 5 feet of a Sunspot, they take 2d4 solar damage. This damage can invoke the effects of your Destroy Creature superclass feature.

Recall. On your turn, if you are not holding your hammer, you can choose to cause your hammer to dissipate from its current location and immediately reform in one of your empty hands. The hammer takes nothing with it when it does this. If the hammer is ever more than 60 feet away from you, it dissipates automatically on its own, and you can choose to reform it on your turn.

At Higher Levels. When you cast this super ability at a Light level of 2nd or higher, add 1d8 to the damage of Hammer Blast for each Light level above 1st, and add 1d4 to the damage your Sunspots cause creatures to take if they end their turn within 5 feet of them.

Sculpt Light

At 3rd level, your control over the Light you channel allows you carefully craft the range of its effects. You can give a number of creatures equal to 1 + your Light level immunity against your Light abilities whenever you cast them. They take no damage and trigger no effects from your Light abilities. You can change which creatures gain this benefit on your turn.

Sunburst

At 6th level, you have refined the Light you gather into your fist when you strike, concentrating it to the point of bursting. If you hit a target with your Sunstrike melee ability, you can choose to create a Sunspot at your feet. While standing in the area of any Sunspot, you have advantage on melee, grenade, superclass recharge rolls. All Sunspots you make can invoke the effects of your Destroy Creature superclass feature.

Cauterize

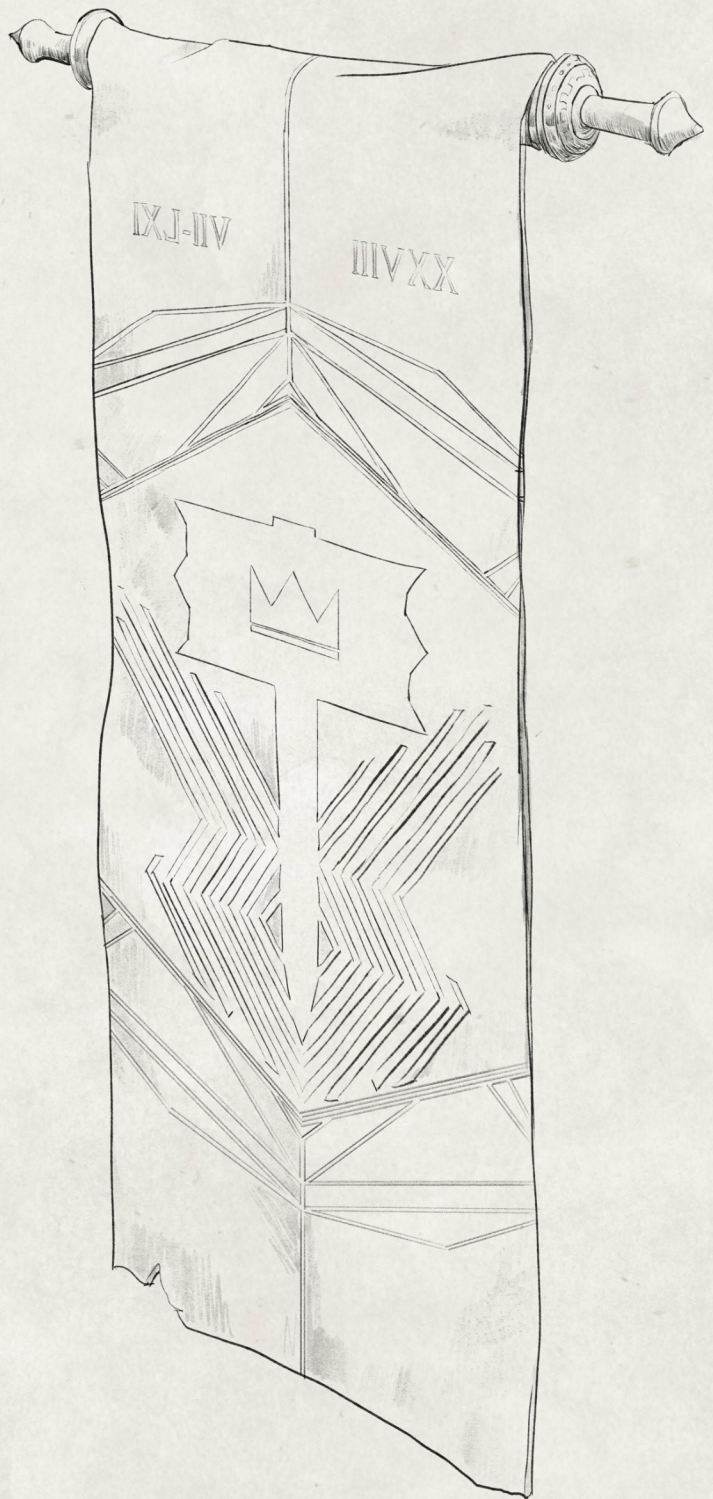
Beginning at 10th level, you draw renewed fortitude from the ashes of each foe you cast into the pyre of your Light. If a creature hostile to you is reduced to 0 hit points with the damage from your core Light abilities or Sunspot, you can make a shield recharge roll. Once you use this feature, you must wait until the start of your next turn before you can use it again.

Firekeeper

At 15th level, your code teaches you to give yourself over to the embrace of your own flames. If you start your turn within 5 feet of any of your Sunspots, you gain an overshield. If you already had an overshield, your overshield is restored to maximum capacity.

Endless Siege

When you reach 18th level, as a master Siegebreaker, you have learned your strongest position is within the conflagration of your own fiery Light. While standing within 5 feet of any Sunspot, you have advantage on super ability recharge rolls. You can make super ability recharge rolls in this way even while concentrating on your super ability.





Voidwalker

He doesn't panic. He never panics, not even when he is alone among the enemy, seared by the fire of countless Cabal slug throwers and projection rifles, not even when his shields have failed and he is moments from death.

Perhaps death should frighten him more—the nothingness of it. It frightens the others. He does not know what they feel in that between-place, when the body is gone but the Ghost lingers. Perhaps they, like him, dream. Perhaps they, unlike him, fear those dreams.

A poor metaphor: dying is not like dreaming. Dreams are not real, and death is real. Death is

everywhere, unavoidable, the final door beyond which the last secrets of this second life may be locked. Someday, he will open that door and walk through it—but not today.

A strike from his open palm reduces a psion into its constituent atoms, and life floods into him. It is fitting, he thinks, as he turns and destroys another enemy, heady with power and the sweet nectar of existence, that death brought him here, and that death sustains him now. He kills and he kills, and with each death he is nourished, made whole, made greater.

There is much to learn from death, even if the Cabal he has destroyed—that he will destroy with the crackling sphere of void Light he has summoned into being—will not appreciate the lesson. He is not the first to understand this: death is both a tool and the sharpening of a sword, both a means to an end and an end in itself. No, he has no reason to fear death, not when death has given him so much. Death is a process, and it consumes endlessly and indiscriminately.

He is merely a student of death. But he is adept at taking notes.

Power of Nothingness

Many Warlocks contend knowledge can potentially be as dangerous as beneficial, and thus certain lines of inquiry and certain domains of ideas are best left unexplored. However, Voidwalkers step where others fear to tread, and would know anything and everything there is to know, even if some knowledge comes at a cost. Fearless—some say heedless—of the dangers of deep communion with the energies of the void, these Warlocks will not suffer to be kept from any learning or any power that might aid their pursuit of more profound understanding.

No Question Unasked

Those Risen driven to Warlock disciplines by an impulsive hunger for knowledge often become Voidwalkers. They do not see themselves as meddling with dark powers or particularly bent on obtaining forbidden arcana, but rather as compelled to ask every question and face each answer, no matter how dire the truth may turn out to be. Not all undertake this commitment to abyss-gazing without ill effects: what many Voidwalkers learn weighs heavily upon them, and some may begin to lose their grip on reality when they have peered deeply enough into what reality really is.

Class Features

As a Voidwalker, you gain the following class features in addition to the features granted by the Warlock superclass.

Health Points and Shields

Shield Die Size: d6

Health Points at 1st Level: 6 + your Constitution

The Voidwalker

Level	Proficiency Bonus	Features	Total Marks	Light Level
1st	+2	Light Affinity, Melee Ability, Enhanced Lightcasting	—	1st
2nd	+2	Marked by the Void, Voidwalker Harbinger	1	1st
3rd	+2	Voidwalker Harbinger feature	2	1st
4th	+2	Ability Score Improvement	2	1st
5th	+3	Voidwalker Harbinger feature	3	2nd
6th	+3	Void Praxis	3	2nd
7th	+3	—	4	2nd
8th	+3	Ability Score Improvement	4	2nd
9th	+4	Scarred by the Void	5	3rd
10th	+4	Ability Score Improvement	5	3rd
11th	+4	Voidwalker Harbinger feature	5	3rd
12th	+4	Ability Score Improvement	6	3rd
13th	+5	Ethereal Stride	6	4th
14th	+5	Voidwalker Harbinger feature	6	4th
15th	+5	—	7	4th
16th	+5	Ability Score Improvement	7	4th
17th	+6	Adept of Light	7	5th
18th	+6	—	8	5th
19th	+6	Ability Score Improvement	8	5th
20th	+6	Mastery of the Void	8	5th

modifier

Health Points at higher levels: Add your Constitution modifier for every level after 1st, minimum 0

Shield Points at 1st level: 6

Shield Points at higher levels: Add 1d6 (or 4) for every level after 1st

Proficiencies

Armor: Light armor

Weapons: Simple melee weapons, shortswords, smallswords, combat bows, simple firearms, fusion rifles

Vehicles: Jumpships, sparrows

Saving Throws: Intelligence, Wisdom

Skills: Choose any 3

Light Affinity

Even at 1st level, you know how to harness the Light you possess, and you shape it in the form of void Light. Intelligence is your Light ability score, and your Intelligence modifier is your Light ability modifier. You use your Intelligence modifier to determine your Light attack modifier and to set the save DC against your Light abilities. When you are told to make a Light ability saving throw, you make an Intelligence saving throw.

For more information on Light abilities, including how recharge rolls work, see Chapter 8.

Light ability modifier = your Intelligence modifier

Light save DC = 8 + your proficiency bonus + your Intelligence modifier

Light attack modifier = your proficiency bonus + your Intelligence modifier

Melee Ability

At 1st level you gain your melee ability, Energy Drain. Whereas others merely strike at the substance of the hostile other, you pull at the other's vital energy, drawing it away and into yourself. You cast your Energy Drain using a melee ability charge, of which you have a single one. If you spend your melee ability charge, you regain it when you complete a brief rest.

Energy Drain

Casting Time: 1 action

Reach: 5 feet

Cost: 1 melee ability charge

Recharge: d6, 5

Duration: Instantaneous

You thrust out your hand, void Light reaching from your fingertips, ripping at a target within reach. The target must make a Dexterity saving throw against your Light save DC. They take 2d8 + your Intelligence modifier in void damage on a failed save, or half as much on a success.

At Higher Levels. The number of damage dice you roll for this Light ability increases as you reach higher Voidwalker levels. It becomes 3d8 at 5th level, 4d8 at 11th level, and 5d8 at 17th level.

Enhanced Lightcasting

At 1st level, you already understand some of the deeper workings of the Traveler's Light, and can manipulate it more subtly than others. When you cast a Light ability and roll a 1 or a 2 on any of the dice in the damage or healing roll, you may choose to re-roll those dice. You must use the new rolls, even if they are 1s or 2s.

Marked by the Void

After reaching 2nd level, the first time you complete a long rest in which you sleep or meditate, the void reaches out to you, resonating with your Light. Perhaps you are visited by visions of greatness, or perhaps you dream of drowning in an incomprehensibly dark and cold lake. Perhaps you wake with a scream. Perhaps you wake in a cold sweat. Or maybe you wake with only the quiet realization of what you will become. However the void reaches for you, it leaves you irrevocably marked by its presence.

You gain one Mark of the Void of your choice, the options for which are detailed at the end of this class description. When you gain certain Voidwalker levels, you gain additional Marks, as shown in the Total Marks column of the Voidwalker table. Furthermore, whenever you gain a level in this class, you can choose one of the Marks the Void has left you with and replace it with another Mark that you could have at your level. If the Mark you choose to remove is a prerequisite for any other Marks you have, you can also replace those Marks.

If you do not meet the prerequisite for a Mark, you do not gain its benefits, even if it is a Mark you have.

Voidwalker Harbinger

When you reach 2nd level, you choose the aspect of the void you will manifest in the material world, which will determine the progression of your abilities. You may become a Harbinger of Destruction, Harbinger of Knowledge, or Harbinger of Chaos, all detailed below in this class description. Your choice grants you a feature at 2nd level, and additional features at 3rd, 5th, 11th, and 14th level.

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.

Void Praxis

At 6th level, your research into potential applications of your void Light yields practical results. Choose one of the following features to enhance yourself. You can alter your choice by communing with the void for at least 1 hour (this can be done during a short or long rest). If you complete your communion, you lose the effects of your previous choice and gain the effects of your new choice.

Atomic Breach

The reach of your Energy Drain increases to 10 feet, and it is considered a melee weapon for the purpose of determining if you can make an attack of opportunity with it. The damage die size of Energy Drain increases by one.

Devour

As a bonus action on your turn, you can spend your melee ability charge to begin a Devour effect. Make a shield recharge roll, and for the next minute, whenever a hostile creature is reduced to 0 hit points within 15 feet of you, you can make another shield recharge roll. Once you have made a shield recharge roll with this feature (this includes the initial shield recharge roll), you must wait until the start of your next turn before you can make a shield recharge roll with this feature again.

Surge

As a bonus action on your turn, you can spend a melee ability charge to begin a Surge effect. For the next minute, it costs no movement for you to begin Aiming, you can make attacks of opportunity with firearms while Aiming, and your base walking speed increases by 10 feet.

Scarred by the Void

At 9th level, your long immersion in the yawning depths of the void has changed you. Choose one Mark of the Void that you could learn at 2nd level. This becomes a permanent Mark whose effects you always have, and it doesn't count against the total for the number of Marks you have.

Ethereal Gait

At 13th level, your Light can exert a repulsive force, and it is no longer strictly necessary for you to walk on solid surfaces. You gain a hover speed equal to your base walking speed.

Adept of Light

When you reach 17th level, your Light is wound taut, its pathways within you coiled efficiently. Your melee, grenade, and superclass ability recharge values are all reduced by one. Your super ability recharge value is reduced by two.

Mastery of the Void

At 20th level, you have gazed so long into the abysses below the veneer of apparent reality that you feel you know every impossible corner of the vastness beneath. So well do you know the void that when you look into it, it seems like merely looking at yourself. Whenever you complete a long rest, you can replace one Mark of the Void you have with another Mark. If the Mark you choose to remove is a prerequisite for any other Marks you have, you can also replace those Marks. Like normal, if you do not meet the prerequisite for a Mark, you do not gain its benefits, even if it is a Mark you have.

Additionally, you now have access to certain Marks that have the prerequisite of 20th level. These are your pinnacle Mark options. You may only have one pinnacle Mark at any time.

Voidwalker Harbinger

Whether they sojourn alone or join Warlock orders to work alongside others, all Voidwalkers also keep a personal allegiance to an aspect of the void they have chosen to embody. They refer to themselves as harbingers of these chosen aspects, a holdover from times long before the City Age when the arrival of a Voidwalker was regarded as a weighty portent.

Harbinger of Destruction

You manifest the destructive aspect of the void, drawing deeply on its power to wreak widespread devastation. You shape your Light into the Nova Bomb, an impossible singularity with the power of a stellar collapse. Your training teaches you to take hold of this power and push yourself to make it yield even mightier destruction.

Strength of the Void

At 2nd level you are well versed in the use of mundane wargear as well as reality-defying arcana. You gain proficiency in medium armor, all martial weapons, and all martial firearms except rocket launchers.

Super Ability: Nova Bomb

Gained at 3rd level (see superclass description)

Casting Time: 1 action

Range: 80 feet, mortar

Cost: 1 super ability charge

Recharge: d20, 17

Duration: Instantaneous

You form a spherical bolt of intensely concentrated void Light in your hands and hurl it at a hard surface within range. All creatures within 5 feet of the spot must make a Dexterity saving throw against your Light save DC (add a bonus to your DC equal to your Light level). They take $4d8 +$ your Intelligence modifier + your Light level explosive void damage on a failed save, or half as much on a success.

Mortar. There must be an opening within any obstruction, or a space above the obstruction, that is at least 10 feet wide in all directions for you to be able to throw your Nova Bomb as a mortar.

At Higher Levels. When you cast this super ability at a Light level of 2nd or higher, the damage increases by 1d8 for each Light level you are above 1st.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Nova Bomb Attunement

At 11th level, your diligent study and carefully refined Light-wielding technique enable you to enhance the destructive yield of the Nova Bomb. Choose one of the following ways to alter your Nova Bomb.

Lance. Your Nova Bomb travels faster and in a straighter line, and hits harder on impact. You lose the Mortar effect of your Nova Bomb, the range of your Nova Bomb increases by 100 feet, and you roll d10s for the damage of your Nova Bomb instead of d8s.

Shatter. You hurl three projectiles when you cast your Nova Bomb instead of only one. The area of your Nova Bomb now consists of up to three 5-foot cubes, which you can arrange as you wish when you cast your Nova Bomb. The spot you choose for each cube must be within 10 feet of another cube. Every creature within 5 feet of any of the cubes must make a Dexterity saving throw, taking the damage of your Nova Bomb on a failed save, or half as much on a success.

War Caster

At 14th level, your sharpened situational awareness and heightened reaction speed when drawing upon the void make you a lethally effective mixed-technique combatant. When you use your action to cast a melee or grenade ability, you can use your bonus action to make one weapon attack.

Harbinger of Knowledge

You manifest the mysterious aspect of the void, seeking knowledge of the unseen in the hidden recesses and interstices below the surface of apparent reality. You concentrate your Light to form the Nova Bomb, and work tirelessly to understand and master the intricacies of its ethereal explosion.

Knowledge of the Void

Already at 2nd level, you possess a sufficient aptitude with the workings of void Light to infuse a weapon with its energies, binding it to yourself and endowing it with capabilities beyond typical equipment. You can choose one weapon you are proficient with and tie it to the void within you, turning it into a Voidbonded weapon. You must use an action to do this. Once you do, you gain the following benefits with that weapon:

- You can always use your Intelligence modifier when determining that weapon's attack rolls, damage rolls, and weapon DC. If the weapon has the Payload property, you can use your Intelligence modifier to determine its Payload DC.
- You are always aware of the location of your Voidbonded weapon if it is within 60 feet of you.
- You are instantly aware if any creature other than yourself is holding your Voidbonded weapon.

If you are ever more than 5 feet away from your Voidbonded weapon for 1 minute or longer, or if your Voidbonded weapon is stored in the memory of a Ghost other than your own, your Voidbonded weapon loses its connection. You cannot have more than one Voidbonded weapon at a time. If you create a new Voidbonded weapon, your previous Voidbonded weapon loses its connection to you.

Super Ability: Nova Bomb

Gained at 3rd level (see superclass description)

Casting Time: 1 action
Range: 80 feet, mortar
Cost: 1 super ability charge
Recharge: d20, 17
Duration: Instantaneous

You form a spherical bolt of intensely concentrated void Light in your hands and hurl it at a hard surface within range. All creatures within 5 feet of the spot must make a Dexterity saving throw against your Light save DC (add a bonus to your DC equal to your Light level). They take 4d8 + your Intelligence modifier + your Light level explosive void damage on a failed save, or half as much on a success.

Mortar. There must be an opening within any obstruction, or a space above the obstruction, that is at least 10 feet wide in all directions for you to be able to throw your Nova Bomb as a mortar.

At Higher Levels. When you cast this super ability at a Light level of 2nd or higher, the damage increases by 1d8 for each Light level you are above 1st.

Heightened Voidbond

Beginning at 5th level, you improve your ability to augment your chosen weapon, further enhancing its capabilities. Once on your turn when you deal damage with your Voidbonded weapon, its damage

is increased by 1d8.

Nova Bomb Attunement

At 11th level, your thorough research and unrelenting exploration of void effects enable you to augment the secondary properties of the Nova Bomb. Choose one of the following ways to alter your Nova Bomb.

Vortex. After casting and resolving the effects of your Nova Bomb, it creates a 5-foot radius of void Light, swirling in a vortex centered on the point of impact for your Nova Bomb. You can concentrate on this vortex for up to 1 minute. While concentrating on this vortex, a creature that starts their turn within the vortex, or which enters the vortex for the first time on a turn, must make a Strength saving throw against your Light save DC. On a failed save, the creature is Restrained until the start of its next turn. A creature that ends their turn within the vortex takes half the damage of your Nova Bomb. This damage can invoke the effects of Destroy Creature (see the Risen superclass).

Cataclysm. When you cast your Nova Bomb, you unleash a sphere of churning void Light that appears in a location within 5 feet of you, centered on that location. The sphere has a diameter of 5 feet and, upon casting, you can instruct the sphere to hunt down a target of your designation, which can be as vague or as specific as you like. If the designated target exists within 120 feet of the sphere, the sphere will immediately begin to seek it out, moving up to 45 feet on each of your turns, starting on the turn you cast it, dodging around obstacles and moving through any opening big enough for a Medium object.

The Light in the sphere can detect invisible targets and targets that are behind most barriers, but the detection abilities of the sphere are blocked by 2 feet of stone, 2 inches of common metal, or 6 feet of wood or dirt, as well as any barrier that prevents divination. If the sphere's ability to detect the target fails, or if the designated target does not exist within 120 feet of the sphere, it will travel in a straight line for 30 feet and then detonate.

If the sphere enters the target's space, it detonates on the target. If the path to the target is ever completely blocked, the sphere will detonate on the obstruction closest to the target.

Upon detonation, all creatures within 5 feet of the sphere must succeed on a Dexterity saving throw against your Light save DC. Increase your DC by an amount equal to your Light level for this. Targets take the damage of your Nova Bomb on a failed save, or half as much on a success. If the sphere detonates due to entering a target's space, that target must instead make a Constitution saving throw. Increase your DC by an amount equal to your Light level for this. The target takes the damage of your Nova Bomb on a failed save, or half as much on a success. In addition, if the target fails their saving throw, they become Incapacitated for the next minute. A creature Incapacitated in this way may reattempt the saving throw at the end of each of its

turns, ending the effect on itself early on a success.

Knowledge is Power

When you reach 14th level, the bonus damage from Heightened Voidbond increases to 2d8.

Harbinger of Chaos

You manifest the unstable aspect of the void, embracing the eternal hiss of fluctuation that underlies the illusion of solid substance. Rather than externalize the energies of the void into a bomb in your hands, you perform the Nova Warp, concentrating your Light inward and channeling the void through yourself, making your own body into a roving bomb.

Depths of the Void

Already at 2nd level, the void has shown you the true path to power, and you are not afraid to plunge into its depths to attain it. You gain the ability to channel the power of void Light almost at whim, and you use it to achieve paracausal effects. You gain two effects to start: Overchannel Light, described at the end of this feature, and one other effect granted by the Twist the Real feature. Some Marks of the Void can grant you additional options for this feature.

You have two uses of your Depths of the Void. When you use your Depths of the Void feature, you choose which effect to create. When you finish a short or long rest you regain your uses of Depths of the Void.

Chaos Ensues. This power comes at a cost. When you choose to spend a use of your Depths of the Void feature, you must make a Chaos Roll (a single roll of a d20, no modifiers). If you roll a 1 or a 2, you must roll on the Chaos table, listed at the end of this class description.

Unless stated otherwise, any effect from the Chaos table lasts until you complete a rest in which you regain all uses of your Depths of the Void. If the result requires a saving throw, the DC is equal to 10 + your Light level.

Overchannel Light. Once on your turn, when you would have to roll void damage, you can choose to use your Depths of the Void feature to deal maximum damage instead of rolling.

Twist the Real

At 2nd level, choose one of the following additional options for your Depths of the Void feature.

Strike From the Void. Once on your turn when you make an attack roll, you can spend a use of your Depths of the Void to grant yourself a bonus +10 on the roll. You can choose to do this before or after you learn the results of your attack roll. If you choose to do this after you learn the results, you have disadvantage on your Chaos roll.

Grace of the Void. When you make a shield recharge roll, you can choose to spend a use of your Depths of the Void to heal for the maximum amount

instead of making a roll. In addition, you can choose to apply the amount you roll to your health first, with any leftover going to your energy shield points, at the cost of having disadvantage on your Chaos roll.

Super Ability: Nova Warp

Gained at 3rd level (see superclass description)

Casting Time: 1 bonus action

Range: Self

Cost: 1 super ability charge

Recharge: d20, 18

Duration: Concentration, up to 1 minute

You draw an intense concentration of void Light into your body, charging every atom of your being with roiling, explosive power. While concentrating on this super ability, the following effects apply: your base walking speed increases by 10 feet; you hover 1 foot above hard surfaces and still water; you have a resistance to bludgeoning, kinetic, piercing, slashing, and void damage; you cannot hold any other weapons or objects in your hands (any weapons or objects you are holding when you cast this super ability are immediately dropped).

Void Eruption. As an action on your turn, you can unleash an eruption of void energy all around you. Every creature within 10 feet of you, other than yourself, must make a Dexterity saving throw against your Light save DC (add a bonus to your DC equal to your Light level). On a failed save, they take 3d8 + your Intelligence modifier + your Light level explosive void damage. On a success, they take half as much.

At Higher Levels. When you cast this super ability at a Light level of 2nd or higher, the damage of Void Eruption increases by 1d8 for each Light level you are above 1st.

Delve Deeper

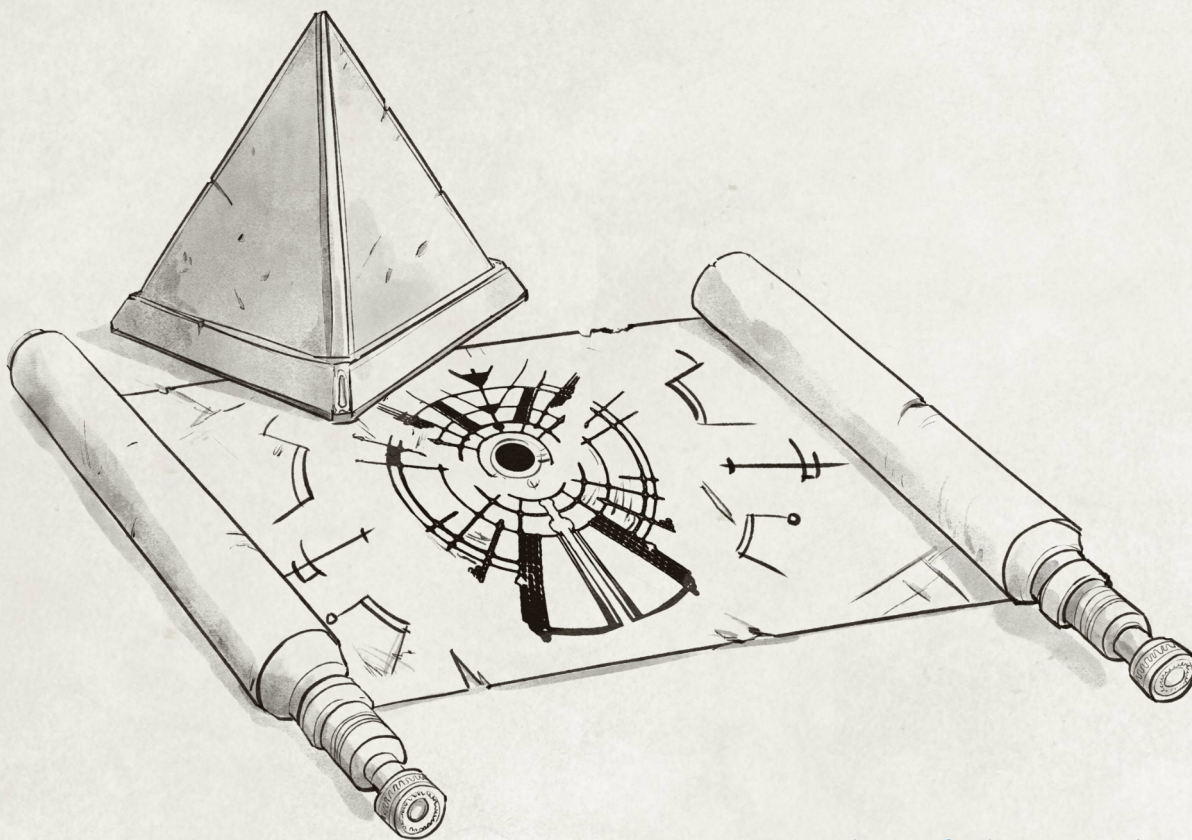
Beginning at 5th level, you become more at ease calling upon the reality-bending powers of the void. You can use your Depths of the Void feature three times between rests. You regain all uses when you complete a short or long rest.

Additionally, when you choose to spend a use of your Depths of the Void, you can choose to do so once without having to make a Chaos roll. Once you choose to do this, you must complete a long rest before you can choose to do this again.

Nova Warp Attunement

At 11th level, your ceaseless experimentation and unfettered communion with the void's power lead you to intensify the behavior of the Nova Warp. Choose one of the following ways to bolster your Nova Warp.

Arcane Distortion. You can choose to displace the origin point of your Nova Warp's Void Eruption to be a space you can see within 15 feet of you, instead of centered on yourself. Once on your turn,



you can spend a use of your Depths of the Void to center your Void Eruption on any point within 30 feet of you, even one you cannot see.

Arcane Strength. Your AC increases by 4 while concentrating on your Nova Warp. When you cast Nova Warp, you can spend a use of your Depths of the Void to make it so you cannot lose concentration on Nova Warp as a result of taking damage. This effect lasts for the next minute.

Arcane Force. The radius of your Nova Warp's Void Eruption increases to 15 feet. Once on your turn, you can spend a use of your Depths of the Void to increase the radius to 30 feet instead.

Plumb the Depths

At 14th level, you are so accustomed to staring into the abyss of the void's power that the normal world appears strange to your eyes. You can use your Depths of the Void feature four times between rests, and whenever you have to roll on the Chaos table, you can roll twice and choose either result.

Marks of the Void

If a Mark of the Void has prerequisites, you must meet them in order to gain it. Even if you have a Mark, you gain no benefits from the Mark if you do not meet the prerequisites.

Abyssal Stalwart

Prerequisite: 9th level, Nova Warp

When you make a concentration check to maintain your Nova Warp, you can consider yourself proficient in Constitution saving throws for the check.

Angry Magic

Prerequisite: Nova Bomb

Creatures have disadvantage on their saving throw against your Nova Bomb, if they do not have advantage.

Annihilate

Prerequisite: 11th level, Harbinger of Destruction

The radius of your Nova Bomb's impact increases by 5 feet.

At My Summons

Prerequisite: 20th level, Harbinger of Chaos

When you have to roll on the Chaos table, you can instead select which Chaos result will occur. You cannot do this again for the next seven days.

Blink

Prerequisite: 2nd level

You can use a bonus action on your turn to teleport to an unoccupied space you can see within 10 feet of you, taking all carried and worn equipment of your choice with you when you do. If you are at 9th Voidwalker level, the range is 15 feet instead.

Bombs Away

Prerequisite: 20th level, Harbinger of Destruction

As a bonus action on your turn, you can regain a super ability charge. Once you invoke this mark, you must complete a long rest before you can invoke it again.

Chaos Accelerant

Prerequisite: 3rd level, Harbinger of Chaos

You can spend a use of your Depths of the Void to increase your Light level by one for the next minute. You must complete a brief rest before you can invoke this Mark again.

Comprehension of the Void

You can read all writing, even if it is in a language you do not know.

Dark Matter

Prerequisite: 15th level, attuned to Atomic Breach

If you reduce a hostile creature to 0 hit points with void damage, you can make a shield recharge roll. Once you benefit from this feature, you must wait until the start of your next turn to benefit from it again.

Detect Light and Dark

You gain the effects of the Sunsinger's *Detect Light and Dark* feature.

Embrace the Void

Prerequisite: 9th level, Nova Bomb

If you kill a hostile creature with the damage from your Nova Bomb, and you are attuned to either Surge or Devour, you can begin the effects of Surge or Devour (whichever you are attuned to) if you were not already benefiting from that feature. You do not spend a melee ability charge to do this.

Eyes of the Void

Prerequisite: 11th level, Harbinger of Destruction

As a bonus action on your turn, you can grant yourself advantage on the next attack roll you make, provided you make that attack roll before the end of

your next turn. You can do this a number of times equal to 1 + your Intelligence modifier (minimum of 1 use) before you need to take a long rest to regain all uses.

Feed the Void

Prerequisite: 7th level, attuned to Devour

While Devour has duration, as an action on your turn, you can spend a grenade ability charge to make a shield recharge roll.

Gaze of the Void

You can see in all forms of darkness, including magical, nonmagical, and paracausal, to a range of 120 feet.

Gift of the Void

Prerequisite: 11th level

You can increase one ability score of your choice by 1. Like normal, you cannot increase an ability score above 20.

Graduate Student

Choose two skills you are proficient in, or one skill you are proficient in and either a toolkit or a vehicle you are proficient with. You can double your proficiency bonus for both of your chosen proficiencies if they do not already benefit from this bonus.

Handheld Supernova

Prerequisite: 7th level, attuned to Atomic Breach

When you cast Energy Drain, you can spend a grenade ability charge to expel your void Light in a 15-foot cone instead. All creatures in the cone must make a Dexterity saving throw against your Light save DC. They take the damage of your Energy Drain as explosive void damage on a failed save, or half as much on a success. You do not spend a melee ability charge when you do this, but you must have a melee ability charge remaining in order to do this.

Identify Exotic

As an action you can touch one exotic item and learn all its properties and perks.

It Follows

Prerequisite: 15th level, Harbinger of Knowledge, attuned to Cataclysm

Your Nova Bomb's damage die size is reduced by 2. After resolving the detonation of your Cataclysm Nova Bomb, it unleashes three axion seekers. These axion seekers follow the same rules, and do the same damage, as the axion seekers described in the Axion Bolt grenade. You must specify the target of

each seeker as soon as they appear.

Insatiable

Prerequisite: 15th level, attuned to Devour, Feed the Void

Once on your turn, if you reduce a hostile creature to 0 hit points while Devour has duration, you can regain a spent grenade ability charge.

Long Shot

Prerequisite: 3rd level, Nova Bomb

The range of your Nova Bomb increases by 200 feet.

Master of Light

Prerequisite: 20th level

Your Light level is increased by one.

Offering to the Void

Prerequisite: 15th level, Harbinger of Chaos

You can use your Depths of the Void feature to spend your super ability charge in order to regain all melee and grenade ability charges. You can only invoke this Mark of the Void if you have at least one use of your Depths of the Void feature remaining and at least one use of your super ability remaining, and you spend a use of each when you invoke this Mark.

Ouroboros

Prerequisite: 9th level

As a bonus action on your turn, you can spend one melee ability charge to regain a spent grenade ability charge, or one grenade ability charge to regain a spent melee ability charge. You must complete a brief rest before you can invoke this mark again.

Pantologist

Prerequisite: 3rd level, Harbinger of Knowledge

You can add half your proficiency bonus (rounded down) to any ability check you make that doesn't already benefit from your proficiency bonus.

Peerless

Prerequisite: 20th level, Harbinger of Knowledge

Your Intelligence score increases by 4, to a maximum of 24.

Superlative Surge

Prerequisite: 15th level, attuned to Surge

Once on your turn, when you make an attack roll while your Surge has duration, you can add a d4 to your roll.

Surging Protection

Prerequisite: 7th level, attuned to Surge

Your AC can't be less than 16 while Surge has duration.

Teachings of the Void

You gain proficiency in any three languages, skills, tools, or vehicles of your choice, or combination thereof. Proficiency with a language means you can speak, read, and write in that language.

Unbound

Prerequisite: 2nd level, Harbinger of Chaos

You are considered attuned to axion, scatter, and vortex grenades simultaneously. When you spend a grenade charge to cast a grenade, you choose which one you wish to cast. Finally, any grenade recharge value you have that's above 7 becomes 7.

Vigilant Scholar

You no longer need to sleep and can't be forced to sleep by any means. To gain the benefits of a long rest you can spend 4 hours doing light activity as if it were a short rest.

Vortex Mastery

Prerequisite: 11th level, Nova Bomb (Vortex attunement)

You automatically succeed on concentration checks you make to maintain the vortex of either your Nova Bomb or Vortex Grenade.

Warp Ammo

Prerequisite: 3rd level, Harbinger of Destruction, attuned to Surge

The critical hit range of all weapon attacks you make is increased by one. If you are at 15th Voidwalker level, the critical hit range is increased by two instead.

Whispers of the Void

Prerequisite: 3rd level, Harbinger of Knowledge

As an action you can grant yourself proficiency in one skill, tool, language, or vehicle for the next 10 minutes. You can invoke this Mark of the Void a number of times equal to your Intelligence modifier. When you complete a long rest, you regain all spent uses of this Mark of the Void.

Chaos Table

d100	Result	d100	Result
1–2	Minimize the damage of your next damage roll.	51–52	Your highest speed is halved.
3–4	One object you are holding or wearing becomes intangible and floats exactly in place.	53–54	Your skin changes to a vibrant cyan blue for 1d4 hours.
5–6	You are granted an overshield.	55–56	Your Light level is increased by 1.
7–8	All creatures within 10 feet of you must make a Dexterity saving throw, taking 8d8 void damage on a failed save, or half as much on a success.	57–58	If you die within the next minute, you automatically accumulate one failed RTL saving throw.
9–10	If someone says "please" with their request, you must comply.	59–60	The damage of your next Nova Eruption increases by 4d8.
11–12	You are immune to being Poisoned for 24 hours.	61–62	You automatically fail your next ability check.
13–14	Your shield point maximum is permanently reduced by 1d4.	63–64	You are Incapacitated until the end of your next turn.
15–16	You immediately lose the effect of one Mark of the Void you have.	65–66	The next successful attack roll you make is considered a critical hit.
17–18	You teleport to an unoccupied space within 30 feet of you.	67–68	You speak and sign incoherently for the next minute.
19–20	You regain all uses of Depths of the Void.	69–70	You see a copy of yourself following you.
21–22	A random creature within 60 feet of you becomes Poisoned for the next minute.	71–72	You have advantage on Intelligence ability checks.
23–24	You regain one grenade ability charge.	73–74	Your Light abilities change color.
25–26	You gain 25 glimmer.	75–76	You accumulate one level of exhaustion.
27–28	You lose 25 glimmer.	77–78	You become resistant to all damage.
29–30	For the next minute, you can either take an action or bonus action on your turn, not both.	79–80	You become proficient with every skill, weapon, toolkit, and vehicle for the next minute.
31–32	You lose one melee ability charge.	81–82	Your nose bleeds continuously for 1d4 hours.
33–34	You become Blinded for 1d4 hours.	83–84	You regain one melee ability charge.
35–36	You are unable to reload any firearms.	85–86	You can only speak one random language.
37–38	You regain one super ability charge.	87–88	Your eyes become pure black for 1d8 days.
39–40	Roll on the modifier table. This modifier is now active in a one-mile radius centered on you. The area of this modifier follows you.	89–90	For the next minute, you have advantage on all attack rolls, and all attack rolls made against you have advantage.
41–42	You see the shadows of unreal creatures moving in dim and dark conditions.	91–92	You have disadvantage on Wisdom (Perception) checks.
43–44	You lose one grenade ability charge.	93–94	You take 2d6 force damage.
45–46	Your proficiency bonus increases by 1.	95–96	You become vulnerable to all damage.
47–48	You become Frightened of the grass.	97–98	There is a wasp in your helmet.
49–50	Your Light level is reduced by 1.	99–100	Maximize the damage of your next damage roll.



Sunsinger

Her last memory is of a shuddering impact, the crack of bone. Her bone. And then: nothing. The memory ripples through her, echoing and amplifying, and slowly she comes to understand that somewhere beyond herself she can hear the sounds of her fireteam.

Fighting. Killing. Dying.

It is a Guardian's lot to die. To die again and

again, as payment for a second life. The Traveler blessed her with the power of the Sun, and in return she has devoted that power to the cleansing of her enemies, to driving back the Darkness that would snuff out humanity's indomitable light. Death is a constant. Death is familiar.

And now, in death, she is terrified. She is always terrified. Even so, something of her remains:

A spark.

Time stops in this place. It affords her space to understand the shape of her fear, to listen to the movements of the skein that binds her to the world she has just departed. There is a cadence to it: it rises and falls in a rhythm she can never quite define, can never quite remember. But when she hears it—when she feels it—she has the same thought she always does, and as always, it feels to her that it is the first time she has ever thought it:

It is like a song.

It is a song of power beyond that which even she knows, holding in it the beauty of destruction, of life, of death, and of what comes after, as though all of existence is a melody and she has heard the underlying chord. To hear it is not soothing, for she knows it is separate from her, it cares nothing for the tiny pinprick of her existence—but it is there, and she can hear it. And that in itself is a gift.

The world she has recently departed is violent and terrible. But it is her world, and in it are others she has come to care for, and they are worth protecting. To do otherwise would be to squander the gift. It would be a betrayal of the flame.

From the darkness, she snatches at the melody, and when at last she finds it, she finds harmony, and the spark catches.

And then she is reborn, and she sets the world ablaze.

Rise Like the Sun

As the Sun rises day after day, no matter how deep the night, inexorably banishing every grim shadow in the blaze of dawn, so Warlocks of the Sunsinger discipline mantle themselves in searing solar brightness to stand forth against the overwhelming darkness humanity faces. Their radiant expressions of Light endow Sunsingers with awe-inspiring powers of mythic proportions: swords of righteous fire, wings of brilliant sunlight, and even the ability to return from beyond death in a glorious blaze. Practicing these abilities without being consumed and burned up by the intensity of their fiery power requires immense fortitude, discipline of spirit, and strength of heart.

Shine On

The spectacular abilities of Sunsingers attract plenty of would-be disciples from the ranks of recently risen Warlocks, yet many find the training frustrating, or have difficulty taming the intense solar energies of Sunsinger techniques. Whether it comes naturally or they find it through long and

The Sunsinger			
Level	Proficiency Bonus	Features	Light Level
1st	+2	Light Affinity, Divine Blessing, Melee Ability	1st
2nd	+2	Sunsinger Ballad, Detect Light and Dark	1st
3rd	+2	Patron of the Arts, Sunsinger Ballad feature	1st
4th	+2	Ability Score Improvement	1st
5th	+3	Blessed Repose	2nd
6th	+3	Sunsinger Ballad feature	2nd
7th	+3	Righteous Surge	2nd
8th	+3	Ability Score Improvement	2nd
9th	+4	Blessed Presence	3rd
10th	+4	Ability Score Improvement	3rd
11th	+4	Sunsinger Ballad feature	3rd
12th	+4	Ability Score Improvement	3rd
13th	+5	Touch of the Sun	4th
14th	+5	Righteous Surge Improvement	4th
15th	+5	Heliocentric	4th
16th	+5	Ability Score Improvement	4th
17th	+6	Nobility of the Sun	5th
18th	+6	Sunsinger Ballad feature	5th
19th	+6	Ability Score Improvement	5th
20th	+6	Divine Perihelion	5th

patient practice, successful Sunsingers have an enthusiastic connection to their Light, and find it a warm comfort rather than a blinding glare. Above all, they seek to share its blessings, holding themselves up as guiding beacons for their allies.

Class Features

As a Sunsinger, you gain the following class features in addition to the features granted by the Warlock superclass.

Health Points and Shields

Shield Die Size: d8

Health Points at 1st level: 8 + your Constitution modifier

Health Points at higher levels: Add your Constitution modifier for every level after 1st, minimum 0

Shield Points at 1st level: 8

Shield Points at higher levels: 1d8 (or 5) for every level after 1st

Proficiencies

Armor: All armor

Weapons: Simple melee weapons, longswords,

shortswords, smallswords, warhammers, combat bows, simple firearms, fusion rifles

Toolkit: Medical toolkit

Vehicles: Jumpships, sparrows

Saving Throws: Constitution, Charisma

Skills (Choose 2): Acrobatics, Athletics, Insight, Intimidation, Medicine, Perception, Performance, Persuasion, and Religion

Light Affinity

You know how to harness the Light you possess, and you shape it in the form of solar Light. Charisma is your Light ability score, and your Charisma modifier is your Light ability modifier. You use your Charisma modifier to determine your Light attack modifier and to set the save DC against your Light abilities, as shown below. When you are told to make a Light ability saving throw, you make a Charisma saving throw.

For more information on Light abilities, including how recharge rolls work, see Chapter 8.

Light ability modifier = your Charisma modifier

Light save DC = 8 + your proficiency bonus + your Charisma modifier

Light attack modifier = your proficiency bonus + your Charisma modifier

Divine Blessing

Your abundant Light is a protective balm you can share with your allies. As a bonus action on your turn you can choose one creature you can see within 15 feet of you and grant them the blessing of your Light. The creature recovers 2d4 shield points.

When you invoke this feature at a Light level of 2nd or higher, the amount the creature recovers increases by 2d4 for every Light level above 1st.

Melee Ability

Even at 1st level, your Light is strong enough, and your attunement to it clear enough that you are able to use a new Light ability, Scorch. You cast this Light ability by spending a melee ability charge. You have a single melee ability charge, which you regain when you complete a brief rest.

Scorch

Casting Time: 1 action

Reach: 5 feet

Cost: 1 melee ability charge

Recharge: d6, 5

Duration: Instantaneous

You strike out with solar Light against a target within reach, and the target must make a Dexterity saving throw. On a failed save, the target takes 2d8 + your Charisma modifier in solar damage. On a successful save, they take half as much.

At Higher Levels. The number of damage dice you roll for this Light ability increases as you reach higher Sunsinger levels. It becomes 3d8 at 5th level, 4d8 at 11th level, and 5d8 at 17th level.

Sunsinger Ballad

At 2nd level you choose the form of your Sunsinger ballad, which will shape the progression of your abilities. Choose from the Ballad of Flame, the Ballad of Grace, or the Ballad of Dawn, all detailed at the end of this class description. Your choice grants you a feature at 2nd level, and additional features at 3rd, 6th, 11th, and 18th level.

Detect Light and Dark

At 2nd level, your refined sensitivity to the ebb and flow of the Light keeps you cognizant of subtle changes in the space around you. As an action, you can take one or two deep breaths, centering yourself and opening your awareness fully to the paracausal forces around you. For the next 10 minutes, you can determine what active modifiers there are in the area, if there are any weapons within 60 feet of you that can deal Light or Darkness damage, and you can sense if there are any creatures of the Light or the Darkness within the same range. You learn the creature's level (or individual CR) when you detect them in this way.

Patron of the Arts

At 3rd level, choose an artisan toolset, or choose one of the following skills: Acrobatics, Animal Handling, Athletics, Performance, or Sleight of Hand. You gain proficiency with your chosen toolset or skill, if you weren't proficient already, and you can double your proficiency bonus when making ability checks with that toolset or skill if it doesn't already benefit from this bonus.

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.

Blessed Repose

When you reach 5th level, your restorative Light is so abundant that you regain shield points when you heal others. Whenever you use your Divine Blessing on a creature other than yourself, you also regain a number of shield points equal to 5 + your Light level.

Righteous Surge

At 7th level, you learn to imbue your attacks with a pulse of Light, magnifying their impact. Once on each of your turns when you hit a creature with a weapon attack, you can deal an additional 1d8 damage of the weapon's type to the creature. When you reach 14th level in this class, this bonus increases to 2d8.

Blessed Presence

At 9th level, you no longer have to be close to a creature to grant them the benefit of your Divine Blessing. You can use your Divine Blessing up to a range of 40 feet.

Touch of the Sun

At 13th level, whenever a creature benefits from your Divine Blessing, you can choose to cause them to emit a warm glow. For the next minute they shed bright light in a 5-foot radius, and dim light 5 feet beyond that.

Heliocentric

At 15th level, the brilliant blaze of your Light grants you great inner clarity. You gain proficiency in Wisdom saving throws.

Nobility of the Sun

At 17th level, your noble nature suffuses your Light, and you can add your Charisma modifier to the healing a creature receives from Divine Blessing.

Divine Perihelion

By the time you reach 20th level, you are overflowing with restorative Light, and it streams forth like sunshine. When you use your Divine Blessing, you can allow any other creatures of your choice within range to heal the same amount. The healing creatures receive can be applied to health first, with any leftover going to energy shields. Once you use this feature, you must complete a short or long rest before you can use it again.

Sunsinger Ballads

Sunsinger ballads are not typically literal songs, but something far more profound: as inward expressions of the shape of a Sunsinger's Light, they reflect their relation to the chords of life, death, and rebirth. The ballad you choose will guide the arrangement and progression of your abilities.

Ballad of Flame

All Guardians cross back and forth over the threshold between life and death on a regular basis, but Sunsingers who choose the Ballad of Flame recognize a deeper harmony in the crossing, and thus find ways to glean knowledge from beyond

death. The most powerful are said to be capable of returning from the other side by the sheer strength of their own will.

Beyond the Veil

The constant refrain of the Ballad of Flame is illumination of the dark beyond living consciousness. During deep sleep or when returning from death, Sunsingers of this ballad often receive Light-mediated visions of critical moments yet to come. Learning to recognize and remember what these portents may foretell is a key aspect of their practice.

At 2nd level you gain two Visions, each of which is the result of a hypothetical d20 roll. Whenever you complete a long rest, or whenever you are resurrected from death, roll on the table below to learn what your Visions are. From then on, once on a turn, if a creature you are aware of makes an attack roll, saving throw, or ability check, you can choose to replace their roll of the d20 with one of your Visions. If you do, the creature treats their roll of the d20 as equal to your Vision. Critical success and critical failure is determined as normal, and the creature adds any relevant modifiers to the Vision.

d100	Visions
1-16	Two natural 1s
17-33	One natural 1, one 5
34-50	One natural 1, one 15
51-67	One natural 20, one 15
68-84	One natural 20, one 5
85-100	Two natural 20s

If the creature would normally have advantage or disadvantage when you choose to replace their roll, they no longer do.

Each of your Visions can only be used once. You can only replace a roll with a Vision if you choose to do so before you learn the result of the creature's attack roll, saving throw, or ability check. If you complete a long rest with unspent Visions, or if you are killed with unspent Visions, you lose those unspent Visions.

Super Ability: Radiance

Gained at 3rd level (see superclass description)

Casting Time: 1 bonus action

Range: Self

Cost: 1 super ability charge

Recharge: d20, 18

Duration: Concentration, up to 1 minute

You summon up a great outpouring of your Light and engulf yourself in its flames, sprouting wings of solar fire from your shoulders and enveloping yourself in a brilliant golden aura. For the duration, you gain the following benefits:

- You shine bright light in a 30-foot radius and dim light 15 feet beyond that.
- You have a resistance to bludgeoning, fire, kinetic, piercing, slashing, and solar damage.
- You regain one spent grenade ability charge at the start of each of your turns, and casting a grenade that requires concentration does not end your concentration on Radiance or any other grenade you are concentrating on. All grenades you are concentrating on dissipate when you end concentration on Radiance.

Flame Shield

When you reach 6th level, you develop a way to channel some of your restorative Light into a protective resonance. If you deal damage to a hostile creature with Scorch, you can grant yourself an overshield which lasts for up to 1 minute.

Radiant Will

At 11th level, the blaze of your radiant Light burns even brighter when you unleash it. Choose one of the following features to bolster your Radiance.

Song of Flame. For the duration of your Radiance, all Risen creatures of your choice who are



within 15 feet of you make grenade ability recharge rolls with advantage. Beginning at 18th level, the radius of this effect increases to 40 feet.

Radiant Skin. When you cast Radiance, you also gain an overshield that lasts for the next minute. While concentrating on Radiance, you have advantage on melee recharge rolls.

Searing Effulgence. You become Empowered (Stage 2) while concentrating on Radiance. Beginning at 17th level, you become Empowered (Stage 3) instead.

Rising Sun

When you reach 18th level, you can call on your Light even after death. On your turn, if you have 0 health points and have the option to make a death saving throw, you can choose to use your action to cast Radiance instead, returning to life in a blaze of solar Light. You return with your hit points completely restored and begin the duration of your Radiance super ability. You can only use this feature if you have a super ability charge remaining, and you spend a super ability charge when you use this feature.

You must complete a long rest before you can invoke this feature again.

Ballad of Grace

In the Ballad of the Grace, the strongest chords are those of family, camaraderie, and unity. Sunsingers of this ballad practice harmony with these chords, strengthening themselves by sharing their Light to bolster allies.

Solar Prominence

At 2nd level, the warm strength of your Light is a reassurance to those around you. Sunsinger grenades you are attuned to have their recharge value reduced by one. In addition, when you use your Divine Blessing, you can spend a grenade ability charge in order to also grant the creature an amount of overshield points equal to your maximum for overshields. These overshields last for the next minute. Beginning at 9th level, the range of this feature increases to 60 feet.

Super Ability: Well of Radiance

Gained at 3rd level (see superclass description)

Casting Time: 1 bonus action

Range: See description

Cost: 1 super ability charge

Recharge: d20, 18

Duration: Concentration, up to 1 minute

You conjure a sword of pure solar Light and stab it into the ground beneath you, projecting an aura of soothing Light in a 10-foot radius from the sword. For the duration, the area of your Well of Radiance is considered a Light zone, and it emits bright light in a 30-foot sphere centered on it, and sheds dim light

15 feet beyond that.

You can dissipate your Well of Radiance at any time (no action cost). You cannot cast this super ability if you are not standing on a solid surface. Finally, you cannot lose your concentration on this Light ability as a result of taking damage.

Burst Effect. Only on the turn that you cast this super ability, you can choose whether each creature in the area is healed or damaged by the Well of Radiance. If you choose to heal a creature, they recover 3d8 + your Charisma modifier + your Light level in hit points. If you choose to damage a creature, they must make a Constitution saving throw. Increase the DC of this saving throw by an amount equal to your Light level. They take 3d8 + your Charisma modifier + your Light level as solar damage on a failed save, or half as much on a success.

Residual Effect. For the remaining duration, you can allow creatures who end their turns within the Well of Radiance, or who enter the area for the first time on a turn, to recover hit points equal to 3d8 + your Charisma modifier + your Light level. A creature can only benefit from this healing once on any turn.

In addition, creatures of your choice who are within the area of the Well of Radiance become Empowered (Stage 1). This empowerment is lost if the creature leaves the area of the Well of Radiance.

At Higher Levels. When you cast this super ability at a Light level of 2nd or higher, the amount of healing or damage it does for Burst Effect increases by 1d8 for each Light level you are above 1st. For Residual Effect, the amount of healing the Well of Radiance supplies increases by 1d8 for each Light level you are above first. Finally, beginning at 11th Sunsinger level, your Well of Radiance grants Empowered (Stage 2) instead, and at 17th Sunsinger level, it grants Empowered (Stage 3).

Guiding Flame

At 6th level, a new verse of your inner song enables you to project your Light to all those close around you. As either an action or bonus action on your turn, you can spend a melee ability charge to grant all creatures of your choice within 15 feet of you the Empowered (Stage 1) condition, which lasts until the start of your next turn. At 11th Sunsinger level you grant Empowered (Stage 2) instead, and at 17th Sunsinger level you grant Empowered (Stage 3).

Grace of the Sun

At 11th level, the Light you share with allies flows back to you and restores your own strength. Once, at the end of your turn, you can make a melee, grenade, and superclass ability recharge roll if a creature other than yourself is Empowered from one of your Sunsinger features.

Benevolent Dawn

At 18th level, the Light of your Well of Radiance has grown to a veritable geyser of restorative power. The radius of your Well of Radiance increases to 15 feet.

If a Risen creature makes a shield recharge roll while within the area of your Well of Radiance, the amount they roll can be applied to their health points first, with any remaining going into their shield points. If there is still a remainder, the amount can go into the creature's overshield points.

Ballad of Dawn

Sunlight can be harsh as well as nurturing. Sunsingers who choose the Ballad of Dawn embody this aspect of the Sun. Singing a song of righteous retribution, they take to the skies to scourge the darkness with fiery swords.

Celestial Fire

At 2nd level, you learn to overcharge the Light of your hand-to-hand strikes, imbuing them with searing heat. The damage die size of Scorch is increased by one, your Scorch deals explosive solar damage, and you can cast Scorch to a range of 30 feet.

You can also move vertically while Warlock gliding, and while Warlock gliding, you do not have disadvantage on weapon attack rolls due to being airborne, and Aiming costs you no movement.

Finally, if you reduce a hostile creature to 0 hit points while airborne, you can make a melee ability recharge roll.

Bonus Proficiencies

When you choose this ballad at 2nd level, you also become proficient with all martial weapons and martial firearms except rocket launchers.

In addition, you can always use your Charisma modifier when determining a weapon's attack rolls, damage rolls, and weapon DC if you are proficient with the weapon. If the weapon has the Payload property, you can use your Charisma modifier to determine its payload DC.

Super Ability: Dawnblade

Gained at 3rd level (see superclass description)

Casting Time: 1 bonus action

Range: Self

Cost: 1 super ability charge

Recharge: d20, 18

Duration: Concentration, up to 1 minute

You unfurl solar wings and summon a flaming greatsword made of pure solar Light into your hands. For the duration, you: emit bright light in a 30-foot radius and dim light 10 feet beyond that; gain a flying speed equal to your base walking speed, and you can hover in place; cannot hold any other weapons or objects in your hands (any weapons or objects you are holding when you cast this super ability are immediately dropped).

Blade Salvo. As an action, you swing your sword and hurl a wave of solar Light from its edge toward a location you can see within 90 feet. All creatures

within 5 feet of the location must make a Dexterity saving throw against your Light save DC, with a bonus to your DC equal to your Light level. They take 3d8 + your Charisma modifier + your Light level in explosive solar damage on a failed save, or half as much on a success.

Armored Light. Your AC increases by 2 while concentrating on Dawnblade.

Phoenix Dive. As a bonus action on your turn, you can rapidly descend up to 30 feet at the cost of only 5 feet of movement. If this causes you to become grounded, you can make a shield recharge roll. If there is a target beneath you, you cannot become grounded, but you can make a melee Light attack roll (add a bonus to the roll equal to your Light level). The target takes the damage of your Blade Salvo on a hit.

At Higher Levels. When you use Blade Salvo at a Light level of 2nd or higher, add 1d8 to the damage of Blade Salvo for each Light level you are above 1st.

Heat Rises

Beginning at 6th level, you learn to rechannel the explosive power of your concentrated Light to give yourself a burst of lift. You can spend a grenade ability charge to grant yourself a flying speed equal to your base walking speed until the end of your next turn. While you have this flying speed, you have advantage on attack rolls you make while airborne.

Icarus Dash

At 11th level, your practice at airborne maneuvers has made you quite nimble. If you are airborne when you are subjected to a Dexterity saving throw to prevent yourself from taking damage, you can use your reaction to automatically succeed on the saving throw.

Glorious Dawn

At 18th level you have mastered the sword of Light and honed its edge to impossible brilliance. When you draw your Dawnblade, you draw forth the very sunrise. While concentrating on Dawnblade, you have the following benefits:

- You cannot lose concentration on your Dawnblade as a result of taking damage.
- You shine bright light in a 30 foot radius, and dim light 60 feet beyond.
- Targets within the bright light of your Dawnblade have disadvantage on their saving throws against your Blade Salvo.
- Reducing a hostile creature to 0 hit points with the damage of your Dawnblade allows you to make a shield recharge roll. The amount you roll can be applied as health first, with any remainder going into energy shields.



Stormcaller

The Vex arrive in a storm so intense he can feel their very presence ripple across his skin, bringing with them lightning and ozone and the flash of bronze-plated armor. Even here, mired within the overwhelming wrongness that pervades the inscrutable mechanism that was once Mercury, the power that shifts them through space and time stands out in its invasiveness.

He dislikes Mercury. He dislikes the manner in which its insidious, loyal reality inserts itself into his mind with viral force. The planet itself is an ontological corruption, and the Vex units that

inhabit it, if that is the proper word, are seemingly inexhaustible agents of the infection. Even so, frustration will get him nowhere. He has tests to run, results to collect, and for the moment, Vex to kill.

Normally, he is happy to obliterate them with a web of electricity or a strike of negatively charged ions from his palm, but in this case there are too many, and he curses in frustration as a minotaur forces him to take cover. He weighs his options, analyzes his avenues of attack—and at last decides that, quite simply, he has no desire to waste time with bullets.

Power floods through him and he answers Vex lightning with his own, his body rising from the ground with the sheer force of the current running through him. Fire from energy cannons envelops him, but with a thought he appears behind the Vex lines, arc Light flashing from his hands, from his being, reducing them to smoking ash. The storm lasts until all have been destroyed, and he emerges from his trance tingling, breathing heavily, tranquil again.

Back to work. He laughs—maybe he is not so unlike the Vex, after all. More will come, as they always do. His colleagues ask him how he can stand to work here, within the corruption, without relief. There was a time when he would have struggled to explain, but now the answer comes easily: he understands that all around him a storm is raging, and to find peace, to survive, he must embrace the storm within.

Unleash Your Storm

The essence of the Stormcaller is the equilibrium between the calm and the storm. This Warlock discipline not only requires the fortitude to channel all the raw rage of an untrammelled thunderhead, but the inner stillness to remain in control of oneself while doing so. Whereas other Warlocks commit themselves wholly to deep attunement to the void or unconditional embodiment of solar glory, Stormcallers exist in a perpetual state of tension, a practiced balance not all can achieve. Only those able to attain and inhabit the eye of the storm can wield the surging, thunderous arc energies of the stormtrance without being overwhelmed.

Abide in Stillness

Many Risen are attracted by the power of the Stormcaller's abilities, but even highly capable Warlocks sometimes lack the kind of resilience and focus necessary to access that power. Often Stormcallers are not Warlocks who deliberately pursued the Stormcaller's path, but those who discover a deep reserve of inward calm in a moment of storm-tossed stress. Becoming a Stormcaller requires an intuitive experience of self-insight—something no amount of careful study or diligent practice can produce.

The Stormcaller

Level	Proficiency Bonus	Features	Max Arc Charges	Light Level
1st	+2	Light Affinity, Arc Charges, Harmony Within	2	1st
2nd	+2	Melee Ability, Living Arc	2	1st
3rd	+2	Stormcaller Mastery	4	1st
4th	+2	Ability Score Improvement	4	1st
5th	+3	Extra Attack	6	2nd
6th	+3	Thunderstrike Attunement	6	2nd
7th	+3	Stormcaller Mastery feature	8	2nd
8th	+3	Ability Score Improvement	8	2nd
9th	+4	—	8	3rd
10th	+4	Galvanism	10	3rd
11th	+4	Perpetual Charge, Stormcaller Mastery feature	10	3rd
12th	+4	Ability Score Improvement	10	3rd
13th	+5	—	12	4th
14th	+5	Elementary Particles	12	4th
15th	+5	Stormcaller Mastery feature	12	4th
16th	+5	Ability Score Improvement	14	4th
17th	+6	—	14	5th
18th	+6	Stormcaller Mastery feature	14	5th
19th	+6	Ability Score Improvement	16	5th
20th	+6	Boundless Energy	16	5th

Class Features

As a Stormcaller, you gain the following class features in addition to the features granted by the Warlock superclass.

Health Points and Shields

Shield Die Size: d8

Health Points at 1st level: 8 + your Constitution modifier

Health Points at higher levels: Add your Constitution modifier for every level after 1st, minimum 0

Shield Points at 1st level: 8

Shield Points at higher levels: Add 1d8 (or 5) for every level after 1st

Proficiencies

Armor: Light armor, medium armor

Weapons: Simple melee weapons, longswords, smallswords, shortswords, warhammers, combat bows, simple firearms, fusion rifles, grenade launchers, linear fusion rifles

Toolkit: Electronics toolkit

Vehicles: Jumpships, sparrows

Saving Throws: Dexterity, Wisdom

Skills (Choose 2): Acrobatics, Animal Handling, Insight, Nature, Perception, Persuasion, Religion, Technology

Light Affinity

Even at 1st level, you know how to harness the Light you possess, and you shape it in the form of arc Light. Wisdom is your Light ability score, and your Wisdom modifier is your Light ability modifier. You use your Wisdom modifier to determine your Light attack modifier and to set the save DC against your Light abilities, as shown below. When you are told to make a Light ability saving throw, you make a Wisdom saving throw.

For more information on Light abilities, including how recharge rolls work, see Chapter 8.

Light ability modifier = your Wisdom modifier

Light save DC = 8 + your proficiency bonus + your Wisdom modifier

Light attack modifier = your proficiency bonus + your Wisdom modifier

Arc Charges

You are a natural conduit for arc Light, and you store that excess Light in the form of arc charges. Once on your turn, you can spend these charges to empower yourself through arc actions, your options for which are detailed at the end of this class description.

You cannot perform an arc action if you don't have enough arc charges, or if you don't meet the level prerequisite. Unless the arc action describes otherwise, you spend arc charges immediately when you perform the arc action.

You have a maximum number of charges based on your level in the Stormcaller class, as shown in the Max Arc Charges column of the Stormcaller table. At the start of each of your turns, you regain one arc charge. If you end your turn without having spent any arc charges, you regain one additional arc charge. You regain all arc charges when you complete a brief rest.

If you use an arc action that requires concentration, you regain no arc charges at the start of your turn while concentrating on it. You cannot begin concentration on an arc action if doing so would reduce you to 0 arc charges, and if you fall to 0 arc charges while concentrating on an arc action, you immediately lose concentration.

Harmony Within

You have a natural inner calm and peace of mind that keeps you centered and focused. Instead of sleeping, you can enter a deep meditation for 4 hours each day. While meditating, you may experience dreamlike visions or practice mental exercises. When you complete your meditation you gain the same benefit as a human does from 8 hours of sleep, and you have advantage on saving throws to end conditions causing you to be Blinded, Burning, Charmed, Deafened, Frightened, or Poisoned for the next 24 hours.

Melee Ability

At 2nd level you gain your melee ability option, Thunderstrike. You cast this Light ability using a melee ability charge, of which you only have one. When you complete a brief rest, you can regain spent melee ability charges.

Thunderstrike

Casting Time: 1 action

Reach: 5 feet

Cost: 1 melee ability charge

Recharge: d6, 5

Duration: Instantaneous

You thrust out your hand, and a bolt of arc Light leaps from your fingertips toward a target within reach. The target must make a Dexterity saving throw against your Light save DC. They take 2d8 + your Wisdom modifier in arc damage on a failed

save, or half as much on a success.

At Higher Levels. The number of damage dice you roll for this Light ability increases as you reach higher Stormcaller levels. It becomes 3d8 at 5th level, 4d8 at 11th level, and 5d8 at 17th level.

Living Arc

Starting at 2nd level, your Light develops a sensitivity to the arc energy that animates living things. When you focus, you can perceive subtle fluctuations in the living arc within creatures and which naturally permeates spaces. As an action, you can hone in on these fluctuations, granting yourself advantage on Wisdom (Perception) checks to find living creatures or living machines for the next hour (requires concentration).

Stormcaller Mastery

At 3rd level, you must decide which fork of the Stormcaller's path you wish to walk. Choose Master of Lightning, Master of Wind, or Master of Thunder, which are detailed at the end of this class description. Your choice grants you your super ability at 3rd level, and additional features at 7th, 11th, 15th, and 18th level.

Ability Score Improvement

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

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Thunderstrike Attunement

At 6th level, you learn one of the following ways to modify your Light abilities. Choose one of the following features to gain. You can alter your choice by meditating on this feature exclusively for at least 1 hour (this meditation can be done during a short or long rest). If you complete your meditation, you lose the effects of your previous choice and gain the effects of your new choice.

Amplitude

The reach of your Thunderstrike increases to 10 feet, and it is considered as a melee weapon for the purpose of determining if you can make an attack of opportunity with it. The damage die size of Thunderstrike increases by one.

Chain Lightning

Once on your turn, if the target of your Thunderstrike fails their saving throw against it, you can choose one additional target within 15 feet of your original target to strike with a chain-bolt of arc Light. This additional target must also make a saving throw against your Thunderstrike.

Rising Storm

When you use your action to cast Thunderstrike, you can cause the target to make a Constitution saving throw, instead of a Dexterity saving throw, against Thunderstrike. If they fail their saving throw, the target takes the damage of your Thunderstrike and is Paralyzed for the next minute. The target can repeat the saving throw at the end of each of their turns, ending the effect early on a success. If they succeed, they take half the damage of your Thunderstrike and are not Paralyzed.

Galvanism

Starting at 10th level, the amplitude of your internally circulating arc Light surges in protective resonance at moments of danger. When you fail a saving throw, you can spend 2 arc charges to re-roll that saving throw once. You can choose to use either result.

Perpetual Charge

At 11th level, the lightning residing within you has grown abundant and comes to you quickly and readily. Your Bolt arc action costs no arc charges to use, and you can add your Wisdom modifier to the damage of Bolt. Using Bolt still counts as using your arc action for your turn.

Elementary Particles

When you reach 14th level, your ability to remain clear-minded in any situation grants you proficiency in all saving throws.

Boundless Energy

At 20th level, you are a perpetual conduit for the natural arc energy that pervades space. You can draw upon it to replenish your Light almost like drawing breath to fill your lungs. As a bonus action on your turn, you can regain all spent arc charges. Once you use this feature, you must complete a short or long rest before you can use it again.

Stormcaller Masteries

Every Stormcaller learns to embody the full fury of the storm, but each chooses which attributes to master. Your chosen mastery determines the course you will take on the Stormcaller's path, shaping your training and leading you to develop different abilities as you grow more proficient in channeling your chosen aspect of the storm.

Master of Lightning

You embody the raw destructive power of lightning. From a distance your stormtrance is a beautiful, awe-inspiring spectacle, but anything in reach of the lightning surging through your fingers beholds only crackling terror. You channel the fury of your summoned storm from an epicenter of unswerving focus, guiding its wrath in a wide swath.

Super Ability: Stormtrance

Gained at 3rd level (see superclass description)

Casting Time: 1 bonus action

Range: Self

Cost: 1 super ability charge

Recharge: d20, 18

Duration: Concentration, up to 1 minute

You summon and channel an arc storm, conducting its raw power through intense focus, wreathing yourself in arc Light. While concentrating on this super ability, the following effects apply: your base walking speed increases by 10 feet; you hover 1 foot above hard surfaces and still water; you have a resistance to arc, bludgeoning, kinetic, piercing, and slashing damage; you cannot hold any other weapons or objects in your hands (any weapons or objects you are holding when you cast this super ability are immediately dropped).

Channel the Storm. As an action, you can channel the wild lightning of the summoned arc storm through your own body and into your hands, directing it with your unshakeable will and shaping it with your Light. The channeled lightning dances from your fingertips in a 15-foot cone. All creatures in the cone must make a Constitution saving throw against your Light save DC (add a bonus to your DC equal to your Light level). They take 4d8 + your Wisdom modifier + your Light level in arc damage on a failed save, or half as much on a success.

At Higher Levels. When you use this super ability at a Light level of 2nd or higher, add 1d8 to its damage for each Light level above 1st.

Arc Web

At 3rd level, all arc Light grenades you cast chain arc Light to other nearby creatures. After resolving the effect(s) of the grenade, choose a number of targets up to your Wisdom modifier to take 2d4 arc damage. This damage increases as your stormcaller level increases: it becomes 3d4 at 11th level and 4d4 at 17th level.

The targets you choose must be within 5 feet of any creature originally damaged by your arc Light grenade. You can choose targets that were originally damaged by the grenade, but you cannot choose the same target multiple times for this feature.

Evasion

At 7th level, you have learned to emulate the quickness of the lightning you channel, heightening

your reflexes. If you are subject to an effect that allows you to make a Dexterity saving throw to take only half damage from the effect, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Ionic Blink

When you reach 11th level, your mastery of the lightning has deepened, and the path of the Stormcaller widens to reveal new ways to channel the storm. While concentrating on your Stormtrance, you can use a bonus action to teleport to an unoccupied space you can see within 15 feet, taking all carried and worn equipment of your choice with you when you do this.

Electrostatic Mind

At 15th level, you have advantage on super ability recharge rolls you make when two or more allied creatures are within 15 feet of you.

Supercell

At 18th level, the arc storms you summon are superlatively energetic, wreathing you with an overflow of Light-laced arc. On each of your turns during your Stormtrance, you can choose to use a bonus action to let loose a barrage of arc Light, causing all creatures within 15 feet of you to take 10 arc damage. This counts as super ability damage for the purpose of determining the effects of your Destroy Creature superclass feature.

Master of Wind

You embody the shattering power of gale-force winds. Your stormtrance takes the form of a brief, overwhelmingly intense concentration of arc Light, as if all the wind and thunder of a howling hurricane followed the single line of your will. Whether pointedly directed or swept wide to wipe clean a whole battlefield, your Light is a mighty tempest.

Super Ability: Chaos Reach

Gained at 3rd level (see superclass description)

Casting Time: 1 action
Range: 80-foot sweeping line
Cost: 1 super ability charge
Recharge: d20, 18
Duration: Instantaneous

You channel the storm within you into a concentrated beam of arc Light. Every creature in the area of your sweeping line must make a Dexterity saving throw against your Light save DC (increase your DC by an amount equal to your Light level for this). They take 4d8 + your Wisdom modifier + your Light level in arc damage on a failed save, or half as much on a success.

At Higher Levels. When you use this super ability at a Light level of 2nd or higher, add 1d8 to its

damage for each Light level above 1st.

Voltaic Residue

At 3rd level, your mastery of the storm's winds has deepened, and your advancement along the path of the Stormcaller brings you to a new understanding of the current. Whenever you spend at least 2 arc charges on your turn, you gain the benefit of the Disengage action, and your movement increases by 10 feet until the end of your turn.

Pulsewave

At 7th level, you can invoke your Light with the quickness of stormwinds in moments of need. If you take an amount of damage that reduces you to half your shield points or less, but you still have at least 1 health point remaining, you can use your reaction to trigger a pulsewave of wind-heightened speed. All creatures of your choice within 30 feet of you can double their base walking speed on their next turn. You must regain at least 1 energy shield point before you can use this feature again.

Ionic Trace

Starting at 11th level, your grasp on the flow of arc energies grows firm, enabling you to allow your lightning to return to you. If a creature is reduced to 0 hit points within 30 feet of you, you can regain a number of arc charges equal to your Wisdom modifier.

Ball Lightning

When you reach 15th level, the subtleties of the storm are entirely within your grasp—including some of its more peculiar phenomena. When you cast Thunderstrike, instead of its normal effects you can hurl a sphere of arc Light with a 1-foot diameter along a 30-foot line in a direction of your choosing, originating from you. The sphere can pass through openings large enough for a Tiny object, can phase through creatures, and can pass through non-metal barriers up to half an inch thick. Every creature of your choice that the sphere passes through must make a Constitution saving throw against your Light save DC. They take the damage of your Thunderstrike on a failed save, or half as much on a success. If the sphere passes through a creature, they make this saving throw with disadvantage.

Transcendence

Beginning at 18th level, summoning a storm is like remembering your true self. It feels restorative and invigorating, even in especially perilous moments. If you cast your super ability on your turn, you can make a shield recharge roll. The amount you roll can be applied as health points first, with any leftover going to energy shield points.

In addition, whenever you invoke your Pulsewave feature, you and all creatures affected by Pulsewave can make a shield recharge roll.

Master of Thunder

You embody the bone-shaking power of rolling thunder. Your stormtrance focuses the might of a tempest into a single, devastating thunderclap around you. Where you step, the thunder descends—and when you let fall those crackling bolts, even an army can't stand against you.

Super Ability: Landfall

Gained at 3rd level (see superclass description)

Casting Time: 1 action

Range: Self

Cost: 1 super ability charge

Recharge: d20, 17

Duration: Instantaneous

You unleash the full force of the storm within you. All creatures within 15 feet of you must make a Dexterity saving throw (increase the DC by an amount equal to your Light level). They take 4d8 + your Wisdom modifier + your Light level explosive arc damage on a failed save, or half as much on a success.

At Higher Levels. When you use this super ability at a Light level of 2nd or higher, add 1d8 to its damage for each Light level above 1st.

Feedback

At 3rd level, you learn to let your Light flow around those that surround you, like thunderbolts finding their path through the sky. If you start your turn with at least two creatures within 15 feet of you, you can immediately regain a melee ability charge, and your Thunderstrike gains an additional damage die until the end of your turn. In addition, if you start your turn with at least two hostile creatures within 15 feet of you, your AC increases by 2 until the start of your next turn.

Arc Soul

At 7th level, you develop a technique to externalize a portion of your Light into a stable, independent construct to aid you and your allies. When you cast Rift of Light, all creatures of your choice in the area of your Rift of Light gain an arc soul. In addition, until your Rift of Light ends, if a creature starts their turn within your Rift of Light, or enters your Rift of Light for the first time on a turn, you can choose to grant them an arc soul.

Arc Soul. An arc soul is a tiny, glowing, blue orb of Light no bigger than a small coin. It hovers over a creature's shoulder and, once on the creature's turn, it will deal 4 arc damage to one target within 15 feet of the creature. The creature decides who the target is and when this damage occurs. After dealing damage, or at the end of the creature's turn, the arc soul dissipates.

The arc soul's damage increases as the caster of the Rift of Light's level increases. It increases to 5 at 10th level, 6 at 15th level, and 7 at 20th level.

Ionic Surge

At 11th level, you are adept at channeling and redirecting your Light when you extend it to strike. Each time an arc soul of yours applies damage to a creature that is hostile to you, you can make a melee and grenade recharge roll.

Echoing Thunder

Starting at 15th level, you are so attuned to your inner thunder that you can lash out with it like a natural reflex. If a creature you can see hits you with an attack and they are within the reach of your Thunderstrike, you can use your reaction to cast Thunderstrike against that creature.

Thunderstruck

At 18th level, you have mastered the thunder and extended its reach through you. When you cast Landfall, all creatures within 40 feet of you must also make a Constitution saving throw against your Light save DC. Creatures are Blinded and Deafened for 1 minute on a failed save. A creature that has been Blinded or Deafened can repeat the Constitution saving throw at the end of each of their turns, ending the effect early on a success. A creature who succeeds on their saving throw, or for whom the effect ends, becomes immune to being Blinded or Deafened by Landfall for 24 hours.

Arc Actions

Arc actions are listed in alphabetical order.

Alternating Current

Prerequisite: 13th level

Cost: 3 charges

On your first turn after rolling initiative, before taking any action or bonus action or using any movement, you can spend arc charges to re-roll your initiative once. You can choose to use either your original roll or the new roll. If you choose the new roll, this arc action costs you an additional 2 charges (you cannot choose this if you do not have enough charges). If the new roll is higher than your current roll, for the next minute, your base walking speed increases by 10 feet and the first 10 feet of movement on your turn does not provoke attacks of opportunity. If the new roll is less than your original roll, you have a bonus +2 to your AC for the next minute instead.

If you take the new roll, you continue with your current turn as normal. Your initiative changes to the new roll at the end of the round.

Bolt

Cost: 1 charge

When you make a successful attack roll, you can increase the damage of the attack by 1d6 arc.

At Higher Levels. The damage of this arc action becomes 1d8 at 5th Stormcaller level, 1d10 at 11th Stormcaller level, and finally, it becomes 1d12 at 17th Stormcaller level.

Discharge

Prerequisite: 20th level
Cost: 10 charges

When you roll damage for your melee ability, grenade ability, or super ability, you can automatically deal the maximum for that ability.

Induction

Prerequisite: 5th level
Cost: 2 charges

Until the end of your turn, if you have the option to attack multiple times when you take the Attack action, your Thunderstrike can replace one or more of them.

Overcharged

Prerequisite: 9th level
Cost: 5 charges
Duration: Concentration, up to 10 minutes

As an action, you can imbue any willing creature you can touch with a surge of arc Light. For the duration, the creature's speed is doubled, it has a bonus +2 to its AC and advantage on Dexterity saving throws, and it gains 10 temporary arc charges. These arc charges are kept in a separate pool. Once on each of its turns, the creature can spend a number of these temporary charges to take an additional action. The number of charges the creature spends is determined by the additional action the creature takes. A creature can only benefit from the Overcharged arc action once at a time.

- **1 Arc Charge:** Dash, Disengage, Hide, or Use an Object
- **2 Arc Charges:** Make one non-Loading weapon attack, Reload a Cumbersome or non-proficient weapon
- **3 Arc Charges:** Cast a melee or grenade Light ability, make one Loading weapon attack

Override

Prerequisite: 2nd level
Cost: 2 charges

You touch a digital lock, one that has not been equipped to resist Light interference, and override its function, allowing you to instantly unlock it.

Recharge

Cost: Varies (see description)

You can spend a number of arc charges, up to your Wisdom modifier, to extend the life of a common battery or power cell, such as the kind found in tablet computers or handheld devices. The number of arc charges you spend determines the amount of battery life, in hours, you grant the device. Because of the paracausal nature of Light, you can use this arc action even on a non-rechargeable battery, though the battery becomes irrevocably destroyed when its Light-induced life ends.

Refresh

Prerequisite: 20th level
Cost: 16 charges

You regain up to one melee, grenade, and superclass ability charge, and you can make a shield recharge roll. You must complete a long rest before you can use this arc action again.

Windswift

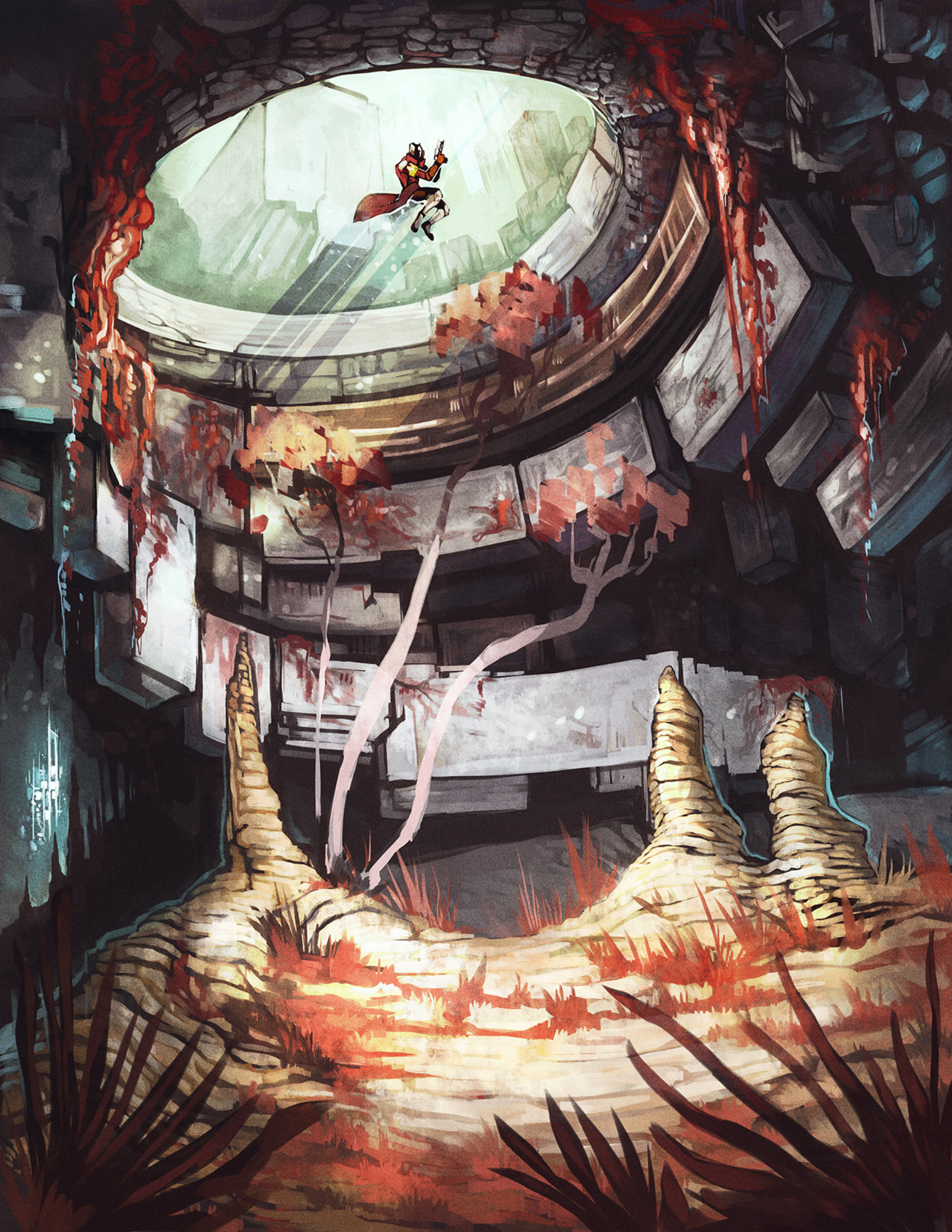
Prerequisite: 5th level
Cost: 4 charges

You take the Dash, Disengage, or Dodge action as a bonus action.

Zaplight

Cost: 1 charge
Duration: 1 hour

You create a tiny orb of blue light no bigger than a small coin. For the next hour, this orb hovers over your shoulder and shines bright light in a 10-foot radius, and dim light 5 feet beyond that. You can dismiss this orb at any time (no action cost).







CHAPTER 3: GHOSTS

Not even the Ghosts themselves know how the Traveler made them, but every Ghost innately knows why: to find and resurrect those capable of wielding the Traveler's Light. Each Ghost instinctively seeks a single individual among the countless dead scattered throughout the solar system, and each searches interminably until that person's remains are found and revived. Many have searched for centuries, ever since the end of the Collapse, and have yet to find their counterparts.

Those who do find their destined charges form indissoluble bonds with their Risen, becoming inseparable companions and fulfilling key support functions as well as providing the connection to the Traveler that gives Risen (also known as Lightbearers or Guardians) their power and allows Ghosts to revive them from death. However, if destroyed, Ghosts themselves cannot return and cannot be replaced.

Creating Your Ghost

Before you make your Ghost, think about the kind of relationship you two have. Do you mostly get along, or does your Ghost often question why it chose you? Additionally, decide with your Architect and fireteam how Ghosts will be role-played, if at all. Will everyone make their own Ghost, or will you be assigned a random Ghost another player made? Will you make your own Ghost, but another player at the table plays them for you? There are a myriad of interesting dynamics and options for you and your fireteam to explore!

Ghost Traits

All Ghosts have a variety of universal traits as a result of their creation.

Ability Score Increase. One of your Ghost's ability scores increases by 2, and a different ability score increases by 1.

Size. While Ghosts can vary in size depending on the type of shell they equip, the core of the Ghost can fit into the palm of a human hand. Your Ghost's size is Tiny.

Speed. Your Ghost only has 30 feet of flying speed, and it can hover in place.

Languages. Your Ghost can speak, read, and write City common, the Risen language, and one other language of its choice. It understands and can interpret RSL.

Living Machine. Even though your Ghost is a construct, it has a personality and level of intelligence no different from other sentient biotic life. Your Ghost is considered a living creature, and it appears on scanners as one. It is immune to disease, and it does not need to eat, sleep, or drink, though it can choose to enter a rest state to defragment its digital memory if it wants to.

Crafted in Light. Your Ghost is resistant to bludgeoning, kinetic, piercing, and slashing damage. However, your Ghost has a vulnerability to Darkness damage, and when your Ghost takes Darkness damage, its hit point maximum is reduced by the same amount.

Memory Bank. Ghosts have a number of memory slots equal to 15 times their Intelligence score. Using a mind-bendingly sophisticated combination of the Traveler's technology and common transmat protocols, your Ghost can download items and store them in its memory slots. Every item the Ghost downloads requires at least one memory slot to store. Some items are large enough or complex enough that they require multiple memory slots in order for a Ghost to download them into its memory.

Some items do not need multiple memory slots to store extra quantities of the item. These items can be compressed into a single memory slot, or into a single set of memory slots, which is called stacking the item. When reading an item's memory details, the first number is the number of slots the item requires, and the second number is the maximum number per stack of that item.

Naturally Stealthy. A Ghost can attempt to hide even when it is only obscured by a creature or object that is at least one size larger than itself.

Universal Interface. Your Ghost is proficient in the Technology skill.

Ultralight. Your Ghost's weight limit is 7 lbs. It cannot lift, push, pull, or drag a weight in excess of this limit. If your Ghost is ever carrying a physical weight in excess of its weight limit, it is considered Restrained.

Integrated Communications. Your Ghost is able to detect, read, and communicate across most digital and quantum signals. They can record video and audio, and they can always communicate internally with their Guardian via neural symbiosis.

Ghost Features

You and your Ghost are inseparable, but there will be times when your Ghost must act on its own. Your Ghost has its own hit points, set of skills, and bonuses to those skills, takes its initiative on your initiative, and can take its own actions, bonus actions, and reactions.

Hit Points

Hit Dice: 1d6 per Ghost level

Health Points at 1st level: 6 + your Ghost's Constitution modifier

Health Points at higher levels: 1d6 (or 4) + your Ghost's Constitution modifier per Ghost level after 1st

Proficiencies

Armor: Ghost shells

Vehicles: Jumpships (autopilot programming only)

Saving Throws: Dexterity, Intelligence

Skills: Choose any 5

Ability Score Increase

Your Ghost's starting ability scores are determined using the same method that determined your own starting ability scores. Furthermore, when your Ghost reaches 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one of its ability scores of your choice by 2, or you can increase two of its ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Your Architect will determine what level your Ghost can start at, and how your Ghost gains experience points. Your Ghost's level does not need to be the same as your level, though typically, the Ghost does start at the same level as you, and it gains a level whenever you gain a level.

Restoration

Your Ghost is able to use the Light to heal your injuries and revive you from almost any death, spending a use of this feature in order to take the Heal or Resurrect action, as described in Chapter 7. Your Ghost can invoke this feature a maximum number of times equal to its level.

When your Ghost completes a long rest, it regains a number of spent uses of Restoration, equal to half of the Ghost's maximum number of uses (minimum of one Restoration use recovered). For example, if your Ghost has a Restoration use maximum of four, it would regain up to two uses of Restoration when it completes a long rest. A Ghost cannot have more uses of Restoration than its maximum.

Glimmer Programming

Glimmer is a type of programmable matter that can be turned into any abiotic material, object, or construct, such as a pile of copper ore, a handful of weapon parts, or, with sufficient glimmer, even a fully functional Tower frame.

Your Ghost is capable of programming glimmer. As an action, it can program up to 2,000 bits of glimmer into an abiotic item that does not require attunement (see *Architect's Guide*). This glimmer is spent when your Ghost does this. How many bits of glimmer it takes to create a specific item is determined by the item's purchase cost, or by your Architect.

Reverse Programming

If an item is made up of glimmer, either in part or in whole, your Ghost can use an action to reduce it back to raw glimmer. The amount of glimmer that is recovered from the item is equal to one third of the

amount of glimmer originally in the item.

Pocket Backpack

After it connects itself to you for the very first time, your Ghost gains access to a small pocket of extradimensional space attached to your person. Your Ghost can choose to use either its action or bonus action to enter or leave the pocket backpack on its turn, if it is within 5 feet of you. Your Ghost cannot be harmed while within its pocket backpack, and only your Ghost can enter or interact with its own pocket backpack.

If you ever die permanently, your Ghost is removed from the pocket backpack immediately, and cannot reenter it.

A Ghost's interaction with the outside world is limited while within its pocket backpack. It can still communicate with you, and it can interact with signals. A Ghost can read an incoming broadcast, for example, or speak over a local communication network, but if a Ghost wants to interact with a physical object, it must exit its pocket backpack.

Equipment Swap

Even from within its pocket backpack, your Ghost is able to assist you in small ways. One of these ways is to switch out the items you have equipped with items it has stored in its memory. As an action, your Ghost can take one item you are carrying or wearing and store the item in its memory at the same time it withdraws one item from its memory and places it in your hands. For worn items, your Ghost is able to instantly transmat the item off of or onto your person. In order for your Ghost to store an item, it must have enough space in its memory.

Quick Thinking

Your Ghost's computational mind and quick reflexes allows it to move and act quickly. It can take the Dash, Disengage, or Hide actions as bonus actions on each of its turns.

Additionally, if your Ghost is within 5 feet of you when it is forced to make a saving throw from an effect it can perceive, such as being forced to make a payload saving throw from a creature it can see, it can choose to use its reaction to disappear into its pocket backpack immediately, removing itself from the area of the effect and negating the need to make the saving throw at all.

If a creature makes an attack against your Ghost that misses, or if your Ghost takes damage, it can also choose to use its reaction to disappear into its pocket backpack, if it is within 5 feet of you.

Scanners

As an action your Ghost can scan the local area. It can choose to scan in a sphere with a radius of 5 feet, centered on itself, or it can choose to scan in a 15-foot cone originating from itself. It must be outside its pocket backpack to do this. Your Ghost

learns the location of any living creatures within range, as well as any other information at the discretion of the Architect.

Starting Equipment

Some Ghosts find their Guardians right away, but others do not find their Guardians so quickly. Some search for decades, or even centuries, traveling as far as the Reef or beyond to find the single someone they can align with.

Whatever the case, during its travels, your Ghost has had the opportunity to collect gear and items which it bequeaths to you when it resurrects you for the first time. Choose one item from each of the following options to determine the equipment you have at 1st level:

- A generalist shell for your Ghost.
- Either (a) a simple melee weapon, or (b) a simple firearm of your choice and 5 simple ammo magazines.
- Either (a) leather armor, (b) makeshift armor, or (c) plasteel armor.
- Either (a) a combat bow and 20 arrows for it, (b) a common martial firearm of your choice and 3 magazines for it, or (c) a martial melee weapon of your choice.
- 5d4 x 100 glimmer, which you can choose to spend on additional equipment your Ghost has ready for you.
- A trinket from the trinket table, or another trinket of your choice (discuss with your Architect).

At the Architect's discretion, your Ghost may have additional gear or glimmer determined by its travels prior to finding you.





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CHAPTER 4: CHARACTER DETAILS

Risen are more than their class and ability scores. They're individuals with hero complexes, sometimes questionable decision-making skills, and in most cases, complete loss of any memory of their previous lives. These factors, along with their individual experiences, ideals, bonds, and flaws, create a unique character that is yours—for better or worse.

Character Appearance

You are welcome to choose whatever details you want for your character's appearance. If you're not sure where to begin or if you're simply interested in seeing how the dice roll, you can use the tables and information below to help determine your character's outward appearance.

Race

Roll on the table below to randomly determine your race. Use a d6 if you are only selecting from the races of humanity, or a d8 if you have the option of selecting from unconventional races as well. If you only want to pick from the unconventional races, roll a d10.

Random Race			
d6	d10	d8	Race
1-2		1	Awoken
3-4		2	Exo
5-6		3	Human
	1-2	4	Cabal
	3-4	5	Eliksni
	5-6	6	Krill
	7-8	7	Psion
	9-10	8	Vex

Age

Risen typically take on a physical appearance indicative of the age they were when they died. Because there are so many variations of average lifespan across the races, you will have to use your best judgment when picking exactly what your age was when you died. You can use the table below to give yourself a starting point for choosing your age at death.

These are the general descriptions of each age group.

Young Adult. You just recently reached an age of maturity for your race when you died.

Mature Adult. While no longer a young adult, you weren't alive long enough to be considered an old member of your race when you died.

Old Adult. You were clearly in the older age ranges of your race when you died. You likely exhibit outward traits of this development, such as greying hair, dull pigmentation, or a natural armor that has heavy signs of wear and tear.

Ancient Adult. You died at an age that was beyond the average lifespan of your race. Though you are now a Risen creature and no longer feel the pains of your old age, your outward appearance likely exhibits the extremes of your age.

Random Age

d8	Age Group
1-2	Young adult
3-4	Mature adult
5-6	Old adult
7-8	Ancient adult

Height and Weight

If you want to randomly determine your height and weight, you can use the following information to do so. Roll the indicated dice for your race's size modifier first. Add the result to the formulas for height and weight. Keep in mind this does not represent the full spectrum of creature sizes available for every race, and as with all details of your appearance, you are welcome to decide them yourself rather than roll the dice.

Awoken or Human

Size Modifier = 2d8

Height = 4 feet + 9 inches + your size modifier in inches

Weight in pounds = 100 + (5 × your size modifier)

Exo (Model "AB-U")

Size Modifier = 2d6

Height = 5 feet + 2 inches + your size modifier

Weight in pounds = 160 + (5 × your size modifier)

Exo (Model "CT-HD" Or "JSYK")

Size Modifier = 2d6

Height = 5 feet + 1 inch + your size modifier in inches

Weight in pounds = 140 + (5 × your size modifier)

Cabal

Size Modifier = 2d8

Height = 6 feet + 6 inches + your size modifier in inches

Weight in pounds = 750 + (5 × your size modifier)

Eliksni (Vandal)

Size Modifier = 2d6

Height = 5 feet + 1 inches + your size modifier in inches

Weight in pounds = 130 + (5 × your size modifier)

Eliksni (Captain)

Size Modifier = 2d6

Height = 6 feet + 1 inch + your size modifier in inches

Weight in pounds = 220 + (5 × your size modifier)

Eliksni (Baron)

Size Modifier = 2d8

Height = 8 feet + 1 inches + your size modifier in inches

Weight in pounds = 365 + (5 × your size modifier)

Krill (Acolyte)

Size Modifier = 2d6

Height = 4 feet + 10 inches + your size modifier in inches

Weight in pounds = 100 + (5 × your size modifier)

Krill (Knight Morph)

Size Modifier = 2d8

Height = 6 feet + 6 inches + your size modifier in inches

Weight in pounds = 280 + (5 × your size modifier)

Krill (Mother Morph)

Size Modifier = 2d6

Height = 6 feet + 1 inch + your size modifier in inches

Weight in pounds = 115 + (5 × your size modifier)

Psion

Size Modifier = 2d6

Height = 3 feet + 8 inches + your size modifier in inches

Weight in pounds = 35 + (5 × your size modifier)

Random Extra Details

d20 Detail

- | | |
|----|--------------------------------|
| 1 | Missing one or more teeth |
| 2 | Visual/hearing aid |
| 3 | Missing limb |
| 4 | Multiple scars |
| 5 | Heterochromia |
| 6 | Prominent birthmark |
| 7 | Simple tattoo |
| 8 | Walks with a limp |
| 9 | Discolored skin or plating |
| 10 | Missing toe or finger |
| 11 | Cleft chin |
| 12 | Extravagant tattoo |
| 13 | Albinism or melanism |
| 14 | Spines |
| 15 | Missing an ear and/or eye |
| 16 | Freckles, moles, or vitiligo |
| 17 | Extra digit on hand or foot |
| 18 | One arm shorter than the other |
| 19 | Unusually colored hair |
| 20 | Single prominent scar |



Vex (Goblin)

Size Modifier = 1d4

Height = 5 feet + 11 inches + your size modifier in inches

Weight in pounds = 210 + (5 × your size modifier)

Vex (Hobgoblin)

Size Modifier = 1d4

Height = 6 feet + 1 inch + your size modifier in inches

Weight in pounds = 220 + (5 × your size modifier)

Vex (Minotaur)

Size Modifier = 1d6

Height = 7 feet + 5 inch + your size modifier in inches

Weight in pounds = 360 + (5 × your size modifier)

Extra Details

You can roll on the table below as much or as little as you like to determine any extra details about your physical appearance. Use your best discretion, as some details may not apply due to the inherent traits of your race. For example, a psion cannot have unusually colored hair—unless they want to wear a wig, of course!

Personality Details

Like your character's appearance, you are welcome to decide your character's personality from the ground up. Many people may find it more enjoyable to discover their character's personality as they play, rather than deciding anything beyond broad strokes at the outset of a campaign. However, if you're unsure where to start or if you're just looking for inspiration, the tables in this section can help.

Keep in mind that no aspect of any character is one-dimensional. People are nuanced, and it's perfectly normal and natural for context or perspective to change how your character behaves, whether that change is short-term or a complete alteration of their core personality. One of your character's traits may even be that they adopt completely different personalities based on who they're working with!

Manner of Speech

Whether your character speaks vocally, exclusively through writing, or through a sign language, consider one of the following cornerstones of your character's manner of speech and try to incorporate it into your role-play.

Odd Habits

Even the most "normal" among us has an odd habit or two. Sometimes people will only eat food in a certain way, or have a peculiar routine for cleaning their house that feels wrong to change. The table below has a short list of possible odd habits for your

Random Manner of Speech

d20 Manner of Speech

1	Stutters
2	Compulsive alliteration
3	Excessive verbosity
4	Laconic
5	Unusually flat or bubbly tone
6	Drawls
7	Stentorian
8	Whispers/mutters
9	Has a lilt
10	Halting
11	Compulsive rhyming
12	Frequent uptalk
13	Unusually rapid or slow
14	Has a thick accent
15	Frequent talks to self
16	Very urbane
17	Uses vocal fry
18	Trails off often
19	Uses many filler words
20	Strikingly eloquent

character.

Values

Your character's values are the beliefs, people, and things your character considers important aspects of their life, and are what your character would risk their safety—or even the safety of others—to defend or uphold. Some characters have no values, some have only a few, and some have so many there is no way they can possibly uphold all of them, putting themselves in the precarious position of often having to choose one over another.

Another way to think of values is to consider what motivates your character. The three most common character motivations are money, interpersonal relationships (friendship, family, love,

Charmed And Frightened Duration

The duration of the Charmed and Frightened effects described in Vices and Fears, respectively, is left undetermined because what constitutes a reasonable duration for those effects can vary greatly depending on the vice or fear you pick, and the situational context. Work with your Architect to determine a reasonable duration for the effect if your character fails their saving throw.

Random Habits

d20 Habit

- 1 Compulsive weapon reloading
- 2 Fidgets
- 3 Polishes Ghost excessively
- 4 Frequent quotation
- 5 Humming/singing
- 6 Speaks in third person
- 7 Unusually tidy or messy
- 8 Trench artist
- 9 Nail biting/picking
- 10 Lip chewing
- 11 Preoccupied with wildlife
- 12 Distractingly expressive eyebrows
- 13 Frequent anecdotes
- 14 Peculiar hobby
- 15 Needlessly argumentative
- 16 Frequent finger-snapping
- 17 Compulsive exercise
- 18 Special handshake
- 19 Coin/pen/knife tricks
- 20 Tinkering

Random Values

d20 Value

- 1 Self-preservation
- 2 Defense of the Traveler
- 3 Personal integrity
- 4 Protecting the vulnerable
- 5 Honor/social status
- 6 Social cohesion
- 7 Fireteam camaraderie
- 8 Humanity's survival, at any cost
- 9 Individual liberty
- 10 Self-discipline
- 11 Technological advancement
- 12 Scientific knowledge
- 13 Cultural preservation
- 14 Martial prowess
- 15 Aesthetic beauty
- 16 Lightbearer superiority
- 17 Material acquisition
- 18 Inner peace
- 19 Orderliness
- 20 Flourishing complexity

Random Vices

d20 Vice

- 1 Gilded/glowing/gaudy armor
- 2 Wormspore
- 3 Trashy Hunter romance novelizations
- 4 Angry VanNet posting
- 5 Romanticizing the Darkness
- 6 Loot obsessed
- 7 Ahamkara conspiracy theorist
- 8 Power tripper
- 9 Compulsive notification checking
- 10 Bad musical taste
- 11 Collection completion
- 12 Vex tech
- 13 Hive studies
- 14 Heavy ammo hoarding
- 15 Sparrow racing
- 16 Esoteric Warlock writings
- 17 Sartorial struggle
- 18 Celebrity gossip
- 19 Nihilistic pessimism
- 20 Paracausal pranks

Random Fears

d20 Fear

- 1 Losing the Light
- 2 NLS jumps
- 3 Transmat malfunction
- 4 Ghost abandonment
- 5 Specific enemy race or type
- 6 Other Guardians
- 7 Past life identity
- 8 Temporal excision
- 9 The Nine
- 10 Radiolarian contamination
- 11 Accidentally harming Lightless
- 12 Gear failure
- 13 Triskaidekaphobia
- 14 Fireteam death
- 15 Ghost switching
- 16 Ridicule
- 17 Patrol beacons
- 18 Immortal boredom
- 19 Triangular shapes
- 20 Entropy

etc.), and power. Typically, your character's values will fall into one of those very broad categories, but don't just stop there when choosing what your character cares about. A good practice is to incorporate some nuance into their values, or even a contradiction of values, which sets you up for more interesting and dynamic role-play opportunities in the future.

Vices

Whether virtuous or vicious in general, everyone has some habit, taste, or preference that qualifies as a vice. Whatever they are, the key quality of a vice is your character's weakness to it or around it.

At your Architect's discretion, when you pick a vice for your character, and your character is exposed to that vice, they must succeed on a DC 10 Wisdom saving throw or they become Charmed by the vice. If the vice is something being offered by another creature, the character is Charmed by that creature instead. Your character can repeat the saving throw at the end of each of their turns, ending the effect on itself on a success. If your character succeeds on their saving throw, or if the effect ends on them, they become immune to being Charmed by their vice for the next 24 hours.

Fears

No matter how strong, agile, or smart your character is, chances are there is at least one thing they fear deeply. Much like when presented with a vice, characters don't act like themselves when they're around their fears. The strong can crumble, the quick can stumble, and the intelligent can suddenly find themselves at a complete loss, unsure what to do.

Consider carefully how your character responds to their fear. Do they become aggressive, or frightful? Everyone reacts differently to their fear, and irrational fears often provoke irrational actions.

At your Architect's discretion, if you pick a fear for your character, whenever your character is presented with their fear they must make a DC 10 Wisdom saving throw, becoming Frightened on a failed save. Your character can repeat the saving throw at the end of each of their turns, ending the effect on yourself on a success. If your character succeeds on their saving throw, or if the effect ends on them, they become immune to being Frightened by their fear for the next 24 hours.

How Long You've Been Dead

d4 Time Spent Being Dead

- | | |
|---|------------------------|
| 1 | Less than five minutes |
| 2 | 1d4 years |
| 3 | 1d4 decades |
| 4 | 1d4 centuries |

Why You Died

d20 Cause of Death

- | | |
|----|---------------------------------|
| 1 | Wildfire |
| 2 | Lost in the wilderness |
| 3 | Didn't survive the pilgrim road |
| 4 | Clan or family war |
| 5 | Tsunami |
| 6 | Allergic reaction |
| 7 | Drowned |
| 8 | Killed while scavenging |
| 9 | Building collapse or cave-in |
| 10 | Failed Exo prototype |
| 11 | Chronic disease |
| 12 | Deal gone wrong |
| 13 | Jumpship malfunction |
| 14 | Animal attack |
| 15 | Old age |
| 16 | Caught in a crossfire |
| 17 | Organ failure |
| 18 | Botched surgery |
| 19 | Failed experimental medicine |
| 20 | Sinkhole |

Where You Died

d20 Location

- | | |
|----|-----------------------------|
| 1 | Vestian Outpost, The Reef |
| 2 | Mumbai Push, Earth |
| 3 | Mare Cognitum, Luna |
| 4 | The Last Safe City, Earth |
| 5 | Old Chicago, Earth |
| 6 | Maat Mons, Venus |
| 7 | Fields of Glass, Mercury |
| 8 | Eos Chasma, Mars |
| 9 | European Dead Zone, Earth |
| 10 | Caloris Spires, Mercury |
| 11 | Old Russia, Earth |
| 12 | Ishtar Sink, Venus |
| 13 | Hellas Basin, Mars |
| 14 | Tangled Shore, The Reef |
| 15 | New Pacific Arcology, Titan |
| 16 | Echo Mesa, Io |
| 17 | Arcadian Valley, Nessus |
| 18 | Ocean of Storms, Luna |
| 19 | Meridian Bay, Mars |
| 20 | Phobos, moon of Mars |

Your Death

There's no getting around it: at some point in your past, you died for the very first time. Perhaps you went peacefully in your sleep, or perhaps an argument got too heated, or perhaps you wandered off the trail on a hiking trip and no one managed to find you. However it happened, you died—but don't fret, you were later resurrected by your Ghost.

The tables in this section can be used to help determine some of the details surrounding your first death. Considering the total memory loss that usually accompanies being resurrected for the first time, you may not be aware of these details.

Languages

To be proficient with a language is to be able to read, write, and speak that language fluently.

All Risen are resurrected knowing a common Risen language. This language allows Risen creatures to instantly communicate with other Risen upon resurrection, and to bypass any communication barriers that might exist in a group of people reborn from all over the Sol system.

Including the ability to read, write, and speak Risen, Risen creatures can also inherently understand RSL, or Risen Sign Language, though they may not be able to make the signs without properly educating themselves.

Citizens of the Last City generally speak a common language that is a mixture of English, Chinese, and Russian. This language developed over centuries of post-Collapse cultural intermingling. Risen usually have to spend some time learning this language, just as Citizens usually have to spend time



learning the language of the Risen.

Modern Human Languages

These languages survived the Collapse or were developed by post-Collapse human societies.

Ancient Human Languages

These languages are no longer commonly known, and most are lost to time. This is not an exhaustive list of ancient human languages. There are many more waiting to be rediscovered!

Alien Languages

Languages spoken by nonhumans, or particularly isolated communities of humans are referred to as alien languages.

Modern Human Languages

Language	Typical Speakers	Script
Chinese	Western and Southern Asians	Characters or Pinyin
English	Eastern Europeans	Latin
City Common	Citizens of the Last City	Latin
Risen	Risen creatures	Latin
Risen Sign Language (RSL)	Risen, deaf and/or mute — citizens of the Last City	—
Russian	Northern and Central Asians	Cyrillic
Spanish	Central Americans and Western South Americans	Latin
Speech	Distributary Awoken	Awoken script

Ancient Human Languages

Language	Script
Arabic	Semitic
French	Latin
German	Latin
Hebrew	Semitic
Japanese	Hiragana
Taiwanese Hokkien	Characters or Dāi-ghî tōng-iōng pīng-im

Alien Languages

Language	Typical Speakers	Script
Eliksni	Eliksni, Reefborn Awoken	Eliksni
Hexinary	Vex	d#ggHL
Krill	Hive	Runes
Ulurant	Cabal	Ulurant

Background

Every story has a beginning, and all Guardians start the same: as confused Risen, lost and uncertain paracausal toddlers who just crawled out of the grave and may or may not be ready to take on the challenges that await in the wilds.

Risen

Chosen from the dead by the Traveler's Ghosts, Risen are those rare few able to wield the Light as a weapon. Risen are the only ones who can choose a Guardian class, and those who are Risen must choose a Guardian class as soon as they become Risen.

Some Risen have been dead for centuries; others, merely minutes. Regardless of how long you were dead, when your Ghost first resurrects you as a Risen creature, you lose all memory of your past life. Maybe you were a criminal, maybe you were a saint—it no longer matters. You are reborn into your second life with a blank slate.

...At least, more or less blank. It is not unheard of for some habits and skills to linger from your past life. When making your character, determine what sort of person you were in your past life and work with your Architect to determine what, if anything, carried over. If your race grants you a language, do you still remember that language? Do you have fragmentary memories of your past life, or any living relatives? It's also a good idea to determine when and where you died, and how your Ghost found you.

Proficiencies: Risen language, RSL, and choose any one skill, toolkit, vehicle, or additional language to be proficient in. Your choice should be reflective of your experiences in your past life.

Equipment: You have what equipment your Ghost is able to provide for you (see Chapter 3 for more).

Feature: Ghost

As a Risen you have a Ghost, a tiny construct made by the Traveler, now your inseparable companion. Your Ghost is the conduit to your power as a Guardian. Without it, you cannot wield the Light or advance in any Guardian class.

Your Ghost is considered its own creature and has its own thoughts, feelings, opinions, and desires. See Chapter 3 for more information on how to create your Ghost, and what it can do.

Foundations

Though your background may be lost to you, remembered only in fragments or not at all, what you do with your second life is entirely yours to decide. Maybe you become an agent of the Vanguard, and dedicate your life to supporting the Last City and providing for its needs. Maybe you become a Crucible combatant, fighting your way up the leaderboards with the hope of achieving a championship. Or maybe you spend your time

around less-than-savory folk, smuggling wormspore and fighting in the Drifter's Gambit.

Starting from the time you are first resurrected, you can choose one Risen life foundation, so long as you meet reasonable circumstances for selecting that foundation. Decide on a foundation for your character, and then discuss with your Architect what actions your character may have to take in order to qualify for the foundation.

Foundation Feature

Foundations are meant to be a defining characteristic of your Guardian, reflecting either a core belief or a major choice your Guardian has made. Every foundation comes with a feature that supports that core belief or choice, and provides a concrete effect on the character.

Many foundations have variants to the feature they provide, most of which one could reasonably expect their Guardian to achieve after a certain amount of time and dedication to the foundation. If a foundation has a variant feature, and your Architect determines that you reasonably qualify for it, you can choose the variant feature instead.

Proficiencies and Equipment

The foundation you choose grants you two skill proficiencies, and possibly a number of additional proficiencies or items of equipment. These additional proficiencies are either toolkit, vehicle, or language proficiencies, or some combination thereof.

If your character already has a proficiency that a foundation grants, that does not mean they can double their proficiency bonus for it. Instead, you can choose to substitute that proficiency with a different proficiency of the same kind. This means you can substitute one vehicle proficiency with another vehicle proficiency, but you cannot substitute a vehicle proficiency for a language proficiency.

When it comes to skills, the proficiency you substitute must be another skill governed by the same ability. For example, you can swap a foundation's given Survival proficiency with proficiency in Insight, because they are both governed by Wisdom. You could not swap Survival for Deception.

Changing Your Foundation

Because Guardians are typically very long-lived, it is not unheard of for their foundations to change throughout their lives. Your Guardian may spend their first decade as a Crucible contender, but perhaps grows bored and subsequently becomes an agent of the Vanguard.

When you switch your character's foundation, you lose the feature of your previous foundation and gain the feature of your new foundation. You do not inherently lose any of the proficiencies of your previous foundation, nor do you inherently gain the proficiencies of your new foundation. Instead you

may choose to lose proficiencies from your previous foundation in order to gain proficiencies from your new foundation. For every proficiency you choose to lose from your previous foundation, you can gain one proficiency granted by your new foundation. This is meant to reflect how skills diminish when not in practice.

The circumstances of your switch in foundation determine how quickly the change happens. Discuss with your Architect whether or not you immediately switch foundations, or if the change is gradual over time.

Multiple Foundations

At your Architect's discretion, you may be able to benefit from up to two foundations at a time, one primary foundation and one secondary foundation. You gain all the benefits of your primary foundation, but you only gain the feature of your secondary foundation. There must still be reasonable circumstances for you to have both foundations as part of your character. Because of the amount of time and resources even a single foundation requires in order for it to be considered foundational to your character, it is not reasonable to have more than two foundations.

You can change your primary foundation by following the process outlined above in Changing Foundations. When you change your secondary foundation, you only lose your previous secondary foundation's feature and you only gain your new secondary foundation's feature.

Creating a Foundation

If you can't find a foundation that fits your character, you can work with your Architect to create one using the steps below. Your Architect may also use these steps to create unique foundations to choose from, that suit the campaign you're playing in.

1. Name your foundation and describe what makes it a foundational part of a character. What does picking this foundation mean? How does it shape one's life?
2. Choose any two skills as the skill proficiencies granted by the foundation.
3. (Optional) Choose up to two toolkits, vehicles, or languages as additional proficiencies granted by the foundation.
4. (Optional) Choose the equipment the foundation provides, if any.
5. Decide the foundation's feature. You can choose an existing foundation feature and copy it completely, alter an existing foundation feature, or create a whole new foundation feature. Foundation features should not provide any mechanical benefit to a character, but should be solely for the purposes of character development and role-play.

Agent Of The Vanguard

As an agent of the Vanguard, you devote your time and resources to assist the organized Guardian leadership with their mission to protect and strengthen the Last City. You might be a field operative, performing strikes and patrols to keep the enemies of humanity at bay. Or maybe you are a scout, scavenging resources and gathering information to support Vanguard operations. You might even be an assassin, one of the few Guardians trusted to eliminate high-value targets swiftly and silently. The duties of a Vanguard agent are varied and often change over time.

Discuss with your Architect what your primary duty is as an agent of the Vanguard. Whenever the Vanguard has need of a Guardian to fulfill that duty, you can expect them to call on you as their go-to agent. Failure to comply with an order from the Vanguard may result in loss of esteem, privileges, or rank. Betrayal or abdication of your duties might result in Vanguard retaliation against you.

Skill Proficiencies: Persuasion and either Athletics or Acrobatics

Additional Proficiencies: Weaponsmithing toolkit, City common (language)

Feature: Vanguard Connection

You have ready access to standard equipment provided by the Vanguard, which you can borrow to assist in your Vanguard-sanctioned operations. If any of your equipment breaks, you can get it fixed when you visit the Tower. If you don't have a jumpship or sparrow, the Vanguard will provide temporary transportation at no charge. Finally, while operating in the field, if you encounter any other Vanguard agents or creatures who are allied with the Vanguard or the Last City, you can request aid from them. This aid may come in the form of shelter, glimmer, food, equipment, or help in combat, and may be limited depending on who exactly you encounter.

Variant Feature: Officer

As an officer of the Vanguard, you are a senior agent elevated into a position of command over other Guardians. The command may be small, such as control over a single fireteam, or you may be in charge of multiple fireteams as you direct their operations toward goals assigned to you by your superiors. Who you command may change over time. Regardless, those loyal to the Vanguard recognize your rank and will defer to you if you have authority to command them. You can invoke your rank to requisition equipment and supplies for Vanguard-sanctioned operations you perform, and you can purchase equipment, including exotic equipment, through the Vanguard at a small discount.

Variant Feature: Ikora's Hidden

Warlock Vanguard Ikora Rey oversees the Hidden, a secretive group of Guardians deployed as intelligence operatives for the City. Through long and especially distinguished service to the Vanguard, you have been inducted into this clandestine group. You may work exclusively as a Hidden agent, or you may operate under the guise of another position, perhaps as a regular Vanguard operative, perhaps as an apparently unaffiliated Guardian. You are entrusted with extremely sensitive intelligence and Vanguard secrets, which you must protect at all costs. Discuss with your Architect what your role is as a Hidden agent, and if you work undercover, what that cover is and what you must do to maintain it.

Whatever your cover or other activities may be, your first and highest commitment is to your duty as one of the Hidden. You report directly to Ikora, and the orders you receive from her take priority over anything else. Everything you do is to pursue your objectives as a Hidden agent, so work with your Architect to determine how your Hidden duties align with what you outwardly appear to be doing—especially if your fireteam members are not also Hidden, or are not aware of your being a Hidden agent.

Awoken Loyalist

Many Awoken Guardians find their way to the Reefborn Awoken hoping to reconnect with their origins or seeking answers about their past lives. Even after death and resurrection, the otherworldly connection between Awoken is strong, and some Guardians come to feel more at home among their fellow Awoken than with humanity's other survivors in the Last City. Although generally the Reef prefers to keep Guardians at a distance, occasionally those Awoken who return as Lightbearers prepared to offer fealty to the Queen may find a place in her service.

Skill Proficiencies: Choose two from Arcana, History, and Insight

Additional Proficiencies: One alien language of your choice

Equipment: A sidearm

Feature: Save The Queen

Whether or not you are on good terms with the Vanguard, your first and deepest loyalty is to the Awoken of the Reef, and Queen Mara Sov. You may even have sworn oaths to this effect. Your allegiance to the Reef comes with responsibilities and rewards depending on the nature and extent of your service. If you have only an informal commitment, you may be called upon to assist Corsair operations or provide aid to other Awoken agents. In turn, you can request assistance yourself, whether material or informational, from your Reef contacts. If your service has been long and faithful, and you have sworn fealty to the Queen, you may be accepted as an insider, and possibly even hold official title or



rank among the Reefborn. In such a role, your responsibilities and duties are extensive, and the assistance you can request (or command) from the Awoken is accordingly greater.

Consult with your Architect to determine your standing among the Awoken, including the extent of your service and responsibilities, and the nature of your contacts and what they might be willing or able to do for you. Also keep in mind that Awoken Guardians are often recognized by Reefborn Awoken who knew them before they died—but taboo forbids speaking of it. Because of this and other reasons, Risen Awoken are likely to always remain out of place among the Reefborn. Consider how this tension may affect your position as a loyalist.

Criminal

Despite what the Vanguard wants, not all Guardians are dedicated to protecting and uplifting humanity. Some Guardians are truly out for themselves, and are more concerned with securing their next payday



Variant Feature: Pirate

Supply and demand are perpetually uncertain under the constant threat of hostile aliens—but as a spacefaring entrepreneur, your business is founded on one unshakeable principle: there’s always something good to steal. As a pirate, you make your living by recognizing opportunities to acquire goods in transit at weak points in the supply chain. Perhaps you steal from other humans (in which case you are probably generally reviled), but there are plenty of attractive targets in Cabal supply depots, Fallen caches, and other storehouses of humanity’s enemies. For the benefit of your fireteam, or for your own needs, you can tap into these resources, or stashes you’ve left in place to permit hot merchandise to cool down. Discuss with your Architect what kinds of supplies or gear you may be able to obtain this way, and what you have to do to obtain it. Your underworld contact is probably another pirate, maybe a member of

than with ensuring humanity’s survival. Others simply chafe under the imposition of the Vanguard’s assumed authority, and would rather control their own lives and carry on with their own business, regardless of restrictions and regulations.

Skill Proficiencies: Deception, Stealth

Additional Proficiencies: Thieves’ toolkit, one alien language of your choice

Feature: Underworld Access

You know at least one trustworthy contact in the criminal underbelly of the Sol system, and you can generally get in touch with this person easily. Your contact may be an insider in a crime syndicate, a purveyor of less-than-legal goods and services, or an infamous individual such as the Spider. Discuss the nature of your contact, and what your contact is willing to do for you, with your Architect. Regardless, you can almost always assume that working with your contact will come with a price, anything from plain glimmer to leveraging your talents for an objective the contact wishes to pursue.

your current or former pirate crew, or a facilitator of your crew’s operations. You probably also have access to jumpships and cargo ships belonging to your crew, if you don’t have your own.

At your Architect’s discretion, you may also have knowledge of the location of a huge cache, maybe a trove of Golden Age tech, another pirate’s hidden loot, or the resting place of a wrecked treasure ship. Acquiring this loot could be one of your long-term goals, and may even be part of your motivation for joining a fireteam.

Variant Feature: Smuggler

In a world of scarcity threatened on all sides by extrasolar invaders, there is great demand for certain commodities that can’t easily be obtained legally. You fill the economic niche created by this state of affairs, facilitating the transfer and provision of goods not normally available in the open market. Your underworld contact is a (relatively) reliable fence who’s willing to deal in stolen or contraband wares. Thanks to your web of dealings and contacts, you know how to acquire anything—and when you say anything, you mean anything. If there ever is something you don’t know how to find, you know someone who does. Your professional expertise also entails a ready aptitude for finding places to keep

things hidden, including on your own person. If you have a jumpship, you are able to rig it with concealed cargo compartments.

Crucible Contender

There are many areas of competition when it comes to the Crucible, covering everything from sweeping big team battles involving refurbished vehicles to small tournaments that only last a weekend. As a Crucible contender you have chosen to focus on a particular area of competition. You spend the majority of your time practicing and competing in the Crucible, and a not insignificant part of your free time is spent tracking the Crucible standings and tactical meta. You might still occasionally work for the Vanguard or for others, especially if others offer to employ your demonstrated combat capabilities—but your primary focus is the Crucible.

Though you may not actively be seeking fame and glory, you have discovered you are good enough to consistently win matches, and you enjoy at least a modicum of the privileges such success brings.

Skill Proficiencies: Intimidation and either Athletics or Acrobatics

Additional Proficiencies: Armorsmithing toolkit, weaponsmithing toolkit

Feature: Rookie of the Year

You can expect other people who follow the rankings of your chosen area of competition to have heard of you, though their opinion of you may not always be positive. Those who do have a favorable opinion of you are generally willing to provide you with free food and beverages for the chance to get to hang out with you for a while. You can also easily request private matches without much wait time, and should you decide to switch areas of competition you want to engage in, you'll generally find it easier to get in contact with mid-tier or higher competitors in your new area and possibly team up with them.

Variant Feature: Champion

After competing in the Crucible for a considerable time, you have finally achieved a championship title. You are considered the best of the best in your chosen area of battle, and being a champion means you've gained the attention of the City's weapon foundries, who are eager to sponsor Guardians such as yourself. Sponsorship means you can expect a large sum of glimmer when you sign the contract, and you can borrow from the arsenal of the foundry at no cost, though borrowing exotic weapons may still have an associated cost. What the foundry will require of you in return can vary and should be discussed with your Architect. Generally, you can expect that the foundry will require you to exclusively use their equipment when competing in the Crucible or appearing on broadcasts, and to appear in any advertisements the foundry records

during the length of the contract.

Cryptarch

While most Guardians only know cryptarchs as the people who decrypt engrams, you know that being a cryptarch is so much more. It is devoting your life to the pursuit of knowledge and the advancement of understanding, typically in one focused area of study, though particularly long-lived Guardian cryptarchs may collect numerous degrees and become experts in multiple disciplines. Unlike civilian cryptarchs, Guardian cryptarchs are in the position of being able to directly hunt for information they seek in the wilds, so it's very common for them to also serve as expedition leaders rather than staying inside the halls of Cryptarchy libraries.

When you choose this foundation, make sure to clarify with your Architect what your chosen area of study is and what that means to your character. You may have duties as a cryptarch that your Architect will expect you to perform in your downtime, such as attending classes to maintain your skill proficiencies, or recording the findings of your recent studies in the Archives.

Skill Proficiencies: Investigation, Insight

Additional Proficiencies: Choose any two toolkits or two languages, or one toolkit and one language
Equipment: Tablet computer

Feature: Scholar

You can access the basic Cryptarch archives and can decode engrams at no cost. For whatever you don't know, you know how to contact someone who does know, be they in your own department or not. You can also borrow basic, unrestricted equipment from your department of study for predetermined lengths of time. For example, if your department is film and television, you can borrow gear such as cameras, microphones, and lighting equipment, but you may not be able to borrow the only remaining copy of an ancient film. Discuss the limits of what you can access with your Architect.

Variant Feature: Leading Expert

After dedicating yourself to an area of study for some time you have become a foremost authority in that field. Other scholars and students defer to your knowledge and wisdom in your chosen area, and you have access to the Cryptarchy's restricted files and equipment related to your field. You also have a friend or two in the departments of other areas of study, and should you need something you can't access yourself, they may be able to quietly provide it for you.

Dead Orbiter

Because you recognize the fundamentally vulnerable situation of humanity's survivors on Earth, you joined Dead Orbit to be a part of the effort to

restore the infrastructure necessary to realize the Golden Age aspiration of interstellar travel. Although as a Guardian you value the gift of the Light, you can't ignore that the Traveler's presence attracts one threat after another. Humanity can only hope to be safe by departing the cradle of Earth, and seeking new homes among the stars.

Skill Proficiencies: Investigation, Survival

Additional Proficiencies: Electronics toolkit, vehicle toolkit

Feature: Satellite

As a rank-and-file member of Dead Orbit, you contribute resources and effort to the faction's mission of salvaging and constructing ships, with the ultimate aim of building a fleet capable of journeys into deep space. Your membership may require you to donate glimmer or materials to the cause, or report information that may be pertinent to the leadership's objectives. You may also be called upon to participate in Dead Orbit operations, such as missions to secure salvage opportunities, interplanetary scouting throughout the Sol system, and humanitarian efforts to use the Dead Orbit fleet to provide evacuation or relocation transport.

In exchange for your service, your supervising arach and other contacts in Dead Orbit can provide you gear from the faction armory, access to equipment and salvaged technology that may not be easily available otherwise, and will sometimes offer information from Dead Orbit's wide-ranging intelligence-gathering that may be circumstantially useful to you.

Variant Feature: Ascending Orbit

After long service to Dead Orbit, you have attained moderately high standing in the faction leadership, perhaps even as an arach, a rank blending the roles of chapter leader and ship captain. You may be involved in the organization or administration of Dead Orbit's operations, and you could also lead a group of faction operatives, or even command one of the sizable ships of the Dead Orbit fleet. Other Dead Orbit members heed your authority, and you have some pull within the faction to call for the fleet's support when you need it.

Consult with your Architect to decide under what circumstances and in what ways you can direct ships of the Dead Orbit fleet. The assistance they provide could range from minor things, like delivering supplies or providing transport for small groups, to major interventions such as conducting large salvage operations or full-scale evacuations. Your Architect will also help determine how much and what kind of intelligence you receive from other Dead Orbit leaders.

Engineer

The wonders of the Golden Age were enabled by the Traveler's mysterious powers of paracausality, but

humanity's amazing technological achievements then—which the survivors of humanity still rely upon now—were all machines, when it comes down to it. Somebody has to know how to work those machines. As an engineer, you make it your business to know how technology works, rather than just use it without a second thought, like many Guardians do.

Skill Proficiencies: Technology, Investigation

Additional Proficiencies: Electrician's toolkit

Feature: Glimmer Tinkerer

Almost all technologies Guardians use rely on glimmer, so one of the best things anyone can do to improve the efficiency of any technological system is to eliminate wasteful glimmer usage. By careful refinement of glimmer-programming techniques, you have significantly streamlined the synthesis process. When you or your Ghost produce something by programming glimmer, reduce the glimmer cost by 10%.

Exo Seeker

All Exos are bound by their unknown origin and uncertain former purpose. Some try to ignore the inescapable questions underlying existence as an Exo, but you are unable to set them aside. Whatever other commitments you have, your highest motivation is finding answers about your own nature as an Exo, and uncovering the lost history of Exos' existence.

Skill Proficiencies: History and either Investigation or Technology

Feature: Tortured Dreams

Almost every Exo knows the dream of a vast battlefield, an endless war, dying friends—and a dark place, somehow familiar, somewhere just beyond the horizon of recollection. Many Exos ignore these dreams, but you know they are seeds of the truth about your origin. In your quest to learn about these dreams, you have interviewed many other Exos, and developed a network of Exo acquaintances and contacts. Comparing your dreams has sharpened the sense of remembering something just below the surface of your awareness—but you don't yet know what it is.

You were resurrected in possession of an unidentified relic (perhaps a data-storage device you can't access, a book of notes you can't decipher, or an image of a place you don't recognize, yet feel drawn to) or an uncanny, vivid memory of a location (a Golden Age ruin, a derelict ship, or a hidden bunker)—or possibly both. This item or location features prominently in your recurring Exo nightmares, and you have heard other Exos mention it as well. Work with your Architect to determine what this item or location may be, how you can pursue learning about it, and what the ramifications

of uncovering its secrets could be for you and your fireteam.

Freelancer

As a freelancer, you value nothing more than your individuality and right to determine the course of your own life. However, this does not mean you shun other organizations entirely. For example, you might cooperate loosely with the Vanguard because you don't want to end up an enemy of the City, or you might work with one of the City's factions to reap the benefits of their favor. What being a freelancer does mean is that you are, at all times, your number one client and most trusted friend. As far as you're concerned, the system is falling apart at the seams out there, and it's everyone for themself.

Skill Proficiencies: Perception, Persuasion

Additional Proficiencies: Medical toolkit, one alien language of your choice

Feature: Agent for Hire

You're always on the prowl for a high-scoring job, and you know how to find such jobs throughout the Sol system using a web of contacts, most of which you can only trust as far as you can throw. These jobs are anything from Vanguard strike operations to bounties on wanted targets, including other Guardians. Whatever it is, you always know what you can do to get the biggest payday, and you can generally make sure you're at the top of the list of candidates, even if your means aren't always what others would consider above board.

Variant Feature: Renegade

As a renegade, you have taken the steps to swear off working with the Tower and the Last City. Perhaps the Tower Guardians were just too soft for your taste, or perhaps a threat you know of wasn't being taken seriously enough. Regardless of why you cut ties, your goals should still fall along the lines of opposing the Darkness—you aren't a Dredgen, after all. Though the Vanguard may not hold you in high regard, they might yet still reach out to you in times of need. You also have one trustworthy contact who can give you reliable information on the underworld of the Sol system and who can get you into and out of the Last City without being noticed.

Future War Cultist

You joined the Future War Cult because you recognize the common sense in its warning that humanity's survivors should prepare for coming and worsening conflict as the many threats to the Traveler and the Last City tighten around the Sol system. Despite the faction's reputation for secrecy and bizarre prognostication, you see the real good its members have done to make ready for battles others dismissed as unlikely and to aid those in danger from threats others didn't see coming.

Skill Proficiencies: Investigation, Insight

Additional Proficiencies: Weaponsmithing toolkit

Feature: Si Vis Pacem

Future War Cult calls upon all its members to contribute to their ongoing efforts to maintain and improve their own battle readiness, as well as to gather intelligence and sometimes conduct interventions informed by the forecasting and prognostication of the Cult's leadership. In return, members are equipped with weapons and armor, and are sometimes foretold of coming events that may be relevant to their current deployment. Your line of communication to the War Cult will occasionally direct you to complete certain objectives, and may offer insightful (if cryptic) information about what may be to come in your present situation. However, you are typically not at liberty to divulge your instructions or prophetic intelligence to nonmembers.

Variant Feature: War Prophet

After years of diligent service and many tiers of initiation, you have become a fairly high-status member of Future War Cult's leadership. You may directly command a cell of subordinate members, or perhaps oversee a particular area of the War Cult's operations. Most significantly, you are permitted some access to the Device, an experimental Golden Age machine modeled on Vex gate technology, which the War Cult uses to temporarily displace consciousness and thereby attempt to observe possible futures. You are also able to consult the CHASM records, which chronicle use of the Device since before the Collapse.

With both the Device and the CHASM records at your disposal, you are able to seek prophetic intelligence when you wish. Work with your Architect to determine what this intelligence is on a case-by-case basis. Your Architect may impose a limit on the number of times you can solicit this intelligence on a monthly basis.

Influencer

Guardian life is a subject of great fascination to the regular people of the Last City, and even to new Guardians, who haven't yet figured out what immortality is all about. Fortunately they have you to show them, if they give you a follow. In addition to your Vanguard duties or other Guardian occupations, you are a popular, trendsetting figure in VanNet forums and on the City's social networks.

Skill Proficiencies: Performance, Persuasion

Feature: Clout

Your high follower count means you are well enough known to be recognized almost anywhere in the Last City, and very possibly by other Guardians off-world. While there's always a chance of running into a few haters, for the most part your followers are adoring

and excited to spot you. They will reliably approach you in public and ask to capture images of themselves with you, and very commonly they will offer you drinks, food, and supplies. You may even be able to ask them collectively for help or favors. However, maintaining this popularity and goodwill is hard work. Your followers expect frequent posts, and if you fail to keep the nets up to date with your activity or don't get enough engagement, your follower count may drop, reducing the scope of your influence. Discuss with your Architect how to track this, and how it will affect you and your party.

New Monarchist

Frustrated with the Last City's government, which you feel is ineffectual, or romantically turning toward ancient tradition and its sense of nobility, you joined New Monarchy to support its project of replacing the Consensus with a single individual leader of incomparable moral authority. You believe such a king is necessary to unify humanity and reclaim the glory of the Golden Age.

Skill Proficiencies: Persuasion and your choice of either Deception or Intimidation

Feature: Royalist

Members of New Monarchy are expected to represent the faction's ideology in whatever circles they move, as well as commit some amount of time, effort, or resources to the faction. Your sponsor or leader in New Monarchy may call on you to perform tasks for the faction, to levy glimmer or other resources, or to invite you to represent the faction in some way. In return for your contributions, you have access to New Monarchy's stores of weapons, armor, and supplies, and can request loans or donations of equipment and resources to fulfill situational needs—especially when doing so reflects positively on the faction's image.

Variant Feature: Kingmaker

You have served New Monarchy well, whether steadfastly for a long time or with noteworthy demonstrations of your ability and largesse in a shorter period. Either way, you have secured respected standing in the faction leadership, and are well known to the executors. You have considerable influence within the faction, effectively enabling you to command other members of lower standing, and entitling you to draw upon New Monarchy's considerable material wealth and political influence. Work with your Architect to determine how often and to what extent you are able to call on these resources.

Additionally, your favored status in New Monarchy enables you to stand somewhat apart from the City's government and the Vanguard, if your interests should happen to diverge. In consultation with your Architect, you may receive information typically only available to the

Consensus, and New Monarchy's leaders may offer political protection if you should run afoul of the Vanguard or other authorities.

Pilgrim Guardian

Whether you are a Titan old enough to have been a member of the actual Pilgrim Guard, the first Titan order, which preceded the City Age, or you came later to answer their old calling, you devote yourself to the protection of refugees traveling the many pilgrim roads of Earth. Perhaps a formative experience during your first journey to the Last City led you to this work, or perhaps you feel a particularly keen sympathy for the mortal survivors of humanity, still scattered in small pockets across the globe. Whatever your reasons, your paramount concern is helping the Lightless pass safely through the dangers of the wilds to reach the relative safety of the City.

Skill Proficiencies: Animal Handling, Survival, and either Medicine or Nature

Additional Proficiencies: Armorsmithing toolkit or weaponsmithing toolkit

Feature: Life on the Road

Your devotion to protecting humanity's survivors means you spend most of your time on Earth, beyond the City walls. You live on the pilgrim roads, in the ruins of the Golden Age, and in the open wilds, and go wherever people seeking the City could use your help. Your familiarity with the wilds is as much of value to pilgrim caravans as your fighting prowess: after years of scouting, charting, and providing escort, you know most of Earth's terrain better than almost anyone alive. You often know of shortcuts, can assess the relative dangers of different routes, and are almost always able to find a safe place for a short rest.

Pilot

There's steering a ship, and there's being a pilot. You know the difference, and you're the latter. You can handle the stick on anything from a sluggish freight hauler to a hijacked Fallen skiff to a bleeding-edge tactical jumpship, and everything in between. You're happy just so long as you get to fly something.

Skill Proficiencies: Technology and either Investigation, Insight, or Performance

Additional Proficiencies: Vehicle toolkit

Feature: Spacenoid

However you acquired and used your piloting skills, your love of jumpships has led you to spend a great deal of time in space. You cannot become disoriented in microgravity or zero-gravity conditions. Your familiarity with interplanetary traffic and typical flight paths enables you to avoid certain unnatural hazards of space travel, like pirates and other ship-based attackers. Whether or not you

own a jumpship of your own, your connections to other pilots probably enable you to find a ship in a pinch (at your Architect's discretion).

SRL Racer

Sparrows were invented in the Golden Age for swift all-terrain transport, and have been the conveyance of choice for Lightbearers since the Dark Age, before Guardians were even called Guardians. For you, however, riding a sparrow isn't about getting around. You're a racer, and riding a sparrow is a state of being, a way of life—a fine art.

Skill Proficiencies: Acrobatics, Performance

Additional Proficiencies: Vehicle toolkit

Equipment: Sparrow

Feature: Sparrow Trickster

Almost all Guardians know how to ride a sparrow, but you elevate it beyond a mere functional competency to a level of artful refinement few can match. You devote a considerable portion of your personal resources to maintain a precision-tuned, high-end sparrow, and you can ride it over anything. Terrain other Guardians would consider unsafe or even impassible is just another challenge for you to sail over, probably while pulling out-of-saddle tricks in the air. You can also comfortably ride at speeds most Guardians would find bowel-crushing, if they even had sparrows that could reach that kind of velocity without redlining and exploding. Off the racecourse, these special skills can be of use to your fireteam in certain situations.

You will need to work out with your Architect what it costs you to maintain your custom sparrow, and how much time you must devote to racing, if you participate professionally in the Sparrow Racing League.





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CHAPTER 5: EQUIPMENT

The average scene in the Tower is bustling: Guardians moving about singly and in groups, lining up at the vaults or at Banshee's workshop, visiting Tower personnel to exchange scavenged resources for glimmer. Several frames act as merchants for Guardians and civilians alike, selling everything from highly specialized weapons to impractically gaudy baubles.

For a Guardian, having access to Tower equipment and services is essential. The difference between life and final death could be a matter of having the right equipment for the job or not. Guardian gear is more than just weapons and armor: it is engram decoders and hacked Cabal security keys; it is glass needles and Vanguard relay beacons; it is plasma cutters and ascendant raisins. This chapter details the essential, the unusual, and the mundane equipment Guardians commonly need to face the threats against humanity. For exotic equipment, refer to the Dungeons & Destiny Architect's Guide.

Wealth & Glimmer

Wealth is measured almost universally across the solar system in terms of glimmer: white-blue, brightly shining programmable cubes of matter from the Golden Age that can be turned into any non-living substance or object. In some far-flung, lost, or forgotten corners of the system, wealth may be measured in material goods instead, but such places are few and far between.

The Golden Age of humanity left behind an untold amount of glimmer. Sometimes Guardians can find a few bits here and there while rummaging through a ruined house; other times, they may stumble across an unimaginable amount in a vault deep beneath a ruined metropolis. But more often than not, Guardians will receive glimmer from others, either taking it from enemies or by trading goods or services.

Any item that was made out of glimmer, either in part or in whole, can be reduced back to a third of the bits of glimmer used to create the item. Parts that were not made out of glimmer remain as physical pieces. Ghosts and the average scanner can easily detect if an item is glimmer-made or not, or how much of the object consists of glimmer-made materials.

Glimmer-made objects can be programmed to be irreversible, though a very good hacker can get around this. Glimmer is also susceptible to glitching, resulting in objects that may be rendered... a bit off. These items may appear in an odd color, have strange geometry jutting out of them, or have unique properties other than what their construction should entail.

Measuring Glimmer

The smallest quantitative unit of glimmer is referred to as a single bit. Physically, a bit is hardly bigger than the average pinkie nail of a human. Bits can be added together to save physical space. The Glimmer Dimensions table lists the size of perfect cubes of glimmer, but glimmer can come in imperfect cuboid forms or crystals of varying size. The term for the amount of glimmer in a cube or object is bit depth.

Ghosts can store up to 250,000 bits of glimmer in a single memory slot.

When it comes to mercantile transactions, the price of goods is almost always listed as how many bits it costs, or simply how much glimmer is required to make the item in question. An object that requires 1,000 bits of glimmer to make is often listed simply as costing 1,000 glimmer—with perhaps a bit extra, for the service of programming and rendering the object.

Glimmer Dimensions

Amount (Bit Depth)	Perfect Cube Size	Weight
1 bit	0.5"	0.01 lb.
10 bits	1"	0.5 lb.
100 bits	2"	1 lb.
1,000 bits	4"	2 lb.
10,000 bits	8"	4 lb.
100,000 bits	16"	8 lb.

Glimmer Mining

It is believed that during the Golden Age, glimmer was so abundant people rarely used any other material to create anything non-organic. Indeed, many of the surviving ruins of the Golden Age still retain functionality because they are made of the seemingly timeless glimmer, and despite the best efforts of the best minds they remain unhackable, thus preventing anyone from deconstructing them back to raw glimmer.

However, Earth in particular saw so much glimmer usage that glimmer particles are ubiquitous in the ecosystem, much like particulate microplastics were before the Golden Age. Because of this, glimmer can be mined from naturally concentrated veins, if you have highly specialized machinery and don't mind tearing up the earth to do it.

Engrams

Engrams are encrypted dodecahedrons of glimmer that, when decrypted, render into a single, predetermined item. Decrypting an engram is no easy task. Most Guardians rely on the studied

Cryptarchy to decrypt their engrams rather than leaving the task to their Ghosts. This is especially true for more difficult engrams, because a botched decryption attempt can decohere an engram's contents into mere glimmer rather than whatever item was worth hiding in encoded form.

Only items that are made completely of glimmer can be turned into engrams. More information on engrams, including decryption DCs, is provided in the Architect's Guide.

Weight Limit

Your Strength score determines the amount of weight, in pounds, you can carry, lift, push, or pull easily. Your size, as well as potential class features, can alter this amount.

Weight Limit. For Medium creatures, your weight limit is your Strength score multiplied by 15. This is the weight (in pounds) that you can easily carry on your person, which is high enough that most characters don't usually have to worry about it. Whatever you can't carry on your person, your Ghost may be able to store within its memory (see Chapter 3).

Excess Weight. You can attempt to carry a weight greater than your weight limit if you make a successful Strength (Athletics) check to do so. The DC for this ability check starts at 11 and may increase or decrease at the discretion of your Architect. If you succeed on this check, you can carry the excess weight, but it costs 2 feet of your movement for every

1 foot you wish to move while carrying excess weight. You must make this ability check at the start of each of your turns.

Lift. You can easily

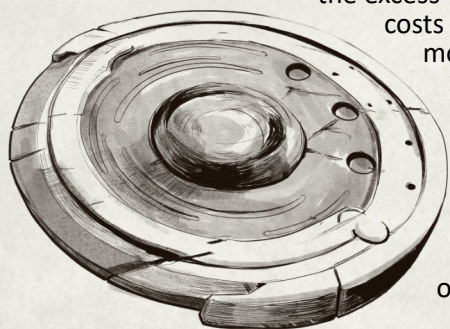
lift a weight if, were you to add the item to your carried inventory, you would not be in excess of your weight limit. If lifting the item would put you in excess of your weight limit, you must make a Strength (Athletics) check to lift the item, following the DC as described for carrying excess weight.

Push or Drag. You can easily push or drag a weight, in pounds, equal to half your weight limit. You do not need to make an ability check to push or drag a weight equal to or less than this amount. If you attempt to push or drag a weight above this amount, you must make a Strength (Athletics) check. The DC starts at 11 and may increase or decrease at the discretion of your Architect. If you succeed on this check, you can easily push or drag the weight until the start of your next turn, but it costs 2 feet of your movement for every 1 foot you wish to push or drag the weight.

Flying or Hovering. A creature cannot use its fly or hover speed if it is carrying an amount that is more than half its weight limit. If the creature is flying or hovering when it gains a carried weight in excess of half its weight limit, it must succeed on a DC 11 Strength (Athletics) check or it immediately begins to fall. The DC for this ability check may increase or decrease at the discretion of your Architect.

Size and Strength. Bigger creatures can easily carry more weight, while smaller creatures cannot. For each size category you are above Medium, up to the Massive size category, you double your weight limit. For each size category below Medium, you halve your weight limit.

Massive and Above. For Massive or greater creatures, you follow the same rules described for weight limit and what you can easily push, drag, or lift, but your weight limit is your Strength score multiplied by 150. Additionally, instead of your weight limit increasing based on your size category, it increases based on your space. For every 100 feet of space you are above 100 ft. by 100 ft., (either in a single direction or in a combination of direction, such as by being 150 ft. by 150 ft. in size, or 200 ft. by 100 ft. in size), double your weight limit.



Size Categories

Size	Space
Tiny	2½ by 2½ ft.
Small or Medium	5 by 5 ft.
Large	10 by 10 ft.
Huge	15 by 15 ft.
Gargantuan	20 by 20 ft. or greater, but less than 100 by 100 ft.
Massive	100 by 100 ft. or greater, but less than 1,000 by 1,000 ft.
Titanic	1,000 by 1,000 ft. or greater, but less than 10,000 by 10,000 ft.
Colossal	10,000 by 10,000 ft. or greater, but less than 100,000 by 100,000 ft.
Cosmic	100,000 by 100,000 ft. or greater

Armor

The universe of Destiny is a vast tapestry made up of many different races and cultures, each with its own level of technology. For this reason, adventurers have access to a variety of armor types, ranging from basic leather to bulletproof vests to fully armored spacesuits. However, if a Guardian wants to make the most of their Light, they are best off using Guardian armor.

The Armor table describes the different kinds of armor available to Guardians and their Ghosts. When you equip an armor set, the AC from the armor set applies to you as a whole. If you were to take off individual parts of your armor, such as your helmet or chest piece, your Architect may decide to lower your AC at their discretion.

All Guardian armor incorporates a space-grade, skintight undersuit that is sealed while the wearer

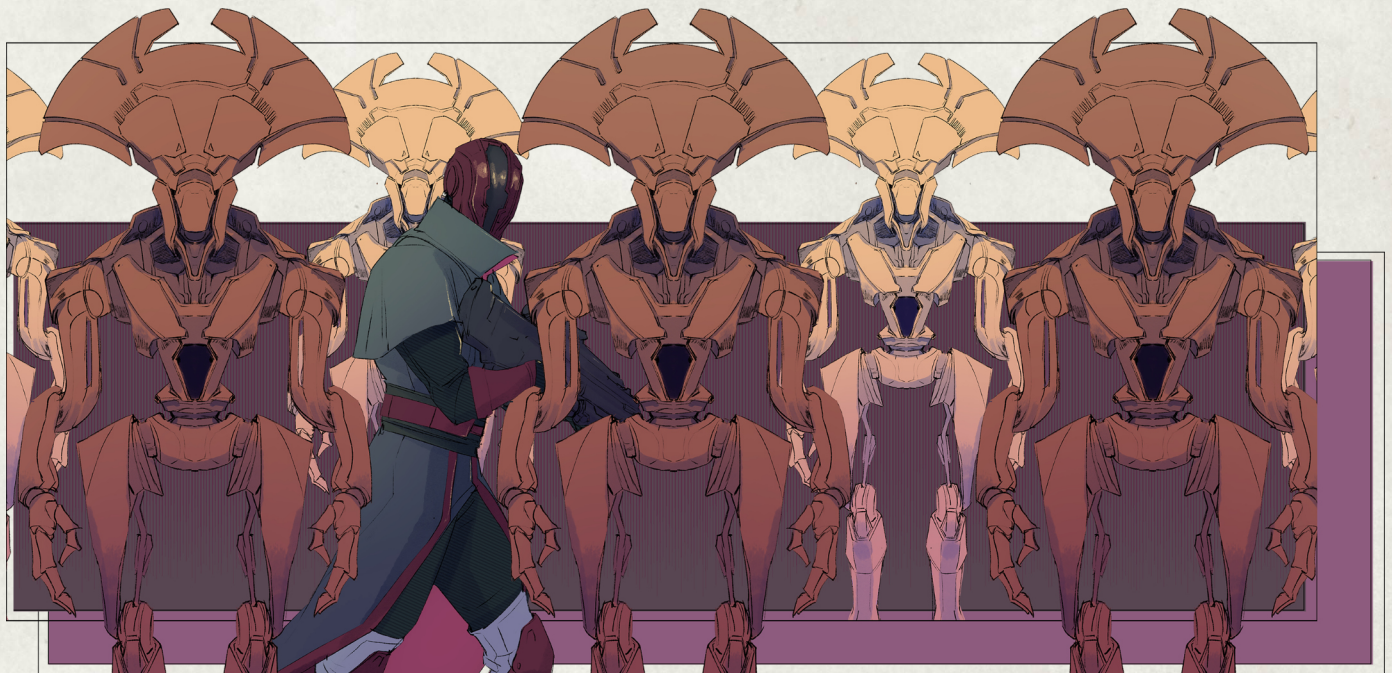
Armor						
Armor	Cost	Armor Class (AC)	Str	Stealth	Memory	Weight
<i>Light Armor</i>						
Padded	400 gl	11 + Dex mod	—	Disadvantage	4/1	13 lb.
Leather	1,000 gl	11 + Dex mod	—	—	4/1	15 lb.
Spinweave	12,500 gl	12 + Dex mod	—	—	5/1	18 lb.
<i>Medium Armor</i>						
Makeshift	1,000 gl	12 + Dex mod (max 2)	—	—	4/1	17 lb.
Spinwire	5,000 gl	13 + Dex mod (max 2)	—	—	5/1	25 lb.
Reinforced	5,000 gl	14 + Dex mod (max 2)	—	Disadvantage	5/1	50 lb.
Plastwire	10,000 gl	14 + Dex mod (max 2)	—	—	5/1	25 lb.
Spinplate	25,000 gl	15 + Dex mod (max 2)	—	Disadvantage	5/1	45 lb.
<i>Heavy Armor</i>						
Half-plast	2,500 gl	14	—	—	5/1	45 lb.
Plasteel	7,500 gl	16	Str 13	Disadvantage	5/1	60 lb.
Fortified	15,000 gl	17	Str 15	Disadvantage	5/1	65 lb.
Relic	45,000 gl	18	Str 15	Disadvantage	6/1	70 lb.
<i>Ghost Shells</i>						
No Shell	—	12 + Dex mod	—	—	—	—
Generalist	300 gl	13 + Dex mod	—	—	3/1	2 lb.

has their helmet donned and locked with the undersuit.

Armor Proficiency. Anyone can put on a helmet or gauntlets, but only those proficient in the armor can make the most of it. Your class gives you proficiency with certain types of armor. If you lack proficiency with a type of armor and try to wear it, you have disadvantage on any ability check, saving throw, or attack roll you make that requires your Strength, Dexterity, or Constitution score.

Armor Class (AC). The armor you wear determines your base Armor Class.

Heavy Armor. Heavier armor interferes with the wearer's ability to move quickly, stealthily, and freely. If the Armor table shows "Str 13" or "Str 15" in the Strength (Str) column for an armor type, the armor reduces the wearer's speed to 10 feet unless the wearer has a Strength score equal to or higher than the listed score. Additionally, if the Armor table shows "Disadvantage" in the Stealth column, the wearer has disadvantage on Dexterity (Stealth) checks they make.



Light Armor

Made from flexible and thin materials, light armor is favored by agile Guardians since it offers protection without limiting mobility. If you wear light armor, you add your Dexterity modifier to the base number from your armor type to determine your Armor Class.

Padded. Padded armor is merely thick layers of clothing on top of the skintight spacesuit under all Guardian armor. It is typically worn by Warlocks.

Leather. Called leather mostly for its texture rather than composition, leather armor is woven with sapphire wire, a sturdy and silent material that provides additional protection around the chest, neck, and across the back.

Spinweave. This armor is made by a special process that laces the sapphire wire with spinmetal, providing additional protection without sacrificing movement or stealth.

Medium Armor

Medium armor offers more protection than light armor, but it also impairs movement more, and can make moving stealthily difficult. If you wear medium armor, you add your Dexterity modifier, to a maximum of +2, to the base number from your armor type to determine your Armor Class.

Makeshift. This armor is mostly a hodgepodge of other armor pieces. It is commonly worn by folk who lack access to the tools and materials to create better armor—as well as lazy Hunters.

Spinwire. Made of a sapphire wire undersuit and sparsely overlaid with spinmetal reinforcement, this light yet sturdy armor offers good protection without being noisy.

Reinforced. This armor uses a system of layering spinmetal plates in key locations, affixed to the undersuit with special pins. These pins leave less room on the undersuit for sapphire wire, which makes finesse movement more difficult to achieve. Civilians call it “squeaky armor.”

Plastwire. This armor uses the spinwire model but almost entirely replaces the reinforcing components with plasteel. With a more sophisticated interleaving of supporting plating with sapphire wire, this armor is able to reduce almost all noise it makes.

Spinplate. A weighty armor type that almost completely covers the wearer in spinmetal plating, though it leaves many of the joints free of plating for as much movement as possible.

Heavy Armor

Of all the armor types, heavy armor offers the best protection. These suits of armor cover the entire body in plating, and even have special pieces to help protect the joints, too. Only proficient warriors can manage its weight and bulk. If you are not proficient in heavy armor, all of your speeds are reduced to 10 feet, and you cannot spend movement on a flying or hover speed.

Heavy armor doesn't let you add your Dexterity modifier to your Armor Class, but it also doesn't penalize you if you have a negative Dexterity modifier.

Half-plast. The lightest of the heavy armors, the plating on this is made of plasteel, and the undersuit is a thick material that helps regulate the user's body temperature.

Plasteel. A full set of plasteel armor, with overlapping plates to protect the joints.

Fortified. Like plasteel, but reinforced with bulky yet incredibly sturdy relic iron. The wearer might turn to mush inside the suit, but the suit itself is incredibly durable, stainless, and scratch-resistant.

Relic. A large, cumbersome armor set covered in heavy plates of relic iron. The undersuit utilizes a higher-output thermoregulation system to prevent the wearer from overheating in even slightly warm conditions.

Class Items

When it comes to traditional class items, such as cloaks, marks, and bonds, D&Destiny does not have any rules for who can wear what. D&Destiny is inspired by the Destiny video games, and it follows certain rules and mechanics for the sake of gameplay, but D&Destiny is meant to be a less restricted interpretation of the Destiny universe. In imagining the Destiny setting as a real world, there's no reason why a Titan couldn't wear a cloak, why a Warlock couldn't wear a mark, or why a Hunter couldn't wear a bond. (There are plenty of reasons why a Hunter shouldn't wear a bond, but that's neither here nor there.)

Ghost Shells

Ghosts have distinct personalities and tastes, and often sport a vibrant appearance to reflect their style. They do this by modifying their shells, rigid casings of metal and plasteel that come in many different shapes, colors, and forms. Ghost shells aren't just fashion statements: your Ghost's shell grants it an armor class, as seen in the Armor table, and may provide additional benefits.

No shell. Without the protective enclosure of a shell, a Ghost is a vulnerable ball.

Generalist. A classic, lightweight Ghost shell made of spinmetal and plasteel.

Weapons

Your class grants proficiency in certain weapons, reflecting both the class's focus and the tools you are reborn to use. Different classes specialize in different weapons, and each class' features will further emphasize that speciality. A Bladedancer will get far more use out of a sniper rifle than a Striker will, but the Striker will do better with a broadsword than a Bladedancer will. Weapon proficiency is part of what makes each class unique.

General Weapons					
Name	Cost	Damage	Memory	Weight	Properties
<i>Simple melee weapons</i>					
Dagger	500 gl	1d4 piercing	2/1	6 lb.	Agile, finesse, thrown (20/60)
Throwing hammer	500 gl	1d4 bludgeoning	2/1	7 lb.	Agile, thrown (20/60)
<i>Martial melee weapons</i>					
Greataxe	2,250 gl	1d12 slashing	3/1	12 lb.	Heavy, two-handed
Broadsword	2,500 gl	2d6 slashing	3/1	11 lb.	Heavy, two-handed
Longsword	1,500 gl	1d8 slashing	3/1	8 lb.	One-handed, versatile (1d10)
Heavy Maul	2,500 gl	2d6 bludgeoning	4/1	15 lb.	Heavy, two-handed
Shortsword	1,250 gl	1d6 piercing	3/1	7 lb.	Agile, finesse
Smallsword	1,500 gl	1d8 piercing	3/1	5 lb.	Finesse, one-handed
Warhammer	1,500 gl	1d8 bludgeoning	3/1	7 lb.	One-handed, versatile (1d10)
<i>Martial ranged weapons</i>					
Combat bow	3,000 gl	1d8 kinetic	4/1	15 lb.	Ammunition, special, two-handed

Weapon Proficiency

Your class grants you proficiency with certain weapons, categories of weapons, or weapon archetypes. The two weapon categories are simple and martial. Most classes can use all simple weapons with proficiency, while proficiency with martial weapons is usually different for each class.

In addition to category, each weapon belongs to an archetype: melee, ranged, or firearm. Melee weapons, like daggers and longswords, are used to attack targets within 5 feet. Ranged weapons, like combat bows, are used to attack targets at a distance. Firearms are designed to attack targets at many different ranges.

Proficiency with a weapon allows you to add your proficiency bonus to the attack roll for any attack you make with that weapon. If you make an attack roll using a weapon with which you lack proficiency, you do not add your proficiency bonus to the attack roll. You never add your proficiency bonus to the damage roll of a weapon.

General Weapon Properties

Many weapons have special properties related to their use, as shown in the General Weapons table and the Firearms table. The following general weapon properties have been taken from the 5th edition SRD and edited for D&Destiny.

Agile. An agile weapon is small and easy to handle, making it ideal for use when fighting with two weapons. An agile weapon can be held in one hand and used for an offhand weapon attack. See Chapter 7 for more details on dual-wielding.

Ammunition. You can use a weapon that has the ammunition property to make a ranged attack only if you have ammunition to fire from the weapon. Each time you attack with the weapon, you expend one piece of ammunition. Drawing the ammunition from a quiver, case, or other container is part of the attack (you need a free hand to load a one-handed

Other General Weapons

There are far more general weapons available for you to use in D&Destiny beyond those listed in the General Weapons table. This includes the halberd, glaive, pike, crossbow, and net, just to name a few. Any weapon that can be used in a 5e game can be used in Dungeons & Destiny.

weapon). At the end of the battle, you can recover half your expended ammunition by taking a minute to search the battlefield.

If you use a weapon that has the ammunition property to make a melee attack, you treat the weapon as an improvised weapon.

Cumbersome. This weapon's magazine takes longer to reload than most weapons. If you run out of shots with this weapon, you must use an action to reload it. While no weapons inherently start with this property, some weapon perks grant this property. See Chapter 6 for more information on weapon perks.

Elemental. This weapon deals arc, solar, or void damage, which is determined at the time of the weapon's creation. The damage type this weapon deals cannot be altered once chosen.

Finesse. When making an attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

Heavy. Small creatures have disadvantage on attack rolls with heavy weapons. A heavy weapon's size and bulk make it too large for a Small creature to use effectively.

Loading. When you use an action, bonus action, or reaction to take a shot with this weapon, you can only attack once with this weapon as your action, bonus action, or reaction, and your attack with this weapon must be the only attack you make using

your action, bonus action, or reaction. This is due to the time required to load and/or make and attack with this weapon.

For example, you can not invoke the Extra Attack feature if you take a shot with this weapon, and you cannot take a shot with this weapon as part of the Extra Attack feature if you already took a shot with another weapon on your turn.

One-Handed. This weapon only requires one hand to hold. Even so, a one-handed weapon cannot be used for an offhand weapon attack. See Chapter 7 for more details on dual-wielding.

Range. A weapon that can be used to make a ranged attack has a range in parentheses after the ammunition or thrown property. The range lists two numbers. The first is the weapon's effective range, and the second indicates the weapon's extended range. When attacking a target beyond a weapon's effective range, you have disadvantage on the attack roll. You can't attack a target beyond the weapon's extended range.

Reach. This weapon adds 5 feet to your reach when you attack with it, as well as when determining your reach for opportunity attacks with it.

Special. A weapon with the special property has unusual rules governing its use, explained in the weapon's description (see "Special Weapons").

Thrown. If a weapon has the thrown property, you can throw the weapon to make a ranged attack. If the weapon is a melee weapon, you use the same ability modifier for that attack roll and damage roll that you would use for a melee attack with the weapon. For example, if you throw a throwing hammer, you use your Strength, but if you throw a dagger, you can use either your Strength or your Dexterity, since the dagger has the finesse property.

Two-handed. This weapon requires two hands when you attack with it. If you are not holding it with both of your hands, you cannot make an attack with it. A two-handed weapon cannot be used for an offhand weapon attack. See Chapter 7 for more details on dual-wielding.

Versatile. This weapon can be used with one or two hands. A damage value in parentheses appears with this property. This is the damage the weapon uses when two hands are used to make a melee attack with it.

Firearms

Firearms are a unique type of weapon that can be used at multiple different ranges. Though they are listed as simple or martial weapons, having proficiency with simple or martial weapons does not automatically mean you have proficiency with simple or martial firearms. You specifically need simple firearm or martial firearm proficiency to use your proficiency bonus with firearms.

Firearms can be modified and upgraded using glimmer. See Chapter 6 for more information.

Firearm Properties

Properties unique to firearms are described below. Any property from the general weapon property table works the same for firearms.

Automatic Fire. This weapon fires multiple rounds per shot, granting it a higher than average chance of dealing damage in its upper ranges. When you deal damage with this weapon, roll an additional damage die and drop the lowest roll from your total for that attack. Do this after accounting for the effects of a critical hit.

Elemental. This weapon deals arc, solar, or void damage, which is determined at the time of the weapon's creation. The damage type this weapon deals cannot be altered once chosen.

Energy Projectiles. This weapon fires coherent directed energy pulses or beams as projectiles, and can damage all creatures in a line up to this weapon's effective range while not Aiming, or up to the weapon's extended range while you are Aiming. In order to do this, your attack must have killed the previous target, your attack roll must beat the AC of the subsequent target, and the line of fire must not be blocked by 1 inch of metal, 2 inches of stone, or 3 feet of wood or dirt. Subsequent targets take the remaining damage from what killed the previous target.

High Recoil. The kickback on this weapon is severe enough that you must use your Strength modifier when determining the attack and damage rolls of this weapon, regardless whether it is a melee or ranged weapon.

Payload. Payload weapons fire explosive or high-yield rounds that have a noticeable impact radius, indicated in parentheses after the payload property. When you make an attack with this weapon, instead of making an attack roll, you choose a space on a hard surface you can see within range of the weapon. All targets within the impact radius of the space you choose must make a payload saving throw, which is a Dexterity saving throw with the DC described below. For example, a Payload weapon with a 5-foot radius causes all targets within 5 feet of the impact point to make a payload saving throw.

Payload DC = 8 + your proficiency bonus + your Strength or Dexterity modifier, the same as the modifier you use for rolling damage for the weapon

You only add your proficiency bonus to the DC of the payload saving throw if you are proficient with the weapon. Targets take the damage of this weapon on a failed save, or half as much damage on a success. For more information on payload weapons, see Chapter 7.

Scope. Some weapons have three range values, which are (in order): the effective range, the extended range, and the maximum range. Collectively, these ranges are referred to as the Scope of the weapon. While not Aiming, you can take a shot with the weapon normally up to the weapon's effective range. When you take a shot with

Simple Firearms

Firearm	Cost	Damage	Scope	Range Band	Memory	Weight
Auto rifle	1,750 gl	1d6 kinetic	30/40/75	close	4/1	10 lb.
<i>Other properties:</i> Automatic fire, high recoil, shot capacity (8), two-handed						
Hand cannon	1,500 gl	1d8 kinetic	25/50/90	close	2/1	6 lb.
<i>Other properties:</i> Finesse, one-handed, shot capacity (6)						
Pulse rifle	2,500 gl	2d4 kinetic	20/60/120	medium	4/1	9 lb.
<i>Other properties:</i> Finesse, shot capacity (5), two-handed						
Scout rifle	2,000 gl	1d8 kinetic	15/120/240	medium	4/1	8 lb.
<i>Other properties:</i> Shot capacity (6), two-handed						
Sidearm	1,250 gl	1d6 kinetic	20/30/40	close	2/1	3 lb.
<i>Other properties:</i> Agile, shot capacity (6)						
Submachine gun	1,250 gl	1d4 kinetic	10/15/30	close	2/1	4 lb.
<i>Other properties:</i> Agile, automatic fire, high recoil, shot capacity (6)						
Trace rifle	2,500 gl	1d6 (elemental)	40/40/40	medium	4/1	8 lb.
<i>Other properties:</i> Finesse, shot capacity (8), special, two-handed						

Martial Firearms

Firearm	Cost	Damage	Scope	Range Band	Memory	Weight
Fusion Rifle	3,000 gl	2d6 (elemental)	15/25/30	medium	4/1	18 lb.
<i>Other properties:</i> Energy projectiles, finesse, loading, shot capacity (5), two-handed						
Grenade launcher	3,500 gl	1d10 explosive kinetic	20/50/120	medium	4/1	18 lb.
<i>Other properties:</i> Finesse, shot capacity (4), special, two-handed						
Light machine gun	3,750 gl	1d10 kinetic	20/40/80	close	5/1	21 lb.
<i>Other properties:</i> Automatic fire, high recoil, shot capacity (5), two-handed						
Linear fusion rifle	3,250 gl	2d6 (elemental)	15/120/340	long	4/1	12 lb.
<i>Other properties:</i> Loading, energy projectiles, shot capacity (3), two-handed						
Rocket launcher	4,000 gl	2d10 explosive kinetic	30/50/80	close	5/1	25 lb.
<i>Other properties:</i> High recoil, heavy, loading, payload (5 feet), shot capacity (2), two-handed						
Shotgun	3,000 gl	1d10 kinetic	10/15/20	close	4/1	15 lb.
<i>Other properties:</i> High recoil, shot capacity (5), two-handed						
Sniper rifle	3,750 gl	1d10 kinetic	0/300/600	long	5/1	12 lb.
<i>Other properties:</i> Shot capacity (5), two-handed						

a weapon against a target that is within the weapon's extended range, you are granted disadvantage on the attack roll. If you are not Aiming, you cannot take a shot against a target beyond the weapon's extended range.

However, if you are Aiming and you take a shot with a weapon that has a Scope, you attack normally up to the weapon's extended range instead, and only while Aiming can you take a shot against a target that is within the weapon's maximum range. Shots in a weapon's maximum range are always granted disadvantage.

You cannot take a shot against a target that is outside the weapon's maximum range, regardless of whether or not you are Aiming.

Scope Range Band. A sub-function of the Scope property is the Scope Range Band. The range band

Tracking Shot Capacity

Though we list the shot capacity of weapons, and we have magazine items in our Additional Gear list, tracking your shot capacity and/or magazine consumption is almost entirely optional. We designed the game in such a way that, unless your weapon costs an action or bonus action to use, it will not impact the balance of the game to ignore shot capacity. We assume your Ghost is able to synthesize ammunition for you regularly and reliably.

Of course, if you enjoy tracking your shot capacity and magazine consumption, it's perfectly fine to do so!

Additional Gear

Item	Memory	Weight	Cost	Item	Memory	Weight	Cost
<i>Ammunition</i>				Hammock	4/1	4 lb.	2,000 gl
Arrow	1/99	.02 lb	10 gl	Handcuffs	1/99	1 lb.	50 gl
Martial magazine	1/50	1 lb.	250 gl	Human voice synth	2/1	4 lb.	3,000 gl
Rockets	4/10	2 lb.	1,000 gl	Hunting trap	1/50	25 lb.	750 gl
Simple magazine	1/50	1/2 lb.	100 gl	Knife belt	3/50	4 lb.	1,500 gl
Backpack	3/10	3 lb.	750 gl	Ladder, collapsable	5/1	12 lb.	5,000 gl
Battery	2/50	.01 lb.	200 gl	LED light, handheld	2/1	2 lb.	2,000 gl
Binoculars	2/50	2 lb.	1,500 gl	Lighter	2/1	2 lb.	2,000 gl
Blanket, heated	4/10	3 lb.	1,000 gl	Lock, digital	2/1	1 lb.	5,000 gl
Blanket, wool	3/50	7 lb.	300 gl	Lock, mechanical	2/10	3 lb.	3,000 gl
Book	1/99	1 lb.	50 gl	Megaphone	2/1	3 lb.	2,000 gl
Box of 100 nails	1/1	3 lb.	50 gl	Motion-activated camera	2/1	3 lb.	6,000 gl
Bucket, 1 gal	1/50	2 lb.	250 gl	Night vision armor augmentation	—	—	500 gl
Bungee cord	1/99	1 lb.	50 gl	Oil (1 quart)	1/1	2 lb.	1,000 gl
Camera, digital	3/1	5 lb.	9,000 gl	Pillow	1/50	1 lb.	250 gl
Cell phone	4/1	2 lb.	20,000 gl	Plasma cutter	2/1	10 lb.	5,000 gl
Chalk (1 stick)	1/99	.01 lb.	10 gl	Pliers	1/99	1 lb.	100 gl
<i>Class Item</i>				Portable generator	6/1	30 lb.	45,000 gl
Hunter cloak	1/10	3 lb.	1,000 gl	Portable heater	4/1	25 lb.	20,000 gl
Titan mark	1/10	2 lb.	250 gl	Quiver	1/99	1 lb.	50 gl
Warlock bond	3/1	3 lb.	3,000 gl	Ration (1 day)	2/99	2 lb.	20 gl
<i>Clothing</i>				Relay beacon	2/1	10 lb.	5,000 gl
Casual wear	3/10	3 lb.	150 gl	Relay beacon, quantum	5/1	15 lb.	37,500 gl
Formal wear	3/10	4 lb.	750 gl	Scissors	1/99	1 lb.	50 gl
Rain poncho	3/10	1 lb.	30 gl	Shovel	1/99	5 lb.	25 gl
Winter coat	3/10	3 lb.	300 gl	Signal booster	2/1	1/2 lb.	3,000 gl
Computer, desktop	7/1	15 lb.	52,500 gl	Signal flare, gun	2/1	3 lb.	3,000 gl
Computer, tablet	4/1	4 lb.	20,000 gl	Signal flare, stick	2/10	1/4 lb.	2,000 gl
Crowbar	1/99	5 lb.	25 gl	Signal jammer	2/1	1 lb.	3,000 gl
Duct tape, 100 ft.	1/50	3 lb.	50 gl	Sleeping bag	1/50	5 lb.	750 gl
Electric drill	2/1	7 lb.	3,000 gl	Spacesuit	6/1	10 lb.	24,000 gl
<i>Ether container</i>				Surveillance drone	3/1	8 lb.	22,500 gl
Large	1/10	5 lb.	500 gl	Tarp, 10x10 ft.	11/50	4 lb.	550 gl
Medium	1/10	3 lb.	250 gl	Tarp, 5x5 ft.	4/50	2 lb.	200 gl
Small	1/10	2 lb.	100 gl	Telescope	5/1	25 lb.	37,500 gl
Firewood bundle	3/10	12 lb.	1,500 gl	Tent, two-person	12/1	40 lb.	18,000 gl
Floodlight	5/1	10 lb.	15,000 gl	Water bottle	1/99	1 lb.	25 gl
Fold-out cot	4/1	18 lb.	6,000 gl	Water filter	2/50	2 lb.	1500 gl
Folding chair	3/50	5 lb.	300 gl	Waterproof box	1/10	18 lb.	250 gl
Gas mask	2/1	1 lb.	3,000 gl	Wire cable, 50 ft.	1/99	12 lb.	100 gl
Gasoline (1 gal)	2/1	6 lb.	2,000 gl	Wrench	1/50	3 lb.	250 gl

determines the penalty for using that weapon in close combat.

Close: You do not have any inherent close combat penalties. Weapons with the close range band are often referred to as close-range weapons.

Medium: If you are taking a shot against a target within 5 feet of you that isn't Incapacitated, you have disadvantage on your attack, even while under the effects of the Aiming condition.

Weapons with the medium range band are often referred to as medium-range weapons.

Long: If you are taking a shot against a creature within 10 feet of you that isn't Incapacitated, you have disadvantage on your attack, even while under the effects of the Aiming condition.

Weapons with the long range band are often referred to as long-range weapons.

Shot Capacity. Some weapons hold their ammunition in an attached magazine. The amount of ammunition a weapon's magazine can hold determines the number of shots, or ranged attacks, you can make with that weapon before you have to reload it with a new magazine of ammunition. That number is indicated in parentheses. If you are proficient with the weapon you can reload it using an item interaction on your turn, otherwise it will cost your action to reload the weapon.

Improvised Weapons

Sometimes characters don't have their weapons and have to attack with whatever is at hand. An improvised weapon includes any object you can wield in one or two hands, such as broken glass, a table leg, a frying pan, a wagon wheel, or a dead Guardian.

Often, an improvised weapon is similar to an actual weapon and can be treated as such. For example, a table leg is akin to a club, and an iron girder is similar to a greathammer. At the Architect's option, a character proficient with a weapon can use an improvised object as if it were that weapon, and use their proficiency bonus with the improvised weapon.

An object that bears no resemblance to a weapon deals 1d4 damage (the Architect assigns a damage type appropriate to the object). If a character uses a ranged weapon to make a melee attack, or throws a melee weapon that does not have the thrown property, it also deals 1d4 damage. An improvised thrown weapon has an effective range of 20 feet and an extended range of 60 feet.

Special Weapons

Weapons with special rules are described here.

Combat bow. The combat bow is designed for use in the modern theater of war. It has a scope of 20/100/200 (medium). The standard arrows it shoots deal kinetic damage on a hit. Unlike firearms, the combat bow is relatively silent.

Grenade launcher. Rounds fired from a grenade

On Glimmer And Value

Many of the tables in this chapter list a "cost" for items in terms of glimmer. Unlike traditional money, an item's glimmer cost is not an arbitrary value: it is literally the amount of glimmer required to make the item out of glimmer. An item that costs 2,000 glimmer to make will cost 2,000 glimmer regardless of supply or demand.

Occasionally, a method of encoding will be discovered that may reduce the cost of programming certain items because it increases the efficiency of every bit of glimmer that goes into the item. This is usually the result of years-long studies with many, many, many trials behind them.

launcher can be lobbed in an upward arc, allowing you to indirectly attack targets behind obstacles such as walls, cliffs, or other obstructions blocking your line of sight or path to the target. When you shoot a grenade launcher in this way, each foot of height of the obstruction you are attempting to shoot over reduces all ranges of the grenade launcher by twice as much for that shot. For example, if you are attempting to shoot a grenade round over a 10-foot wall, all ranges of the grenade





Additional Gear

You may wish to purchase or otherwise acquire additional items to assist you. The Additional Gear table lists the most common items you may be able to find or purchase in your travels, but it is not an exhaustive list. Discuss with your Architect the cost or means of acquiring an item you want that is not listed. The section below addresses additional gear items that have special rules or require further explanation.

Binoculars. An optical instrument used for viewing distant objects. When held to your eyes, you can use this device to view all objects within a 15-foot cube area that is up to 600 feet away from you as if it were only 20 feet away.

Battery. Most modern devices use a universal battery pack. Solar-charged batteries can be recharged by setting them out in full, bright sun for 8 hours. The lifespan of a battery is determined by the device it is used with.

Blanket, heated. Heated blankets are powered by a universal battery. While turned on, the blanket will keep a Medium creature warm for up to 8 hours.

Camera, digital. A device that can be used to record high-definition images. They use a universal battery, which lasts 6 hours.

Cell phone. A complex, tiny device that allows for person-to-person communication when both the caller and receiver are within range of a cell tower, or a Vanguard relay beacon. A basic cell phone can only perform audio or text communication, while a smartphone can also perform all the functions of a tablet computer.

Computer. Computers can perform a variety of tasks. Desktop computers (includes the tower, monitor, keyboard, and mouse) require a power outlet or portable generator to function, and can perform intensive tasks such as image or video editing. Tablet computers can't perform intensive tasks but they are easily portable, using a universal battery that has a 3-hour lifespan. Tablet computers consume no battery while dormant.

Electric drill. A handheld device for drilling screws into surfaces. Comes with a standard set of drill bits. This device can be used continuously for up to 4 hours.

Ether container. Special container device for carrying Elikzni ether. A small container can hold 10 rations of ether, a medium container can hold 25 rations, and a large container can hold 100 rations.

Floodlight. A portable device that shines bright

launcher are reduced by 20 feet.

Trace rifle. Trace rifles always fire a line of energy up to the weapon's listed range, which quickly dissipates and becomes ineffective beyond that range. You cannot take a shot against a target beyond the weapon's listed range. When you take a shot with a trace rifle, you must always make your attack against the first target in the line of your attack.

light in a 60-foot cone, and dim light 100 feet beyond that. It uses a special battery that costs 1,000 glimmer and lasts for 8 hours of continuous use.

Gas mask. This battery-powered device filters out most airborne toxins, poisons, viruses, and other contaminants. It can be used continuously for up to 24 hours.

Handcuffs. A pair of lockable linked metal rings for securing a creature's wrists in close proximity to each other, usually affixed in a way to hold the creature's arms behind their back. Each ring has a hinged ratchet arm, which prevents the ring from opening once it has been closed. Standard handcuffs can fit on the wrists of a Medium or smaller creature. DC 17 Strength check to break.

Human voice synth. A vocal modulator device worn over the mouth, used by Elikzni to speak human languages. It can be used continuously for up to 8 hours.

Hunting trap. Colloquially called a bear trap, when you use your action to set it, this trap forms a saw-toothed steel ring that snaps shut when a creature steps on a pressure plate in the center. The trap is affixed by a heavy chain to another object, such as a tree or a spike driven into the ground. A creature that steps on the plate must succeed on a DC 13 Dexterity saving throw or take 1d4 piercing damage and stop moving. Thereafter, until the creature breaks free of the trap, its movement is limited by the length of the chain (typically 3 feet long). A creature can use its action to make a DC 13 Strength check, freeing itself or another creature within its reach on a success. Each failed check deals 1 piercing damage to the trapped creature.

Knife belt. Allows a creature to easily carry up to 6 daggers or knives. Optionally, the daggers or knives may be secured. It costs an action to unsecure a dagger or knife, but daggers and knives secured by the belt cannot be removed without alerting the wearer.

Ladder, collapsable. When fully extended this ladder is 15 feet tall and 1 foot wide. When collapsed, it is 2 feet tall and 2 feet wide.

LED light. Also called a flashlight or torch, this device shines bright light in a 15-foot cone, and dim light 10 feet beyond that. It uses a universal battery, and can be left on for up to 8 hours.

Lighter. As an action, a creature can use this tiny device to create a small flame (deals 1 fire damage). Ignites kindling and other sources of fuel for a fire.

Lock. A mechanical lock requires a physical key to open it. A digital lock is a device, usually one built into the object it is locking, that can require anything from a specific biometric reading (retina, fingerprint, voice) to basic keycode input to open.

Megaphone. A device that, when spoken into, amplifies the volume of your voice so it can be heard clearly from up to 600 feet away. It also has a button that, while held down, will cause the device to make a rising siren noise that can be heard for the same distance. This device can be used continuously for 24 hours.

Motion-activated camera. A camera device that

records a series of images when it detects the motion of a Small or larger creature in a 15-foot cone in front of it. It can transmit these images to a connected device within 200 feet of it that is capable of receiving image files.

Night vision armor augmentation. An augmentation for Guardian helmets that alters the visor. If you're wearing a helmet with this augmentation, you can see in dim light within 30 feet of you as if it were bright light, and in darkness as if it were dim light.

Plasma cutter. Good for cutting through up to 3 inches of steel or weaker metals. Loud and bright when used. Burns wood, melts plastic. Deals 1d4 fire damage against a creature.

Portable generator. A device roughly 2 feet wide and 2 feet tall. It acts as a power outlet, providing up to 3,000 watts to devices plugged into it. The generator requires gasoline to run, and it lasts for 6 hours per gallon of gasoline.

Portable heater. A device that looks like an oversized hooded lantern roughly 1 foot tall. When powered on, it can provide comfortable heating for all creatures within a 15-foot radius. It uses a special battery that costs 2,500 glimmer, and can be used continuously for up to 24 hours.

Quiver. A quiver for use with combat bows. It can hold up to 100 arrows. Its memory is 1/1 while it has any arrows in it.

Relay beacon. When activated, this device can connect anyone within 6 miles to the Vanguard network. This beacon can be used for communication or to transmat items to and from a Guardian's vault if the beacon, through one connection after the other, is able to link back to the Tower. These beacons can be blocked by conditions like dense physical terrain and signal jammers.

Relay beacon, quantum. Advanced relay beacon device that connects to Vanguard comm nets using quantum-entangled signaling. Ignores distance to other quantum beacons. Creatures within 6 miles of the beacon can connect to it.

Signal booster. A tiny device that amplifies signals it receives, extending the radius of signals by 500 feet.

Signal flare. Device that produces a bright, and usually colorful, light. Signal flare sticks are used by twisting the cap; signal flare guns shoot a small ball of light that arcs through the air. Hitting a creature with a lit signal flare deals 1 fire damage.

Signal jammer. Device that spams junk signals, corrupting all local signals and making it difficult or impossible to communicate via signal-based devices within 300 feet of it.

Sleeping bag. A comfortable, insulated zipper bag large enough for a Medium creature. Water-resistant, and provides ample protection against cold weather, but not below freezing temperatures.

Spacesuit. Lightweight space-grade, fully sealed suit. It has a 4-hour supply of oxygen. Additional oxygen sources can be attached or exchanged on the suit (500 glimmer per container). The suit is considered a device in and of itself, and is powered with a battery that can run continuously for 24

hours.

Surveillance drone. These Tiny constructs have 1 hit point, an AC of 18, and a flying speed of 40 feet. They can connect to a tablet computer and be used to gather visual information. They can only operate within 1 mile of the controller.

Telescope. A device that uses a universal battery (6-hour lifespan) that allows an observer to view distant objects.

Water bottle. Holds 4 days' worth of water. Self-filters most common contaminants. Dentproof, heatproof, bullet-resistant.

Water filter. A small object that can be attached to hoses, water bottles, or faucets to filter out most common contaminants, including dirt or debris, from water that passes through the filter. Needs to be cleaned between uses.

Waterproof box. A small box 1 foot wide, 6 inches deep, and 6 inches tall. When sealed, water cannot enter it.

Wire cable. Several individual steel wires wrapped in a helix pattern that resembles rope, and treated for durability. Can hold up to 14,000 pounds and doesn't corrode in outdoor conditions.

Toolkits

Toolkits help you perform tasks that require specific equipment, such as repairing a firearm or building a computer. The use of a toolkit is not tied to a single ability score. Whenever you make an ability check using a toolkit, your Architect will decide which ability score applies. For example, when using a thieves' toolkit to pick a mechanical lock, your Architect might ask you to make a Dexterity check with the thieves' toolkit. However, if you try to install a keylogger onto a computer using your thieves' toolkit, your Architect might ask for an Intelligence check with your thieves' toolkit instead.

Your race, class, background, and features give you proficiency with certain toolkits. Like proficiency with weapons, if you are proficient with a toolkit, you can add your proficiency bonus to any check you make that uses that toolkit.

Toolkit Contents and Uses

The general contents of toolkits are described below.

Armorsmithing toolkit. A typical armorsmithing kit includes tools such as a screwdriver set, sewing needles of various sizes, a handheld spot welder, soldering rod, clamps, hyperglue, and replacement parts for circuitry. When used in conjunction with armor parts and appropriate resources, these kits can be used to fix most armor, including exotic armor. They can also be used to improve the AC of Guardian armor (see Chapter 6).

Climbing toolkit. This toolkit consists of a climbing harness, bag of powdered chalk, 1,000 feet of 600-pound rope, a wide selection of carabiners, and a climbing pick.

Cooking toolkit. A set of cooking utensils coupled with a portable induction burner. Requires a battery

Common Toolkits

Item	Cost	Memory	Weight
Armorsmithing toolkit	7,500 gl	5/1	25 lb.
Climbing toolkit	1,000 gl	3/1	12 lb.
Cooking toolkit	7,500 gl	5/1	32 lb.
Electronics toolkit	7,500 gl	5/1	10 lb.
Medical toolkit	6,000 gl	4/1	10 lb.
SCUBA toolkit	24,000 gl	5/1	55 lb.
Sewing toolkit	4,500 gl	3/1	8 lb.
Thieves' toolkit	5,000 gl	5/1	3 lb.
Vehicle toolkit	52,500 gl	6/1	150 lb.
Weaponsmithing toolkit	7,500 gl	5/1	35 lb.
Whittling toolkit	1,000 gl	3/1	5 lb.

or portable charger to function. Commonly advertised as having enough cookware to feed a fireteam.

Electronics toolkit. A toolbox with standard equipment for working with electronics such as LED lights, computers, and basic constructs. Contents include a multimeter, pliers, a small box of fuses, electrical tape, a screwdriver with interchangeable bits, an anti-static wrist wrap, and a small selection of commonly used screws, nuts, washers, and plastic clips. You can use the toolkit to, over the course of an hour, repair a damaged computer or VI construct, such as the dashboard of a jumpship or a scorpius turret, for an amount of health points equal to $2d4 +$ your Technology modifier. Most repairs can be performed solely using an electronics toolkit, though your Architect may rule that specialized equipment or additional resources are required for some kinds of repairs.

Medical toolkit. Gauze, general-purpose antimicrobials, Exo-grade replacement plating, liquid welders, and more fill this handy, travel-sized box with a friendly green caduceus on the lid. This toolkit has 10 uses. If you are proficient with the toolkit, you can use your action to spend a use to stabilize a dying creature, or you can heal a creature for an amount of health points equal to $1d4 +$ your Medicine modifier. You cannot use this toolkit to heal constructs such as a shank, and you cannot use this toolkit to heal a creature that has not been stabilized first.

You can spend 100 glimmer to restore a use of your medical toolkit. Most wounds sustained in the field by humans and aliens alike can be treated with this toolkit, though your Architect may rule that a particularly severe or uncommon type of wound requires additional gear or resources to treat.

SCUBA toolkit. Wetsuit, rebreather, tool belt, waterproof pen and small whiteboard, and a single tank of oxygen good for approximately 2 hours of use.

Sewing toolkit. A small portable sewing machine accompanies a selection of threads, needles, pins, and other assorted, easy-to-carry sewing supplies in

Common Vehicles				
Vehicle	Cost	Size	Top Atmospheric Speed	Weight Limit
<i>Sparrows</i>				
S-20 Cavalier	15,000 gl	Medium	140 mph	520 lb.
S-20 Nomad	12,000 gl	Medium	160 mph	320 lb.
S-20 Seeker	13,000 gl	Medium	150 mph	380 lb.
<i>Jumpships</i>				
Arcadia	600,000 gl	Gargantuan	535 mph	11 tons
Kestrel	900,000 gl	Gargantuan	800 mph	6 tons
Phaeton	700,000 gl	Gargantuan	650 mph	18 tons
Regulus	900,000 gl	Gargantuan	600 mph	30 tons
<i>Other</i>				
Bulk Freighter	65,000 gl	Huge	12 mph	2 tons
Hawk	702,000 gl	Gargantuan	560 mph	20 tons

this toolkit. This toolkit is sufficient to fix most minor rips and tears in clothing, or to make simple alterations.

Thieves' toolkit. While this set does include more traditional thieves' tools, such as a file, a set of lock picks, and a small mirror mounted on an extendable metal handle, it also includes less archaic instruments, including a small thumb drive loaded with a hacker's API and a bundle of cables for connecting any tablet computer to almost every conceivable type of device. Tablet sold separately. This toolkit can be used to pick mechanical locks, override digital locks, install keyloggers, rapidly copy server data, or to take the Hack action on applicable devices, to name a few uses. While the possible applications of this toolkit are varied, they are not limitless: your Architect may rule that you need more specialized or robust gear to perform the action you want to take.

Vehicle toolkit. Often called a portable garage, a vehicle toolkit has everything from basic wrenches to a self-assembling collapsible engine hoist. Considered a must for anyone who owns a jumpship or sparrow. You can use the toolkit to, over the course of an hour, repair a damaged vehicle for an amount of health points equal to $2d4 +$ your Technology modifier. Common repairs can be performed in this way, but your Architect may rule that some form of specialized equipment or additional resources are required for some kinds of repairs.

Weaponsmithing toolkit. Not too dissimilar from an armorsmithing toolkit, a weaponsmithing toolkit has one vital difference: a portable, glimmer-fed CNC printer and matching program for a tablet computer (though Ghosts can often act as a substitute and interface with the printer directly). This CNC printer is particularly required for weaponsmithing because while armor parts are generally interchangeable, firearm components tend to be highly specialized and unique from weapon to weapon. These toolkits can be used to add perks to

certain kinds of weapons (see Chapter 6).

Whittling toolkit. Includes most basic tools for carving wood, such as a hook knife, sloyd knife, detail knife, polishing compound and strap, wood spoon blank, and a pair of cut-resistant gloves.

Vehicles

Vehicles are a critical element of a Guardian's equipment. Whether for transporting cargo, reaching the distant corners of the Sol system, or delivering much-needed air support to the battlefield, the right vehicle can make a huge difference.

The vehicle table shows the cost, speed, size, and weight limits of the common vehicles available to Guardians. Other vehicles, such as a Fallen skiff or a Hive tombship, might be acquired through adventurous means, at the discretion of your Architect. Further details and mechanics for vehicles are in the *Architect's Guide*.

Vehicle proficiency. Your class, race, and certain features grant you proficiency with one or more vehicles. Like most tools, there is no single ability that governs all the functions of a vehicle. For example, your Architect might call for a Dexterity check to navigate your vehicle through a rocky field, or an Intelligence check to interpret the scanner readout on the console. Proficiency with a vehicle allows you to add your proficiency bonus to all checks made with that vehicle, regardless of governing ability.

Speed. The speed listed is the maximum atmospheric speed of the vehicle in a straight line, measured in miles per hour. Vehicles that are capable of interstellar flight may be able to reach near-light speed (NLS), but only when operating outside of a planet's atmosphere, and only when equipped with an NLS drive. The friction caused by the planetary atmosphere would catastrophically incinerate most vehicles if they tried to reach such speeds within the atmosphere.



Depending on the conditions, a vehicle's speed may vary greatly. A strong headwind could reduce a vehicle's speed by half, or a tailwind could double the speed of the vehicle. Stronger or weaker gravity can also affect vehicle movement. Confer with your Architect when it comes to handling vehicle speeds outside of typical conditions.

Weight limit. Vehicles, unlike creatures, have a set weight limit that is calculated by the design of the vehicle, not by its size category. The weight limit of the vehicle is the final amount, in pounds, the vehicle can carry.

Space travel. The weight limit for vehicles only applies to vehicles operating within an atmosphere, or within a significant gravitational pull, such as being in orbit of a planet, moon, or black hole. Vehicles operating outside the bounds of a significant gravitational pull have an unlimited weight limit.

If a space-capable vehicle is within the atmosphere of a planet, and it is carrying a weight in excess of its weight limit, it cannot move and, if airborne, will begin to plummet.

Vehicle Descriptions

Descriptions of individual vehicle types are listed below, along with any special features individual vehicles may have.

Sparrows

Quick, lightweight, and relatively inconspicuous, sparrows are the bread and butter of Guardian ground transportation. They're cheap to build and easy to operate, perfect for the high-octane life of a Guardian. In addition, they come with a built-in boost function, which can significantly increase the sparrow's speed at the cost of maneuverability. Sparrows, unlike most other vehicles, are also small enough that they can be transmatted, and take up 50/1 memory.

Jumpships

An expensive and precious commodity, jumpships are the fastest form of in-atmosphere travel and, should they be equipped with an NLS drive, they give Guardians access to the stars.

Most jumpships come with a suite of functionality, including compartment pressurization, air conditioning, autopilot, radio, basic scanners, anti-detection methods, and short-range transmat capabilities for shifting cargo or crew members in and out of the jumpship. When ascending into space, jumpships utilize a fractional portion of their equipped NLS drive's propulsion to achieve escape velocity.

Bulk Freighter

Also called pilgrim cars, bulk freighters are large, box-like hovercraft used for transporting materials

or people over land. They are slow but heavily armored, easy to make, and can be linked together to form long trains that only require a single driver or programmed autopilot function. Each individual freighter car is equipped with a safety hatch big enough for a Medium creature on the top and underside, as well as two large bay doors, one on each broadside.

Hawk

A hawk is a troop carrier aircraft used by the Vanguard and others in and around the Last City. They are typically used to make cargo deliveries to and from the City and the Tower, or to transport Guardians to their assignments, if they have no transport of their own.



Trinkets

d100 Trinket

- 1 A shard of an unknown Ghost.
- 2 A piece of colored glass.
- 3 Empty lipstick case with the relief of a hibiscus flower.
- 4 An expired coupon for a spicy ramen shop.
- 5 A box of raisins.
- 6 A keychain photo with a picture of a kitten clinging to the edge with the words "hang in there!" in curly font.
- 7 Jewelry box shaped like an engram, no obvious keyhole.
- 8 An ancient piece of technology with the word "NOKIA" still embossed on the back.
- 9 A metal pin in the shape of a cartoon mouse.
- 10 A vial of rainbow glitter.
- 11 A rock with seven numbers carved into it, with a space between the third and fourth numbers.
- 12 An old memory stick that cannot be accessed by any modern technology, including your Ghost.
- 13 A plastic cube divided into three vertical quadrants and three horizontal quadrants. Each quadrant can be twisted.
- 14 A deck of old playing cards missing the ace of spades.
- 15 A copy of *Hunter of the Heart*, signed by the author.
- 16 A clear rubber ball with a plastic toy inside.
- 17 A broken controller for a video game console.
- 18 A sticker book.
- 19 A small plastic figurine of a mouse-like creature with a lightning bolt for a tail.
- 20 An artichoke that has been exposed to a Hive summoning ritual. Glows green.
- 21 A bunny keychain.
- 22 An ancient recording device. There is no film, but the Cryptarchs say you can still see the past when you look through it.
- 23 An old page of sheet music. The only parts still legible read "HOPE FOR THE FUTURE."
- 24 A purple plastic unicorn.
- 25 A small green crystal that becomes darker the longer you look at it.
- 26 A map of a world that seems to be on the back of a turtle.
- 27 A ring that bears an unknown symbol.
- 28 A box of glimmer-shaped sweets.
- 29 A necklace made from scales and teeth.
- 30 A tie-dye T-shirt.

d100 Trinket

- 31 A photo of a woman sitting at the edge of a lake, grinning at the camera.
- 32 An ultra-rare Shaxx card from the Guardian trading card game.
- 33 A styrofoam head.
- 34 A cat plushie.
- 35 Pearl showing signs of having been in the vacuum of space. Dated to be roughly 50,000 years old.
- 36 A belt buckle that says "BAMF."
- 37 A container of Exo polish.
- 38 A whistle with the word "CALE" etched into it, next to an etching of a kale leaf.
- 39 A spent air horn that can only make a pathetic toot.
- 40 A coil of thin metal wound in a circle, wiggles a lot.
- 41 A jar of sourdough starter, estimated to be over 2,000 years old.
- 42 A polished rock that has an uncanny resemblance to Jupiter.
- 43 A piece of metal with the number 1-1-7 on it.
- 44 A hat with the SRL logo on it.
- 45 An invitation to a lecture by Master Rahool.
- 46 A toy car with a bat-shaped symbol on it.
- 47 A blue collar for a domesticated animal, the name it once bore now illegible due to time.
- 48 A hat made out of spinmetal foil.
- 49 A scarf with pockets at the ends.
- 50 A strange piece of black plastic with the words "AWESOME MIX VOL 1" written on the outside. Inside, there is a dark brown magnetic tape wrapped around two cylinders.
- 51 A bullet shell with a name carved on it.
- 52 Silver flask with six tally marks etched into it.
- 53 Well-worn gloves made from unhackable glimmer, age unknown.
- 54 A package of yellow pastries with cream filling.
- 55 A stick of celery.
- 56 A blue plastic card with a magnetic strip on the back and an unintelligible word written in yellow on the front.
- 57 A piece of leather with an embroidered emblem of a wolf on it.
- 58 Small cat statue that has a persistent, faint chime, and smells vaguely of mint.
- 59 A marble that looks like the Traveler.
- 60 Fingerless gloves that look like an animal's paw.
- 61 A picture of an ancient astronaut with the letters "aeiou" drawn into a speech bubble.

d100 Trinket

- 62 A hand-knitted, blue hat with the letters "AK" in gold.
- 63 A plastic name tag with a name that is not yours printed on it. The name tag is blue with a yellow asterisk in the corner.
- 64 A carefully preserved movie ticket from the year 2136.
- 65 A 1:5 scale model of a Gjallarhorn that shoots foam darts.
- 66 A glass bottle with a toy colony ship inside.
- 67 A conch shell.
- 68 An unfinished blueprint for a weapon.
- 69 An outdated work order for the installation and calibration of a cascade driver array.
- 70 An avocado with an unusual amount of radiation coming from it.
- 71 An old Swiss army knife, still good.
- 72 A small plastic circular device with a long-dead display screen and a cute pixelated animal on the case.
- 73 A small bone that seems to whisper to you if you hold it right next to your ear.
- 74 A silver locket with only a bit of ash inside.
- 75 A shard from a Sunbreaker's hammer that is always hot to the touch.
- 76 A stuffed white cat attached to a pair of plastic bongos.
- 77 A bottlecap.
- 78 A small nautilus fossil that came from Io.
- 79 A travel mug with the Crucible logo on it.
- 80 A rainbow rubber bracelet.
- 81 A strange coin made of a bronze-like metal with a green gem in the center, warm to the touch.
- 82 A ragged doll made from llama wool, and filled with soft pine needles.
- 83 A clear plastic bag full of plastic chips.
- 84 A small green toy helmet with an orange visor.
- 85 Slivers of glass used by the Vex. Isotopic dating suggests their age ranges across billions of years into the past and future.
- 86 A package of Zavala Snacks.
- 87 A red flower that never wilts.
- 88 A red, green, and white card with text from an ancient language inside.
- 89 An embroidered patch with a single red-and-white stripe and the text 'N7' on it.
- 90 The Cryptarchy's best guess for this item is 'magic Vex block.'
- 91 A tiny goat made out of straw, with a bronze bell tied around its neck.

d100 Trinket

- 92 An ancient recipe for so-called 'buffalo' chicken wings.
- 93 Shredded remains of a Fallen house banner.
- 94 A soft-knit Ghost-sized hat.
- 95 Two yellow-and-black tail feathers.
- 96 An old book.
- 97 A briefcase filled with black and white circular chips.
- 98 Feathers from a yellow bird.
- 99 A pamphlet for the Cult of Osiris.
- 100 A book about how to play a game called *Dragons in Dungeons*.





CHAPTER 6: CUSTOMIZATION

The power of your Light abilities isn't the only thing that develops with you. As you grow in strength, knowledge, and wealth, certain equipment upgrades will become available to you. Also during your travels, you may come across exotic weapons, armor, artifacts, or devices. These items have unique perks, properties, or other effects that are not covered in this chapter. More information on exotic equipment is included in the Architect's Guide.

Weapon Upgrades

Weapons come in four tiers, tier 0 through tier 3. All weapons described in Chapter 5 are considered Tier 0 weapons. Higher tiers can be purchased or discovered during your adventures, whether through finding a lost weapon locker, using a weaponsmithing toolkit to make the upgrade yourself, or obtaining the services of a weaponsmith.

The cost of upgrading your weapon is detailed in the Weapon Tiers table. This is the price whether you are upgrading the weapon with your own weaponsmithing toolkit, or if a dedicated weaponsmith does the job for you.

You cannot skip tiers when upgrading a weapon. You must upgrade one tier at a time, and it takes 1 hour of work to complete an attempt at upgrading a weapon (you can make this attempt during a short rest). You will need to complete a skill challenge with three successes in order to upgrade your weapon, the DC for which is listed in the Weapon Tiers table. At least one ability check in this skill challenge must involve a weaponsmithing toolkit. If you fail the skill challenge, you still spend the glimmer, but your weapon is not upgraded.

Perks

Upgrading your perk-compatible weapon unlocks a new perk slot for that weapon, which allows you to purchase a weapon perk, a feature for your weapon that enhances or alters its function. Weapons can have up to three perks, one for each perk slot. The tier of the weapon corresponds to the highest available perk slot for it. When you have an open perk slot, you must select a perk for that slot, otherwise your weapon is not complete. It will not

function and may even fall apart if you attempt to use it.

Upgrading a weapon's tier does not provide any inherent bonuses to that weapon. The only bonuses you get for upgrading a weapon's tier come from the perk you pick.

Picking a Perk

Every class of weapon has a unique list of perks that you can choose from for each tier of the weapon. The list of available perks for each weapon class can be found in the Weapon Perk Combinations section of this chapter. Because of the way weapons are constructed, not all weapons can be built with all weapon perks, and not all weapon perks can be used in conjunction with each other.

The cost of each perk is included in the purchase of the slot. You must pick a perk for a slot before you can use the weapon.

Changing a Perk

You can spend 1,000 glimmer to switch a perk your weapon has for another perk it could have in that slot. You lose the effects of the old perk and gain the effects of the new perk. Changing a perk in this way requires a successful weaponsmithing toolkit check, or the skilled hand of a dedicated weaponsmith to do the job for you.

Order of Operations

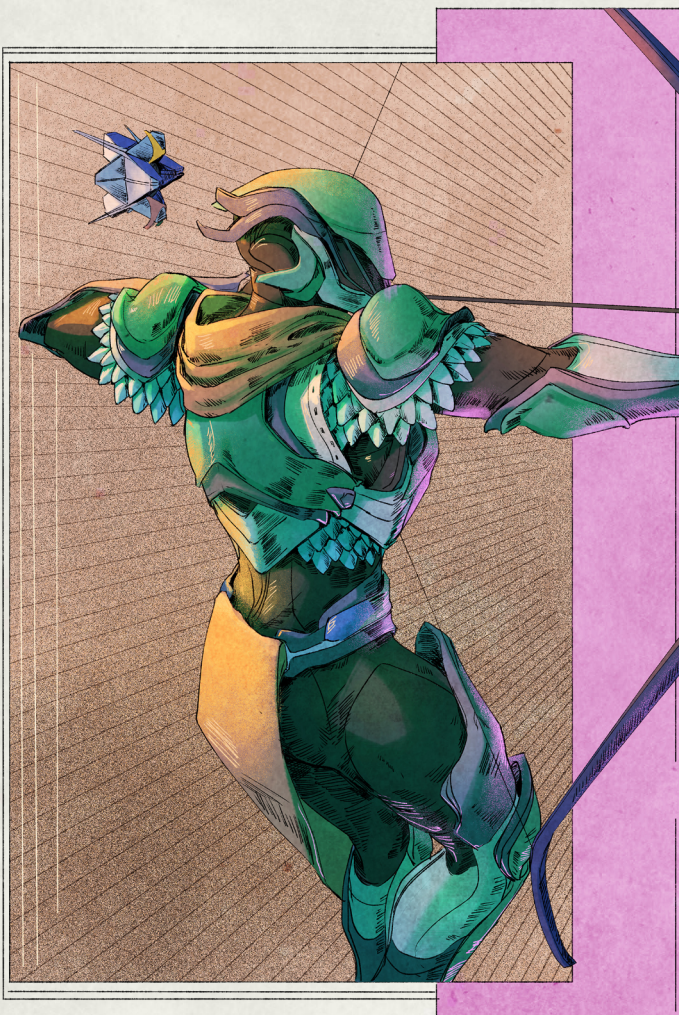
When determining how perks affect a weapon, you first start with the properties of the weapon as defined in Chapter 5. Perks alter, change, or add onto the properties of the weapon in the order they are applied: Slot 1 perks affect the weapon first, then Slot 2, and finally Slot 3.

Perk Terminology

Many perks involve specific terminology.

Increase damage die size. When you increase a weapon's damage die size, the number of dice you roll for damage stays the same, but the value of those dice go to the next size up. A d4 becomes a d6, a d6 becomes a d8, a d8 becomes a d10, and a d10 becomes a d12. Damage die sizes cannot be

Weapon Tiers			
Weapon Tier	Cost	Perk Slots	Weaponsmithing DC
Tier 0	See Chapter 5	None	—
Tier 1	1,000 gl	Slot 1	13
Tier 2	2,500 gl	Slot 1, Slot 2	15
Tier 3	5,000 gl	Slot 1, Slot 2, Slot 3	17



Close-range weapons. Range bands cannot be decreased below Close. Reducing the range band does not alter the weapon's range values.

Increase or decrease all ranges. The effective, extended, and maximum ranges of the weapon all increase or decrease by the amount specified. A range value can never be less than 0.

Increase or decrease specific range. If a perk increases or decreases only a specific range of a weapon, this means that only that range's value is affected. For example, a perk that alters the effective range of a weapon only affects the first number listed in the weapon's range values. A weapon's effective range cannot be made greater than its extended range, and a weapon's extended range cannot be made greater than its maximum range.

Likewise, a weapon's extended range cannot be made less than its effective range, and a weapon's maximum range cannot be made less than its extended range.

Weapon saving throw. If a perk causes a saving throw, unless the perk says otherwise, the DC is equal to 8 + your proficiency bonus + which-ever modifier you will use for your damage roll with the weapon. This is also referred to as the weapon's saving throw DC or the weapon DC. You only add your proficiency bonus to a weapon DC if you are proficient with the weapon.

Situational benefits. You only gain that effect(s) of a perk while you are in the situation described by the perk. Once the described conditions no longer apply, any effects of the perk end. For example, if a perk says the damage die size of the weapon is increased when you take a shot with it while Aiming, the weapon's damage die size is only increased while you are Aiming with that weapon. If you stop Aiming, the weapon's damage die size returns to normal.

Stacking benefits. By default, the effects of weapon perks do not stack with themselves. This means that once you have gained the benefit of a perk, you cannot gain the benefit of that perk again even if you have a completely different weapon that has the same perk. A perk must specifically state that it can stack with itself in order to do so. If a perk has an effect that can stack, and that effect lasts for a given duration, whenever you gain a new stack of that perk you reset the duration of the effect.

increased beyond d12.

Decrease damage die size. The number of dice you roll for damage stays the same, but the value of those dice goes to the next size down. A d12 becomes a d10, a d10 becomes a d8, a d8 becomes a d6, and a d6 becomes a d4. Damage die sizes cannot be decreased below d4.

Increase range band. When a perk mentions that a weapon's range band is increased, this means Close-range weapons become Medium-range weapons, and Medium-range weapons become Long-range weapons. Range bands cannot be increased beyond Long. Increasing a weapon's range band does not alter the range values of the weapon.

Decrease range band. When a perk says to decrease your weapon's range band, that means Long-range weapons become Medium-range weapons, and Medium-range weapons become

Auto Rifle		
Slot 1	Slot 2	Slot 3
Firing Line	Exhumed	Crowd Control
Focused Fire	Explosive Rounds	Demolitionist
Hip Fire	Lightweight	One-two Punch
	Rangefinder	Tap the Trigger
	Unflinching	

Combat Bow		
Slot 1	Slot 2	Slot 3
Field Scout	Elemental	Archer's Tempo
Full Draw	Rangefinder	Final Round
Natural String	Shoot to Loot	Hidden Hand
	Snapshot	
	Threat Detector	
	Sights	

Fusion Rifle		
Slot 1	Slot 2	Slot 3
Accelerated Coils	Battle Runner	Demolitionist
Enhanced Battery	Osmosis	One-two Punch
Particle Scattering	Rangefinder	Shield Breaker
	Snapshot	Surrounded

Grenade Launcher		
Slot 1	Slot 2	Slot 3
Perfect Balance	Elemental	Full Court
Crowd Control	Exhumed	Ricochet Rounds
Volatile Launch	Osmosis	Sticky Grenades
	Rangefinder	Wave Grenades
	Snapshot	

Hand Cannon		
Slot 1	Slot 2	Slot 3
Focused Fire	Exhumed	Army of One
Opening Shot	Explosive Rounds	Crowd Control
Outlaw	Rangefinder	Final Round
	Snapshot	Luck in the Chamber

Light Machine Gun		
Slot 1	Slot 2	Slot 3
Firing Line	Armor-piercing Rounds	Army of One
Focused Fire	Elemental	Demolitionist
Tap the Trigger	Explosive Rounds	Persistence
	Rangefinder	Vorpals Weapon
	Snapshot	
	Threat Detector Sights	

Linear Fusion Rifle		
Slot 1	Slot 2	Slot 3
Accelerated Coils	Lightweight	Final Round
Shield Breaker	Osmosis	Mulligan
Enhanced Battery	Rangefinder	Vorpals Weapon
	Snapshot	
	Threat Detector Sights	

Pulse Rifle		
Slot 1	Slot 2	Slot 3
Featherweight Bolt	Exhumed	Demolitionist
Focused Fire	Lightweight	Hidden Hand
Headseeker	Rangefinder	Luck in the Chamber
	Snapshot	Ricochet Rounds
	Unflinching	

Rocket Launcher		
Slot 1	Slot 2	Slot 3
Dual Barrel	Battle Runner	Army of One
Heavy Payload	Elemental	Black Powder
Impact Casing	Rangefinder	Cluster Bombs
Tracking	Snapshot	Demolitionist
		Javelin

Scout Rifle		
Slot 1	Slot 2	Slot 3
Field Scout	Explosive Rounds	Army of One
Take a Knee	Lightweight	Luck in the Chamber
Zen Moment	Rangefinder	Rapid Hit
	Snapshot	Vorpals Weapon
	Threat Detector Sights	

Shotgun		
Slot 1	Slot 2	Slot 3
Precision Frame	Armor-piercing Rounds	Final Round
Rifled Barrel	Battle Runner	One-two Punch
Shot Package	Elemental	Surrounded
	Exhumed	Trench Barrel
	Snapshot	

Sidearm		
Slot 1	Slot 2	Slot 3
Featherweight Bolt	Battle Runner	Demolitionist
Perfect Balance	Elemental	Rapid Hit
Under Pressure	Lightweight	Swashbuckler
	Osmosis	Tap the Trigger
	Rangefinder	Vorpals Weapon
	Snapshot	

Sniper Rifle

Slot 1	Slot 2	Slot 3
Box Breathing	Armor-Piercing Rounds	Final Round
Opening Shot	Elemental	Rapid Hit
Rifled Barrel	Explosive Rounds	Take a Knee
	Rangefinder	
	Snapshot	
	Threat Detector Sights	

Submachine Gun

Slot 1	Slot 2	Slot 3
Hip Fire	Battle Runner	Crowd Control
Lightweight Frame	Explosive Rounds	One-two Punch
Secret Round	Lightweight	Surrounded
	Rangefinder	Swashbuckler
	Snapshot	Tap the Trigger

Trace Rifle

Slot 1	Slot 2	Slot 3
Enhanced Battery	Exhumed	Augmented Focus
Firing Line	Extended Barrel	Persistence
Supercharger	Lightweight	Vorpal Weapon
	Osmosis	

Melee Weapon (Any)

Slot 1	Slot 2	Slot 3
Elemental Shot Capacity	Enduring Edge	Adaptive Frame (requires Finesse property)
	Honed Edge	Burst Frame (requires Reach property)
	Jagged Edge	Caster Frame (requires one-handed bulk)
	Transmat Hilt	Heavy Frame (requires two-handed bulk or Versatile property)
		Whirlwind Frame (requires Heavy property)

List of Perks

Perks are listed in alphabetical order.

Accelerated Coils. The number of damage dice this weapon has is reduced by one, and it loses the Loading property.

Adaptive Frame (requires Finesse property). Once on your turn, if you miss with an attack with this weapon, you can spend 5 shots to make an additional attack with this weapon.

Archer's Tempo. If you hit a hostile creature with a shot from this weapon, you gain a bonus +1 to the attack roll of the next shot you take with this weapon, if that shot is made before the end of your next turn. This bonus can stack up to a maximum of +3, but is lost if you do not take a shot with this weapon on your turn.

Armor-Piercing Rounds. The rounds fired from this weapon can pierce most barriers, but are blocked by 1 inch of metal, 2 inches of stone, or 3 feet of wood or dirt. These rounds can also damage all creatures in a line up to this weapon's effective range (while Aiming, up to extended range instead). In order to do this, your attack must have killed the previous target, and your attack roll must beat the AC of the subsequent target. Subsequent targets take the remaining damage of the previous target.

Army of One. If you kill a hostile creature with a shot from this weapon, you can make a melee ability recharge roll and a grenade ability recharge roll.

Augmented Focus. The damage die size of this weapon increases by two.

Battle Runner. If you kill a hostile creature with a shot from this weapon, your base walking speed increases by 10 feet for the next minute. The effect of this perk is lost early if you switch weapons or stop holding this weapon. The effect of this perk cannot stack with itself regardless of the number of weapons you are holding that have this perk.

Black Powder. This weapon's Payload DC increases by 2.

Box Breathing. This weapon gains an additional damage die, and it gains the Loading property. If you begin Aiming with this weapon on your turn, and you do not take any action or bonus action on your turn, you have advantage on any shots you take with this weapon on your following turn.

Burst Frame (requires Reach property). This weapon gains the Cumbersome property. As an action, you may spend 5 shots to launch a burst of energy. This burst uses this weapon's normal traits, but gains the payload property with an impact line of 20 feet, originating from you, instead of an impact radius.

This attack deals the damage type chosen in the weapon's Elemental Shot Capacity perk, not its normal damage type.

Caster Frame (requires one-handed bulk). This weapon gains the Cumbersome property, and its weapon DC increases by 2. As an action, you may spend 5 shots to launch a bolt of energy from this weapon. Treat this attack as if the weapon had the Thrown (40/80) property, and if the attack hits, you can add an additional damage die to the attack's

damage roll.

Alternatively, as an action you can spend 10 shots to launch a heavy bolt of energy from this weapon. Treat this attack as if the weapon had the Thrown (40/80) property, and if the attack hits, all other targets within 5 feet of the original target must make a Dexterity saving throw, taking half the damage of this weapon's hit on a failed save. In addition, the original target must make a Constitution saving throw at the start of its next turn. It takes half the damage of this weapon again on a failed save.

These attacks deal the damage type chosen in the weapon's Elemental Shot Capacity perk, not its normal damage type.

Cluster Bombs. This weapon gains the Loading property, if it did not have it already. After resolving the payload effect of this weapon, all targets that failed their payload saving throw take an additional 1d8 explosive damage (same type as the weapon's damage type).

Crowd Control. When you kill a hostile creature with a shot from this weapon, this weapon gains a bonus +2 to its damage rolls for the next minute.

Demolitionist. If you kill a hostile creature with a shot from this weapon, you have advantage on grenade recharge rolls you make for the next minute. This benefit ends early if you are Incapacitated, if you regain a grenade ability charge, or if you stop holding this weapon.

Dual Barrel. This weapon's Payload impact becomes a 5-foot diameter, its damage die size is reduced by two, and it loses the Loading property.

Elemental. This weapon's damage type changes to one of the following: arc, solar, or void. You cannot alter this choice once made, and you cannot remove this perk once it has been applied.

Elemental Shot Capacity. When you add this perk to your weapon choose one of the following damage types: arc, solar, void. You cannot alter this choice once made.

This weapon gains the Shot Capacity (20) property. When you deal damage with this weapon, you can spend 1 shot to deal the chosen damage type instead of this weapon's normal damage. Any time you make any attack with this weapon that results in spending a shot from this weapon's shot capacity, you can choose to deal the chosen damage type instead of this weapon's normal damage.

Enduring Edge. This weapon's shot capacity increases by 10.

Enhanced Battery. The damage die size of this weapon is increased by one, it gains a bonus +1 to damage rolls when you take a shot with it, and all ranges of this weapon are increased by 10 feet.

Exhumed. You can take a shot with this weapon once on the turn that you are revived from death. You have advantage on your attack roll for that shot.

Explosive Rounds. This weapon deals explosive-type damage. For example, if the weapon only dealt kinetic damage before, it would now deal explosive kinetic damage.

Extended Barrel. The range of this weapon increases by 15 feet.

Featherweight Bolt. This weapon gains the Automatic Fire property.

Field Scout. If there are no creatures within 10 feet of you that you are aware of, you gain a bonus +2 to attack and damage rolls when you take a shot with this weapon.

Final Round. Your critical hit range is increased by 1 when you take a shot with this weapon. If you take a shot with this weapon and score a critical hit, you can add a bonus damage die to this weapon's damage roll before accounting for the effects of the critical hit.

Firing Line. When two or more allied creatures you are aware of are within 30 feet of you, you have a bonus +1 to attack and damage rolls with this weapon.

Focused Fire. The range band of this weapon is increased, the effective range is reduced by 10 feet, and the extended range is increased by 10 feet. When you take a shot with this weapon while Aiming, the damage die size of this weapon is increased by one. Finally, if this weapon has the High Recoil property, this weapon loses the High Recoil property and gains the Finesse property instead.

Full Court. If you take a shot with this weapon against a target within this weapon's extended range, this weapon gains an additional damage die in its damage roll for that attack. If the target is within this weapon's maximum range, this weapon gains two additional damage dice instead.

Full Draw. This weapon's range band is increased, it gains the Loading and Finesse properties, its damage die size is increased by one, and it gains an additional damage die.

Headseeker. If you hit with a shot with this weapon while Aiming, and you roll a 1 or a 2 on any of this weapon's damage dice, you can re-roll those damage dice one time. You must use the new result, even if it's a 1 or a 2.

Heavy Frame (requires two-handed bulk or Versatile property). This weapon gains the Cumbersome property, and its critical hit range is increased by 2. As your action, you can spend 5 shots to make a two-handed attack that, if it hits, gains two additional damage dice for its damage roll. In addition, on a hit with this powerful attack, the target must make a Strength saving throw or be knocked Prone.

This attack deals the damage type chosen in the weapon's Elemental Shot Capacity perk, not its normal damage type.

Heavy Payload. The Payload radius of this weapon becomes 10 feet, and the damage die size decreases by one.

Hidden Hand. When you take a shot with this weapon while Aiming, you gain a bonus +2 to this weapon's attack roll.

Hip Fire. This weapon has a bonus +2 to attack rolls when you take a shot with it while you are not Aiming.

Honed Edge. This weapon has a bonus +2 to attack rolls with it.

Impact Casing. The weapon's damage die size decreases by one. When you take a shot with this

weapon, you can choose a specific target within range and make an attack roll against it. On a hit the target becomes the origin for the Payload effect of this weapon, the target automatically fails their Payload saving throw, and you roll one additional damage die against the chosen target only (all other targets affected by the Payload effect take damage as normal). On a miss the target is still the origin for this weapon's Payload effect, but the target automatically succeeds on their Payload saving throw. Resolve the Payload effect for other targets within range as normal.

Jagged Edge. This weapon's damage die size is increased by one, and it has a bonus +2 to its damage rolls.

Javelin. All ranges of this weapon increase by 30 feet, and the damage die size of this weapon increases by one. This benefit applies after all other range increases or decreases are calculated for the weapon.

Lightweight. If you start your turn while holding this weapon in your hands, your base walking speed increases by 5 feet until the end of your turn. You cannot gain the benefit of the Lightweight perk more than once regardless of how many weapons you are holding with this perk.

Lightweight Frame. The damage die size of this weapon decreases by one. If this weapon has the High Recoil property, it loses the High Recoil property and gains the Finesse property instead.

Luck in the Chamber. When you roll damage for a shot from this weapon, roll a d6. Your shot has a bonus +5 to damage if the d6 lands on a 5, or a bonus +6 to damage if it lands on 6.

Mulligan. If you miss with a shot from this weapon on your turn, you can roll a d6. On a roll of 6, one shot is refunded to this weapon's magazine, and you can make an additional attack with this weapon.

Natural String. This weapon's damage die size is decreased by one. Once on your turn, if you miss with a shot from this weapon, you can roll a d6. On a roll of 5–6, you can re-roll your attack roll for the missed shot. You must use the new roll.

One-two Punch. If you hit a hostile creature with a shot from this weapon, the next melee attack you make before the end of your next turn has its damage increased by 1d6.

Opening Shot. If you take a shot with this weapon against a creature that is unaware of your presence, or that has not taken a turn yet in the initiative order, you have a bonus +3 to the attack and damage rolls of that shot.

Osmosis. When you spend a grenade ability charge while holding this weapon, you can choose to alter this weapon's damage type to match the type of Light you use. This change lasts for the next minute, but is lost early if you stop holding this weapon.

Outlaw. When you take a shot with this weapon while Aiming, you have a bonus +2 to your attack roll. When you take a shot with this weapon while not Aiming, you have a bonus +2 to your damage roll.

Particle Scattering. This weapon loses the Energy Projectiles property and its firearm ranges, its range band becomes Close, and it gains the Payload property with an impact cone instead of a radius. The impact cone is 15 feet, originating from you.

Perfect Balance. This weapon has a bonus +2 to its attack roll when you take a shot with it, and it has the Finesse property.

Persistence. When you take a shot with this weapon while Aiming, you can add a bonus +1 to hit when you take your next shot with this weapon, if that shot is taken before the end of your next turn. The effect of this perk can stack with itself to a maximum of +3, but is lost if you do not take a shot with this weapon on your turn, or if you end your turn without Aiming.

Precision Frame. The range band of this weapon is increased, the extended and maximum ranges of this weapon increase by 10 feet each, and the damage die size of this weapon increases by one when you take a shot with it while Aiming. Finally, if this weapon has the High Recoil property, this weapon loses the High Recoil property and gains the Finesse property instead.

Rangefinder. The scope values of this weapon increase by half of their current value. Round down to the nearest multiple of 5 when you do this. For example, a weapon with ranges of 35/50/90 would see its ranges become 50/75/135.

Rapid Hit. If you hit a hostile creature with a shot from this weapon, you gain a bonus +1 to the damage roll of the next shot you take with this weapon if that shot is made before the end of your next turn and if it hits the same target as before. This bonus can stack up to a maximum of +5, but is lost if you do not take a shot with this weapon on your turn or if you make an attack against another target.

Ricochet Rounds. When you take a shot with this weapon and miss, roll a d6. On a 5 or 6, you can choose one other target within 10 feet of your original target to attack instead, using your original attack roll. If your original attack roll would hit the new target, roll damage against the new target.

Rifled Barrel. This weapon gains a bonus +2 to its damage rolls when you take a shot with it.

Secret Round. This damage of this weapon is increased by 1d4.

Shield Breaker. The damage die size of this weapon is increased by one if you take a shot against a target that has energy shield points. If a shot from this weapon reduces a target's energy shield points to 0, an explosion of energy erupts from the creature. It and all other targets within 5 feet of it take 1d6 damage of the same type as the elemental alignment of the target's energy shields. If no alignment is stated, the damage type is kinetic.

Shoot to Loot. If you hit a small item with a shot from this weapon, one that weighs less than 7 lbs and is not being worn or carried, your Ghost can use its reaction to transmat that item into its memory using the smart rounds in this weapon. Your Ghost can do this even from within its pocket backpack, but can only transfer one item per shot. This

weapon requires special ammunition that costs an additional 500 glimmer to purchase per magazine.

Shot Package. All ranges of this weapon increase by 5 feet. You gain a bonus +1 to attack and damage rolls when you take a shot with this weapon.

Snapshot. It costs 10 less feet of movement to begin Aiming with this weapon.

Sticky Grenades. This weapon fires grenades that stick to the first hard surface they hit, including creatures and unmounted objects. After sticking to a surface, the first creature to enter the grenade's space causes the grenade to detonate. All creatures that share the same space as the grenade must make a Dexterity saving throw, taking the damage of this weapon on a failed save, or half as much on a success.

If you attempt to stick this weapon's grenades to a creature, make an attack roll like normal. On a hit the grenade detonates immediately and the creature automatically fails their Dexterity saving throw. On a miss, the grenade falls to the ground beneath the creature's feet and detonates like normal.

Grenades fired from this weapon will remain in place for up to 1 minute, or until they are detonated. If you reload this weapon, any active grenades detonate immediately.

Supercharger. This weapon gains the Automatic Fire property, and a bonus +1 to its damage rolls.

Surrounded. If you take a shot with this weapon when two or more hostile creatures are within 15 feet of you, you have advantage on your attack roll for that shot. You can only benefit from this perk once on your turn.

Swashbuckler. When you deal 6 or more damage to a hostile creature from a shot with this weapon, you can make a melee ability recharge roll.

Take a Knee. While Combat-Prone, this weapon has a bonus +1 to attack and damage rolls.

Tap the Trigger. You have advantage on the first attack roll you make with this weapon when you take a shot with it on your turn, but only if you were already holding this weapon at the start of your turn. If you make more than one attack with this weapon on your turn, or if you stop holding this weapon before the start of your next turn, you lose the effect of this perk on your next turn.

Threat Detector Sights. While you are Aiming and holding this weapon in your hands, you can use your action to grant yourself advantage on Wisdom (Perception) checks you make to detect the location of hostile creatures using the sights on this weapon. If you locate a creature in this way, and the creature is Invisible due to active camouflage, it is no longer considered Invisible to you until it breaks line-of-sight and takes the Hide action again.

Tracking. When you take a shot with this weapon while Aiming, you can choose one target for the round to track. That creature becomes the impact point of the round, and it has disadvantage on its payload saving throw. If that creature uses a reaction that results in it moving, you can move the impact point to be within 5 feet of the tracked creature after they complete their reaction. If the

creature ends its reaction behind cover, the impact point becomes that cover, which can affect the creature's saving throw like normal.

Transmat Hilt. As a free action on your turn, you can recall the weapon from its current position into your hands. To do this, you must be within 60 feet of the weapon, and there must not be a barrier that prevents transmat.

Trench Barrel. If you hit a hostile creature with a melee attack, until the end of your next turn, this weapon's gains a bonus +2 to damage rolls.

Under Pressure. If you have 0 energy shield points, you have advantage on shots you take with this weapon.

Unflinching. If you are Aiming with this weapon when you are forced to make a Strength or Dexterity saving throw, you can use your reaction to have advantage on the saving throw.

Volatile Launch. The damage die size of this weapon increases by one.

Vorpal Weapon. If you hit an Elite, Major, or Ultra creature with a shot from this weapon, this weapon gains an additional damage die for that shot.

Wave Grenades. The range of this weapon becomes 60 feet (it loses its firearm ranges), it gains the Loading property, and it gains the Payload property with an impact line instead of radius. When you take a shot with this weapon, choose a space on a hard surface within range. The grenade fired by this weapon detonates on that surface and creates a 20 foot line across the surface, going in a direction away from you. This line ends early if the surface is less than 20 feet long. All creatures standing on the line must make a payload saving throw against the damage of this weapon.

Whirlwind Frame (requires Heavy property). This weapon gains the Cumbersome property, and gains a +1 bonus to attack and damage rolls. As an action, you may spend 10 shots to perform a whirlwind attack. Make an attack against all targets within 5 feet of you. You do this by making a single attack roll and comparing the result to every affected target's AC. Make a separate damage roll for every target you hit.

This attack deals the damage type chosen in the weapon's Elemental Shot Capacity perk, not its normal damage type.

Zen Moment. Every time you hit a hostile creature with a shot from this weapon while Aiming, you gain a bonus +1 to the attack rolls of shots you take with this weapon for the next minute. This bonus can stack up to a maximum of +3, but is lost if you take any damage.

Armor Reinforcement

By using an armorsmithing toolkit, or by purchasing the service of an armorsmith, you can improve the AC bonus provided by a set of armor. All armor comes in one of four levels of reinforcement, from stage 0 to stage 3. The stage-0 version of Guardian armor can be found in Chapter 5.

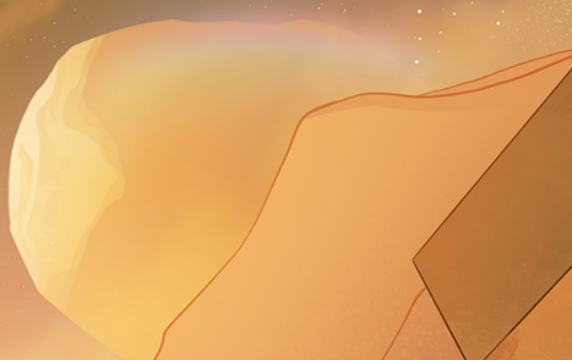
The cost of reinforcing your armor is detailed in the Armor Reinforcements table. This is the price whether you are reinforcing the armor with your own armorsmithing toolkit, or if a dedicated armorsmith does the job for you. Keep in mind that most armorsmiths will charge an additional fee for their labor.

You cannot skip stages when reinforcing armor. You must reinforce the armor 1 stage at a time, and it takes 1 hour of work to complete an attempt at reinforcing armor (you can make this attempt during a short rest). You will need to complete a skill challenge with three successes in order to reinforce your armor, the DC for which is listed in the Armor Reinforcements table. At least one ability check in this skill challenge must involve an armorsmithing toolkit. If you fail the skill challenge, you still spend the glimmer, but your armor's reinforcement stage is not increased.



Armor Reinforcements

Stage	AC Bonus (not cumulative)	Cost	Armorsmithing DC
<i>Light Armor</i>			
Stage 0	See Chapter 5	See Chapter 5	—
Stage 1	+1 AC	25,000 gl	13
Stage 2	+2 AC	50,000 gl	15
Stage 3	+3 AC	110,000 gl	17
<i>Medium Armor</i>			
Stage 0	See Chapter 5	See Chapter 5	—
Stage 1	+1 AC	30,000 gl	15
Stage 2	+2 AC	55,000 gl	17
Stage 3	+3 AC	115,000 gl	19
<i>Heavy Armor</i>			
Stage 0	See Chapter 5	See Chapter 5	—
Stage 1	+1 AC	35,000 gl	17
Stage 2	+2 AC	60,000 gl	19
Stage 3	+3 AC	120,000 gl	21



XXV VIII



CHAPTER 7: COMBAT

This chapter covers the unique aspects of combat in D&Destiny. What is not covered here is covered in the core rules of 5th edition.

Actions in Combat

The action options provided by the core 5e rules are Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, and Use an Object. D&Destiny adds the Aim, Cast a Light Ability, Hack, Reload, and Revive action options.

Aim

Once on your turn, you can choose to spend 15 feet of your movement in order to focus on your attack with a weapon, granting yourself the Aiming condition, which lasts until the start of your next turn. You can't begin Aiming if you don't have enough movement left or if you don't have enough movement to do so.

Creatures who are Aiming have the following effects applied to them:

- If you take a shot with a weapon that has scope ranges, you can take that shot normally up to the weapon's extended range. You can also take a shot with the weapon against a target within its maximum range, but that attack is granted disadvantage.
- You cannot make an attack of opportunity.

Cast a Light Ability

Casting a Light ability—either your grenade, melee, superclass, or super ability—is separate from the Attack action, even if the Light ability requires a Light attack roll. The action cost of casting a Light ability is described by the Light ability. See Chapter 8 for more information on Light abilities.

Hacking Devices

Hacking is an archaic term that refers to the act of bypassing digital locks or firewalls, i.e. to hack your way past cybersecurity measures. Hacking can be a very simple act, such as using a keylogger, or it could be a very complex process, such as attempting to slip into a secured network from an outside location.

Typically, a creature needs more than proficiency in the Technology skill in order to hack something: they also need access to specialized tools found in a thieves' toolkit. Ghosts can also easily step in, since they have a means of universally interfacing with most computer and machine systems and have the necessary capabilities for hacking built into their very being.

Only devices can be hacked. An artifact, artificial intelligence (AI), or a 'dumb' device (a device

without sufficiently sophisticated programming to be considered intelligent, such as an LED lamp or a megaphone) cannot be hacked. Constructs that are marked as a virtual intelligence (VI) are considered devices and can be hacked. Any creature with the living machine feature is an artificial intelligence and cannot be hacked.

You always need a thieves' toolkit or a Ghost to hack a virtual intelligence. They are just too complex and too nuanced to hack efficiently otherwise, unless you have several days worth of time to first peruse all the code, and then several more days to shift it around and debug your changes.

The Hack Action

You can use the Hack action to determine the result of your attempt to hack a device. Due to the complexity of the process and how intermingled systems become while performing a hack, only one creature may attempt to hack a device at a time. Even so, a creature can benefit from the Help action while hacking.

Make an Intelligence (Technology) check against a DC of 8 + the proficiency bonus of the device + the Intelligence modifier of the device. If the device has neither a proficiency bonus nor an Intelligence modifier, the DC is 8 unless specified otherwise.

On a successful check, you gain one hacking success. On a failed check, you gain one hacking failure. You must keep taking this action until you get three of a kind. If you have not yet accumulated three of a kind, and you do not take the Hack action on your turn, you automatically accumulate one hacking failure.

If you accumulate three hacking failures before you accumulate three hacking successes, the device's defensive systems react and make the device immune to the Hack action for the next 24 hours.

If you accumulate three hacking successes before accumulating three hacking failures, you assume control of the device. Control of the device means you can decide to turn the device on or off, you can access any files stored in the device, or, if the device has action options, you can use your action to interact with the device, which allows you to select one of the device's actions to perform.

The full range of what a creature can do with a hacked device is determined by the Architect.

There may be certain conditions associated with either attempting to Hack a device, or with maintaining control of a successfully hacked device. If so, the device will describe any special conditions or limits, or they will be determined by your Architect.

A creature who has control over a device may choose to give control to another creature.



Other Means of Hacking

Gaining access to a device, be it a missile defense system or a personal tablet computer, may not always require the Hack action, depending on your approach. For example, if you're attempting to plant a keylogger, your Architect may require a Sleight-of-Hand check instead, or a combined Stealth and Technology check. After that, it just becomes a matter of time until the keylogger picks up the device's password. You might also be able to steal a keycard or make a false fingerprint to bypass a device's cybersecurity measures. Particularly shoddy devices might even be susceptible to 'hacks' like holding down the reset button for ten seconds, restoring the device to factory default settings.

Always discuss with your Architect what options you have for hacking a device. Generally speaking, you can assume you will have to take the Hack action unless your Architect provides another option.

Reload

The Reload action allows you to replace a weapon's magazine with another appropriate magazine you have available, effectively refilling the shot capacity of that weapon. Simple firearms require simple magazines, martial firearms require martial magazines, and rocket launchers require rockets.

You can reload weapons you are proficient with as your item interaction on your turn. If you are not proficient with a weapon that needs to be reloaded, you must use your action to reload it. You can choose to reload a firearm before its shot capacity reaches 0, but you still spend a full magazine to reload it.

Revive

When a Ghost is unable to resurrect its Guardian on its own, you can use the Revive action to assist it. You channel your Light into a willing Ghost within 5 feet of you who has captured its dead Guardian's Light, and the Ghost of the dead Guardian can take the Resurrect action as a reaction, if it is not in an Oppressive Darkness zone. If it does this, both you

and the resurrected Guardian gain an overshield. The overshield's duration is the same for both of you, and it lasts until the start of the next turn of the creature who took the Revive action.

Free Actions

Sometimes, what you want to do can be performed so quickly and easily that it requires no action or bonus action, such as talking to a teammate or performing an emote. This type of action is referred to as a free action. You can take any number of free actions on your turn, but you cannot perform the same free action more than once.

Your Architect has the authority to decide if you are taking too many free actions on one turn, or if circumstances change what would normally be a free action into an action or bonus action.

Switching Weapons

You can switch between weapons on your turn as a free action, unless the weapon has a property or perk that states otherwise. You cannot switch weapons during a reaction or an attack of opportunity.

A Note on the Attack Action

Regardless of the number of hands you have, or the number of weapons you are holding, you can only make a single attack when you take the Attack action. If a feature allows you to attack more than once when you take the Attack action, you only get an additional number of attacks as described by that feature.

When you take the Attack action while dual-wielding, the action is called your primary weapon attack. See "Dual-Wielding" for more information.

Ghost Actions

Only your Ghost can take the Capture Light, Resurrect, or Heal actions.

Capture Light

If you have to make an RTL saving throw and your

Ghost is within 5 feet of you, your Ghost can use its action to capture your Light. This removes your body from the physical world, as your Ghost uses paracausal properties to store your body, as well as all worn and carried equipment, within a dedicated space in its memory. The effects of any conditions applied to you end for you, and you recover from any exhaustion you have accumulated.

Ghosts cannot perform Capture Light from within their pocket backpack. Once your Ghost has left its pocket backpack, it cannot re-enter the pocket backpack until it has performed the Resurrect action.

If you accumulate three failed RTL saving throws, your Ghost cannot perform the Capture Light action on you. Your Light has faded away, and you have died permanently.

Resurrect

Your Ghost can use its action to spend one of its Restoration points in order to project your captured Light back into the physical world. You are reborn from the dead, appearing in an unoccupied space within 5 feet of your Ghost. You recover all health points (but no shield points) and can immediately take actions, bonus actions, and reactions on your initiative like normal. Your Ghost cannot perform the Resurrect action if it does not have a Restoration point to spend.

Heal

When your Ghost takes the Heal action, it spends one of its Restoration points to help you recover from injuries you have sustained. You recover all health points (but no shield points). Your Ghost must be out of its pocket backpack and within 5 feet of you in order to take the Heal action, and your Ghost cannot take the Heal action if it does not have a Restoration point to spend.

Attacking with Firearms

Whether it's sniping with a linear fusion rifle or providing covering fire with a machine gun, attacking with a firearm isn't too different from attacking with a melee weapon.

Attack and Damage Rolls

When you make a ranged attack with a firearm, you fire an available round from the firearm's shot capacity ("take a shot" with the firearm). Before determining if your attack hits, you subtract 1 shot from your firearm's shot capacity. If your firearm's shot capacity is at 0, you must reload it before you can take a shot with it again.

By default, you add your Dexterity modifier to the attack and damage roll of a firearm. If you are proficient with the firearm you are attacking with, you may add your proficiency bonus to the attack roll. You do not add your proficiency bonus to the damage roll of any weapon.

Certain properties on firearms may allow you to use your Strength modifier for the attack and damage rolls instead of your Dexterity modifier, and other properties require the use of your Strength modifier for the attack and damage rolls.

Automatic fire with Heavy Weapons Expert. If you make an attack with a weapon that benefits from both the Automatic Fire property and the Heavy Weapons Expert feature, you apply the bonus die provided by Automatic Fire, roll, resolve Heavy Weapons Expert, and finally resolve Automatic Fire.

For example, imagine such a weapon which does 1d6 damage on a hit. First you would roll 2d6. Next, you would reroll either d6 if it rolled as a 1 or a 2 (resolving Heavy Weapons Expert). Finally, drop the lowest from the total (resolving Automatic Fire).

Payload Weapons

A special kind of weapon attack is the payload weapon attack. Payload weapons fire explosive or high-yield rounds that have a noticeable impact radius, indicated in parentheses after the payload property. When you make an attack with this weapon, instead of making an attack roll, you choose a space on a hard surface you can see within range of the weapon. All targets within the impact radius of the space you choose must make a payload saving throw, which is a Dexterity saving throw with the DC described below. For example, a payload weapon with a 5-foot radius causes all targets within 5 feet of the impact point to make a payload saving throw.

Payload DC = 8 + your proficiency bonus + your Strength or Dexterity modifier, the same as the modifier you use for rolling damage for the weapon

You only add your proficiency bonus to the DC of the payload saving throw if you are proficient with the weapon. Targets take the damage of this weapon on a failed save, or half as much damage on a success.

Though you do not make an attack roll, unless specified otherwise, taking a shot with a weapon that causes a payload saving throw is still considered to be making a weapon attack, and your attack with a payload weapon can benefit from any feature, trait, perk, or other source that affects weapon attacks.

Advantage and disadvantage. If, when you take a shot with a payload weapon, you would normally have disadvantage on an attack roll, such as when taking a shot against a target within the payload weapon's maximum range, your targets have advantage on their saving throw. If you would have advantage on the attack roll, such as by invoking a feature that grants you advantage on a weapon attack roll, your targets have disadvantage on their payload saving throw.

Firearm perks. Some features, traits, Light abilities, and other sources grant a modifier to attack rolls, such as a bonus +1 to an attack roll.

These modifiers do not affect payload weapons, because you do not actually make an attack roll. Only sources that affect impact radius, weapon damage rolls, payload saving throws, or payload saving throw DCs affect payload weapons.

Other effects. Conditions, features, spells, Light abilities, and other sources that affect a creature's ability to make a Dexterity saving throw also affect a creature's ability to make a payload saving throw. For example, a Restrained creature has disadvantage on Dexterity saving throws, and therefore a Restrained creature also has disadvantage on payload saving throws.

Effects on weapon attacks. Conditions, features, spells, Light abilities, and other sources that affect weapon attacks also affect payload weapon attacks, as taking a shot with a payload weapon is still considered making a weapon attack. While payload weapons do not benefit from sources that affect weapon attack rolls, bonuses to weapon damage do apply to payload weapons.

Unseen Attackers And Targets

Combatants often try to escape their foes' notice by hiding, using active camouflage, or lurking in darkness.

When you attack a target you can't see, you have disadvantage on the attack roll. This is true whether you're guessing the target's location or targeting a creature you can hear but not see. If the target isn't in the location you targeted, you automatically miss.

When a creature can't see you, you have advantage on attack rolls against it. If you are hidden (both unseen and unheard) when you make an attack, you give away your location when the attack hits or misses.

Active Camouflage

Active camouflage is a special form of light-bending technology that makes creatures incredibly difficult to detect visually. They are nearly or completely invisible to the naked eye, depending on how advanced the creature's active camouflage systems are.

A creature using active camouflage is Invisible. However, the creature's presence can still be detected by use of scanners, any noise the creature makes, any tracks they leave, or by a passive Wisdom (Perception) score that is higher than the creature's Dexterity (Stealth) roll.

If the creature makes an attack roll, damage roll, or causes someone to make a saving throw, the condition ends after applying any benefits. If the creature can make multiple attacks with an action, bonus action, or reaction, they lose their active camouflage after their first attack.

Attacks of Opportunity

Unlike traditional ranged weapons, firearms can make attacks of opportunity, also referred to as opportunity attacks. Your firearm's range band and

whether or not you're Aiming may grant disadvantage on your attack of opportunity.

In order to take an attack of opportunity, a creature must move from being within your controlled space to being outside of your controlled space. For firearms, your controlled space is the space within 5 feet of you. For melee weapons, your controlled space is the reach of the melee weapon. You use your reaction whenever you make an attack of opportunity.

If you cannot see a creature, or if a creature teleports out of or through your controlled space, you cannot make an attack of opportunity against it.

Dual-wielding

Dual-wielding is the act of holding two or more weapons at a time. The number of weapons you can hold is determined by the number of hands you have, as well as the properties of the weapon. You cannot hold more than one weapon in a single hand.

Weapon Bulk

All weapons come with one of three properties which determine its bulk, or how effective the weapon is when dual-wielding. The three weapon bulk properties are, in ascending order, the agile, one-handed, and two-handed properties.

A weapon can only have one bulk property. If for any reason a weapon would have more than one bulk property, the highest bulk property is the one that applies. For example, if a weapon has the agile property and it obtains the two-handed property from a weapon perk, class feature, or other source, the two-handed property applies and the agile property is ignored. If the weapon were to somehow lose the two-handed property later, the agile property would once again apply to it.

Versatile weapons and bulk. A versatile weapon will be listed as either agile or one-handed, but you can still make a two-handed attack with it. When you make a two-handed attack with a versatile weapon, it is considered to have the two-handed property for that attack.

Attacking While Dual-wielding

When you take the Attack action and attack with an agile weapon that you're holding in one hand, you can use a bonus action to attack with a different agile weapon that you're holding in the other hand. This bonus action attack is called your offhand weapon attack. When you make an offhand weapon attack that hits, you do not add your ability modifier to the damage roll, unless the modifier is negative.

You can only make an offhand weapon attack with an agile weapon. You cannot use a one-handed or two-handed weapon for an offhand weapon attack, and you cannot make an offhand weapon attack if you are holding a one-handed or two-handed weapon. Though one-handed weapons don't need two hands to hold, they still require enough focus to attack properly that it requires a

trained specialist to dual-wield a one-handed weapon with an agile weapon.

Regardless of the number of hands you have, if you try to hold a two-handed weapon at the same time as any other weapon, you have disadvantage on all attack rolls you make.

Wielding Objects

If you are holding a weapon and a non-weapon object that requires one or more hands to use, you treat the non-weapon object as if it were a weapon for the purpose of determining your ability to attack effectively with your weapon. In other words, you are considered to be dual-wielding while holding two or more objects of any kind, regardless of whether they are weapons or not. The properties of the object are either listed in the object's description or are determined at the discretion of your Architect. A rock may be considered an agile object, while a piece of blast metal being used as a makeshift shield may be considered two-handed.

Damage and Shields

Lightbearers, being creatures forged in Light, have two pools of points affected by damage: health points and energy shield points. How many health points and energy shield points you have is determined by your class and Constitution score. Together, health points and energy shield points form your total hit points.

Unlike physical shields, energy shields do not require any heavy lifting on your part. They also do not provide any additional AC against attacks, nor do they inherently provide damage resistances. However, whenever you take damage, the damage is applied to your energy shield points first. If your energy shield points are reduced to 0, any further damage (including damage left over from the attack that reduced your shield points to 0) is then applied to your health points.

Recharging Shields

Certain class features, racial traits, Light abilities, or other sources may allow you to recover lost shield points by making a shield recharge roll. To make a shield recharge roll, you roll a number of dice equal to your Light level (minimum 1), adding the total from your roll to your energy shield points, up to your maximum shield points. You also gain a bonus to your shield recharge roll equal to your Light ability modifier.

The size of the dice you use for your recharge roll is stated in your class description. For example, the shield die size of Gunslingers is d8, so when a Gunslinger makes a shield recharge roll, they roll a number of d6s equal to their Light level and add their Light ability modifier (which would be their Charisma modifier) to the total of the roll.

Shield recharge roll: Number of shield dice equal to your Light level (minimum 1) + your Light ability modifier

Unless the source of your shield recharge roll specifies otherwise, you do not add the amount you roll to your health points. When you complete a brief rest, you recover all of your shield points.

Recovering Health

In order to recover health points, you need to benefit from a source that allows you to specifically recover health points.

Recovering Hit Points

When you have the option to recover hit points, the amount you can recover is applied to your health first, and then any remaining amount can be applied to your energy shields.

Overshields

Sometimes you may be granted an overshield. This is a second set of energy shield points that applies on top of your regular energy shield points. When you have an overshield, any damage done to you is applied to your overshield first. If your overshield points are reduced to 0, any further damage (including damage left over from the attack that reduced your overshield points to 0) is then applied to your energy shield points. If your energy shield points are also reduced to 0 or are already at 0, and there is still damage left over from the attack, that damage is applied to your health points.

When you gain an overshield, the number of points in your overshield is equal to 5 times your Light level (minimum 5 points). All overshields come with a specified duration. If you run out of overshield points before the duration ends, the duration of the overshield also ends.

You can recover health and energy shield points like normal while you have an overshield, but overshield points cannot be restored or healed unless you specifically receive a new overshield, or a healing source grants overshield points.

Dropping to 0 Health Points

If damage reduces you to 0 or fewer health points, you die. This death ends if your Ghost resurrects you.

Instant Death

While Risen creatures can, and often do, take an amount of damage that would cause them to instantly die under normal adventuring standards, immediate death does not mean the Risen creature is gone forever. Even if all that remains is a smear on the wall or a pile of ash on the ground, the only way a Risen creature can truly be gone forever is if their Ghost cannot resurrect them. This can happen if the Ghost is killed, or if the Risen creature fails their RTL

saving throws.

RTL Saving Throws

Whenever you start your turn with 0 health points, you are dead, and you must make a special type of saving throw called an RTL saving throw. RTL stands for Returned to Light, the term Risen creatures use to describe someone who has died their final death, who can no longer be resurrected by any means. You make an RTL saving throw even if you have no physical body left. RTL saving throws are to determine if you hang onto your Light, or if you lose your Light forever.

Unlike other saving throws, this one isn't tied to any ability score: it is just a roll of the d20. You are in the hands of fate now, aided only by features that affect all types of saving throws—and your Ghost.

Roll a d20. If the roll is 10 or higher, you succeed. If the roll is 9 or lower, you fail.

You make a single RTL saving throw on each turn you are at 0 health points. If you accumulate three successes before you accumulate three failures, your Light becomes stable and you no longer need to make RTL saving throws. Your Ghost can capture your Light at its next opportunity. If you accumulate three failures before you accumulate three successes, your Light fades away and you die your final death. Your Ghost cannot capture your Light, and you can never be resurrected again.

The successes and failures don't need to be consecutive. Keep track of both until you collect three of a kind. The number of both is reset to zero when you regain any health points.

Rolling a 1 or a 20. When you make an RTL saving throw and roll a 1 on the d20, it counts as two failures. If you roll a 20, it counts as two successes.

Damage at 0 health points. If you take any damage while dead, nothing happens.

Capturing Light. If your Ghost performs the Capture Light action on you, your Light becomes stable, and you immediately accumulate three successful RTL saving throws. Though you no longer have to perform RTL saving throws, you do remain dead until your Ghost is able to resurrect you.

Healing Ghostless Creatures

A Ghostless creature is a creature who is not Risen. Ghostless creatures follow the same rules for hit dice, healing, instant death, and dropping to 0 hit points as regular adventurers in the core 5e rules.

Your Ghost is considered a Ghostless creature.

Non-lethal Damage

Sometimes you will just want to subdue an opponent, rather than kill them. You can choose to do this by declaring your attack a non-lethal attack before you make your attack roll. If the damage of your attack reduces the target to 0 hit points, the target becomes Unconscious but is stable.

Damage Caused by Movement

When you fall or are shoved, the force of the movement has the potential to severely damage you.

Falling Damage

For every 10 feet you spend falling, you accumulate one falling mark. The first time you collide with a hard surface after falling, you take 1d6 damage per falling mark you have. The type of damage you take is dependent on the surface you collide with and will be ruled by your Architect.

You may be able to reduce the amount of falling marks you accumulate during your fall, such as by making an airborne jump (see Chapter 9).

The maximum number of falling marks you can accumulate is 50.

Shoving Damage

Shoving damage occurs when an effect has the potential to forcefully move you 10 feet or more in a single direction. When forced to move 10 feet or more, if your movement is halted prematurely by a solid surface (such as a wall, barricade, or Fallen walker), you take 1d6 damage per 10 feet the effect would have additionally moved you if you had not been halted. The type of damage you take is determined by the surface you hit. For example, a flat wall would cause bludgeoning damage, while a solid wall of Darkness would cause Darkness damage.

Critical Hits and Misses

Anything that requires an attack roll is able to score critical hits and critical misses. You determine whether you've scored one of these by referencing the weapon's critical ranges. By default, a weapon's critical hit range is 20, and a weapon's critical miss range is 1. This means that when you make an attack roll with the weapon, you score a critical hit on a roll of 20 on the d20, and a critical miss on a roll of 1 on the d20.

Critical hit. When you score a critical hit, you double the number of all damage dice you roll for the weapon's damage. This includes doubling the number of dice added from features such as a Nightstalker's Amplified Hits, or from a Sunbreaker's Wrathful Smite.

Critical miss. When you score a critical miss, your attack misses the target regardless of any modifiers you have to your attack roll.

Modifying critical ranges. Certain features, traits, perks, or other sources may modify the critical hit or critical miss range of your weapon. If the critical miss range is increased, you add the next highest number on the d20 to your weapon's critical miss range. For example, a regular weapon that has its critical miss range increased by 1 will score a critical miss on a roll of 1 or 2 on the d20, instead of only on a 1. If the critical miss range is decreased, you remove the highest value from the critical miss



range.

If the critical hit range is increased, you add the next lowest number on the d20 to your weapon's critical hit range. This means a regular weapon that has its critical hit range increased by 1 would score a critical hit on a roll of 19 or 20 on the d20, instead of only on a 20. If the critical hit range is decreased, you remove the lowest value from the critical hit range.

The effect of modifying critical hit ranges can stack across multiple sources. Add them all up to determine your weapon's final critical ranges.

Damage Types

D&Destiny introduces the following new damage types.

Darkness. The paracausal antithesis to the Light, Darkness damage is most often caused by creatures who worship the Darkness and have been granted the ability to conduct its power.

Kinetic. Objects that move with high velocity before striking a target, such as bullets, deal kinetic damage.

Light. There are three types of Light damage: arc, solar, and void. Only Lightbearers can create and control Light in its purest form, but Light energy, a lesser form of Light, exists everywhere and can be harnessed by anyone with the technology or magic to do so.

- **Arc:** An expression of elemental Light arising from the fundamental forces that bind matter together. At macroscopic scales, arc discharges resemble lightning. Like electrical current, arc energy is used to power advanced technology—including sophisticated weapons.
- **Solar:** An expression of elemental Light arising from the fundamental forces that communicate energy. Solar bursts large enough to see and resembles fire. Like fire in days of old, solar energy is devastating and all-consuming in its destructive aspect.
- **Void:** An expression of elemental Light arising from the fundamental forces of the vacuum. When visible, void phenomena are utterly unearthly. Although rooted in apparent nothingness, void energy is fearsome and ravenous when weaponized.

Explosive Damage

Explosive is a type of damage modifier that indicates a damage type, such as kinetic or necrotic, is being dealt suddenly and swiftly to a target, and usually in an area of effect. For example, the flux grenade deals explosive arc damage, and the Nova Bomb super ability deals explosive void damage. Not all explosive damages affect an area, and not all areas of effect are explosive.

The damage modifier only comes into effect to

determine the damage done to a creature that has a resistance, immunity, or vulnerability to explosive damage. For example, if a creature has a resistance to explosive damage, it treats explosive kinetic, explosive solar, or explosive cold damage all equally (halving the damage, as one does with all resistances).

Combat-prone

Combat-Prone is a separate condition from the Prone condition. A Combat-Prone creature has willingly hunkered down close to the ground, either lying on their stomach or crouched on one knee. It costs half your speed to become Combat-Prone, or to stand from being Combat-Prone. For example, if your speed is 30 feet, you must spend 15 feet of movement to become Combat-Prone. You can't become Combat-Prone if you don't have enough movement left or if your speed is 0.

It costs no movement for a Combat-Prone creature to begin Aiming with a firearm that has a medium or long range band. Combat-Prone creatures have disadvantage on attack rolls they make with melee weapons, close-range firearms, or ranged weapons that do not have a medium or long range band.

Attack rolls against the creature have disadvantage if the attacker is not Aiming, or if the attacker is not within 5 feet of the creature. If the attacker is within 5 feet of the creature, the attacker has advantage on its attack roll.

To move while Combat-Prone, you must crawl or use alternative methods such as teleportation. Every foot of movement while crawling costs 1 extra foot. For example, crawling 1 foot in difficult terrain costs 3 feet of movement: one extra foot for the difficult terrain, and one extra foot for crawling.

Cover

This section has been taken from the 5th Edition SRD and edited for D&Destiny

Derelict vehicles, trees, chest-high walls, and other obstacles can provide cover during combat, making a target more difficult to harm. A target can benefit from cover only when an attack or other effect originates on the opposite side of the cover.

There are four degrees of cover which are, in ascending order: partial, half, three-quarters, and full. If a target is behind multiple sources of cover, only the highest degree of cover applies; the degrees aren't added together.

A target with **partial cover** has a +1 bonus to AC and Dexterity saving throws. A target has partial cover if an obstacle covers a portion of it, but not quite half of it. This obstacle might be a moderate piece of furniture, or rubble that doesn't cover a notable portion of the target.

A target with **half cover** has a +2 bonus to AC and Dexterity saving throws. A target has half cover if an obstacle blocks at least half of its body. The obstacle might be a low wall, a large piece of furniture, or a

narrow tree trunk.

A target with **three-quarters cover** has a +5 bonus to AC and Dexterity saving throws. A target has three-quarters cover if about three quarters of it is covered by an obstacle. The obstacle might be an armored vehicle, a bunker slit, or a thick tree trunk.

A target with **full cover** can't be targeted directly by an attack or ability, although some abilities can reach such a target by including it in an area of effect. A target has full cover if it is completely concealed by an obstacle.

Concentration

Sometimes you have the ability to focus on an effect that lasts for an extended period of time, such as focusing on a Light ability that lasts for a minute, or by focusing on an artifact that requires your attention to function. When an effect requires you to focus on it in order to maintain its duration, that effect is said to require concentration.

If an effect requires concentration, its description will say so, and the effect will specify how long you can concentrate on it. You can end concentration at any time (no action cost).

Normal activity, such as moving and attacking, doesn't interfere with concentration. The following factors can break concentration:

- **Invoking another effect that requires concentration.** You lose concentration on an effect if you choose to invoke another effect that also requires concentration. You can only focus on one effect that requires concentration at a time.
- **Taking damage.** Whenever you take damage while you are concentrating, you must make a Constitution saving throw to maintain your concentration. The DC equals 10 or half the damage you take, whichever number is higher. If you take damage from multiple sources, you make a separate saving throw for each source of damage.
- **Being Incapacitated or killed.** You lose concentration if you are Incapacitated or if you die.

Your Architect might also decide that certain environmental phenomena, such as a shockwave knocking you over, require you to succeed on a DC 10 Constitution saving throw to maintain concentration.



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CHAPTER 8: LIGHT ABILITIES

The influence of the paracausal power called Light extends across the whole universe, but it wasn't until the arrival of the Traveler that humanity discovered its existence. Humans from the Golden Age had only barely begun to explore the nature of Light and its uses before the Collapse. Even now, both the Light and its antithetical counterpart, the Darkness, remain largely mysterious, and even the Risen who wield the Light struggle to understand what exactly using it does.

The information in this chapter has been taken from the 5th Edition SRD's section on spellcasting, and then either modified or expanded to fit the needs of D&Destiny.

What is a Light Ability?

Light abilities are paracausal effects, a reshaping of the fundamental forces of the universe to break the effect-cause relationship and create downright magical results. Light abilities can be physical or intangible. Light can take the form of weapons that can break the most stout of defenses, or a fire that sparks from no source. Light can even be used to shield and protect a creature, creating a constant, invisible barrier.

There are four core Light abilities: the melee ability, the grenade ability, the super ability, and the superclass ability. These abilities are cast using Light ability charges. How you obtain each Light ability, how many Light ability charges you have, and the effects of each Light ability are described by your class and superclass features, as well as other sources such as any exotic equipment you are attuned to.

Some classes have auxiliary Light abilities. For example, the Sunbreaker also has the Inner Flame Light ability, and the Stormcaller has the Arc Charges Light ability. Like the core Light abilities, these are described in your class or superclass features. If a feature mentions that you gain its effects due to an interaction with your Light, it is a Light ability, no matter how mundane or spectacular its effects.

Light Level

Your Light level is a measure of the strength of your Light and is separate from your class level. Your Light level increases as your class level increases. You can determine what your Light level is by referring to the rightmost column in your class table.

Casting a Light Ability

When a Risen casts a Light ability, the same basic rules are used regardless of the Risen's class level, Light level, or what the effects of the Light ability are.

Each Light ability comes with a list of

information, including the ability's name, casting time, recharge, reach or range or scope, cost, and duration. Some Light abilities have special properties, which are also listed. The rest of the Light ability's entry describes the effect of the Light ability.

Casting a Light ability is not the same as taking the Attack action, even if the Light ability calls for an attack roll. When you cast a Light ability you are taking the Cast a Light Ability action.

Casting Time

All Light abilities have a listed casting time. By default, casting a Light ability is an action, but some Light abilities can be cast as a bonus action or reaction.

A Light ability that costs a bonus action to cast requires you to use a bonus action on your turn to cast the Light ability, provided you haven't used a bonus action already. You cannot choose to cast a Light ability as an action if it costs a bonus action to cast it.

Reach, Range, or Scope

The target of a Light ability must be within the Light ability's reach, range, or scope. For a Light ability like Nova Warp, the target is the Risen creature casting the Light ability. For a Light ability like the Incendiary Grenade, the target is a point in space within the grenade's range. This point is where the grenade detonates.

Most Light abilities have ranges expressed in feet. Some Light abilities can target only a creature (including you) that you touch. Other Light abilities affect only you. These Light abilities have a range of 'self.'

Light abilities that create cones or lines of effect that originate from you also have a range of 'self,' indicating that the origin point of the Light ability's effect must be you. Abilities that create cones or lines of effect from the point where you cast them have a range that expresses the distance within which you can cast the Light ability. The origin point of the cone or line of effect is the point where you cast the Light ability.

Mortar

This characteristic means a Light ability can be hurled in an upwards arc, allowing you to reach spots you may not be able to see due to obstacles such as walls, cliffs, or other obstructions blocking your line of sight or path to the target. When you throw the object in this way, each foot of height of the obstruction you are attempting to throw it over reduces the range of the object by twice as much. For example, if you are attempting to throw a

grenade with a range of 40 feet over a 10-foot wall, the range of your grenade becomes 20 feet.

Cost

A Light ability's cost is the type and amount of resource you must spend to cast that Light ability. If you do not have enough resources to cast a Light ability, you cannot cast the Light ability.

Duration

A Light ability's duration is the length of time the ability persists. A duration can be expressed in rounds, minutes, hours, or even years. These Light abilities usually require concentration. If you ever fall to 0 health points, all your ongoing Light abilities end.

Instantaneous

Light abilities are instantaneous unless stated otherwise. The Light ability harms, heals, creates, or alters a creature or an object in a way that can't be disrupted, because its effect exists only for an instant.

Recharge

Risen creatures are constantly collecting residual Light in the local area, channeled through their Ghosts. This means that, unlike traditional spells, you can regain the use of your Light abilities more quickly. This phenomenon is represented as the Light ability's recharge die and recharge value. The recharge die is listed first, followed by the recharge value.

If you are in initiative against a hostile creature, at the start of your turn you can roll the listed recharge dice for your melee, grenade, and super ability. You roll each recharge die once. If you roll your recharge value or higher, you regain one charge of that Light ability, up to the maximum number of charges you can have for that ability. You can do this once for each Light ability for which you are missing at least one charge. For example, if you start your turn missing your grenade ability charge and your melee ability charge, you can make one grenade recharge roll and one melee recharge roll.

Other sources, such as a weapon perk or class feature, may allow you to make additional recharge rolls under different conditions.

Bonuses to Recharge Rolls

Some features, perks, or other sources may give you positive or negative bonuses to a Light ability's recharge roll. Add these bonuses to the result of your recharge roll to determine if you meet or exceed your recharge value.

If you have advantage on a recharge roll, you roll your recharge die twice and take the higher result. If you have disadvantage on a recharge roll, you roll your recharge die twice and take the lower result.

Limitations

You can only make a recharge roll once per Light ability. For example, if a feature, perk, or other source gave you a second melee ability charge, and you were missing both at the start of your turn, you would still only make one melee recharge roll. If you rolled your recharge value or higher, you would regain only one melee ability charge.

If you cast a Light ability that has a duration, you cannot make a recharge roll for that Light ability while it has duration.

You cannot make a recharge roll if you or your Ghost are Incapacitated at the start of your turn.

Recharges Outside Initiative

If you are not in initiative against a hostile creature, you automatically fail all recharge rolls. However, you regain all melee, grenade, and class ability charges when you complete a brief rest, and you regain all super ability charges when you complete a short rest.

Light-constructed Weapons

Some Light abilities, for their effect, conjure weapons that you can hold in your hands and make attacks with. Though such weapons made of Light may have properties similar to the weapons they resemble, weapons you summon with your Light are not considered weapons as defined in Chapter 5. A Light-constructed weapon does not benefit from any traits, features, or other sources that do not include Light-constructed weapons in the effect. The only exception is the Golden Gun, which specifically states in its description what sources can benefit it.

Targets

A typical Light ability requires you to pick one or more targets to be affected by the Light ability. A Light ability's description tells you whether it targets creatures, objects, or a point of origin for an area of effect (described below).

Unless a Light ability has a perceptible effect, a creature might not know it was targeted by a Light ability at all. An effect like crackling lightning is obvious, but a more subtle effect, such as an attempt to read a creature's thoughts, typically goes unnoticed, unless a Light ability says otherwise.

A Clear Path to the Target

To target something, you must have a clear path to it, so it can't be behind total cover. If you place an area of effect at a point that you can't see and an obstruction, such as a wall, is between you and that point, the point of origin comes into being on the near side of that obstruction.

Targeting Yourself

If a Light ability targets a creature of your choice, you can choose yourself, unless it must specifically

be a creature other than you. If you are in the area of effect of a Light ability you cast, you can target yourself.

Overlapping Areas

The effects of the same Light abilities on the same space or target don't combine. Instead, the most potent effect—such as the highest damage roll—from those castings applies while their areas overlap, or the most recent effect applies if the castings are equally potent and their areas overlap.

For example, if a 13th-level Stormcaller casts a pulse grenade on the same space that a 5th-level Stormcaller's pulse grenade occupies, any creature affected by the grenades would only take the damage of the 13th-level Stormcaller's grenade.

Areas of Effect

Light abilities such as Vortex and Ward of Dawn cover an area, allowing them to affect multiple creatures at once.

A Light ability's description specifies its area of effect, which typically has one of five different shapes: cone, cube, cylinder, line, or sphere. Every area of effect has a point of origin, a location from

which the Light ability's energy erupts. The rules for each shape specify how you position its point of origin. Typically, a point of origin is a point in space, but some Light abilities have an area whose origin is a creature or an object.

A Light ability's effect expands in straight lines from the point of origin. If no unblocked straight line extends from the point of origin to a location within the area of effect, that location isn't included in the ability's area. To block one of these imaginary lines, an obstruction must provide full cover.

Cone

A cone extends in a direction you choose from its point of origin. A cone's width at a given point along its length is equal to that point's distance from the point of origin. A cone's area of effect specifies its maximum length.

A cone's point of origin is not included in the cone's area of effect, unless you decide otherwise.

Cube

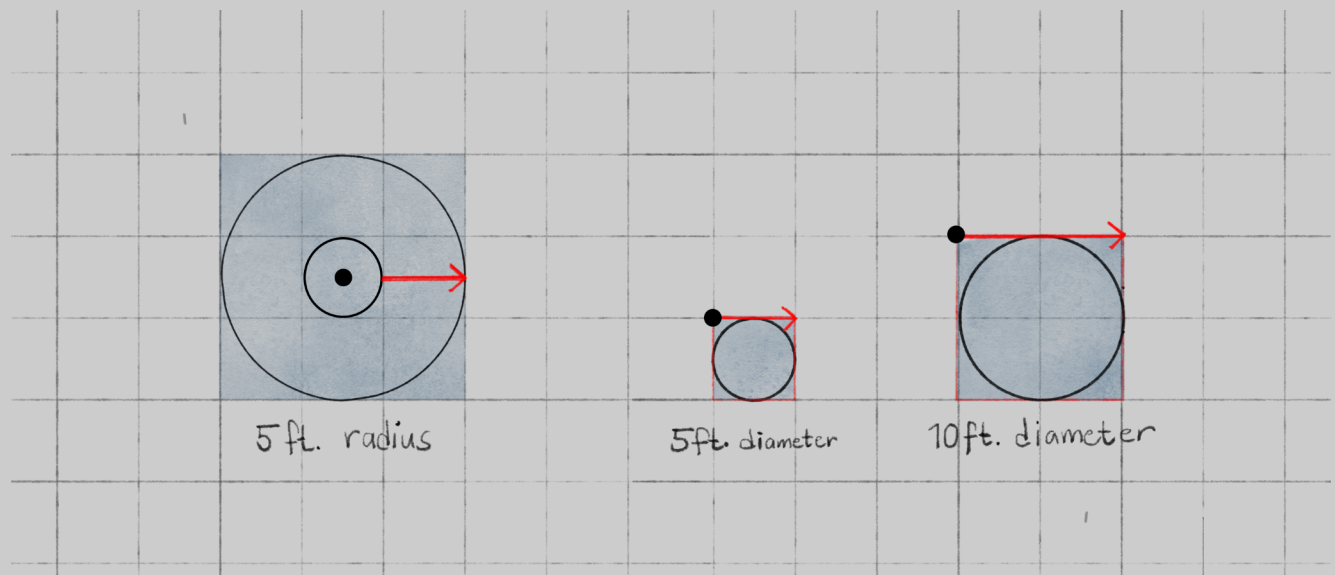
You select a cube's point of origin, which lies anywhere on a face of the cubic effect. The cube's size is expressed as the length of each side.

Drawing On A Grid

How you draw an area of effect on a grid differs depending on if the effect describes its area with a radius, such as the storm grenade, or if it declares the area as a diameter, such as the vortex grenade. The diagram below shows how to draw both of these areas assuming you have a traditional 5-foot grid. If an effect's area touches a gridspace, all targets in that gridspace are affected by it.

Radius. You draw the area of the effect starting from the center of a gridspace and measuring outward in all directions. Effects with a radius must be centered on a gridspace; you cannot position them along a gridline, or at the intersection of two gridlines.

Diameter. The effect's area must fit wholly within a square that has been drawn starting from the intersection of two gridlines. The length of all the square's sides must be equal in length to the diameter of the effect.



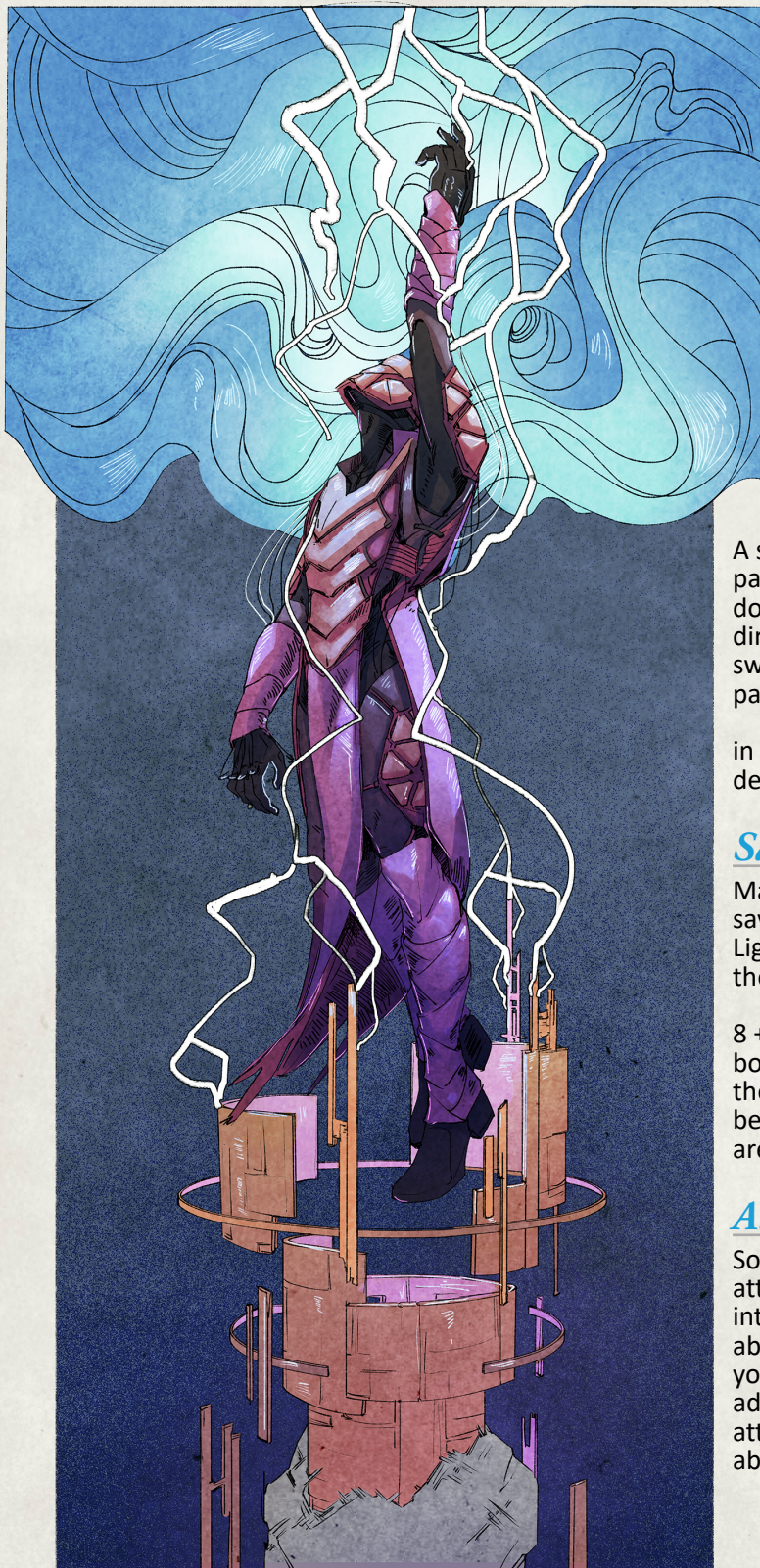
A cube's point of origin is not included in the cube's area of effect, unless you decide otherwise.

Cylinder

A cylinder's point of origin is the center of a circle of a particular radius, as given in the Light ability description. The circle must either be on the ground or at

the height of the Light effect. The energy in a cylinder expands in straight lines from the point of origin to the perimeter of the circle, forming the base of the cylinder. The Light ability's effect then shoots up from the base or down from the top, to a distance equal to the height of the cylinder.

A cylinder's point of origin is included in the cylinder's area of effect.



Line

A line extends from its point of origin in a straight path up to its length and covers an area defined by its width.

A line's point of origin is not included in the line's area of effect, unless you decide otherwise.

Sphere

You select a sphere's point of origin, and the sphere extends outward from that point. The sphere's size is expressed as a radius in feet that extends from the point.

A sphere's point of origin is included in the sphere's area of effect.

Sweeping Line

A sweeping line extends from its point of origin in a path up to its length. The path of the sweeping line does not need to be straight, you can alter the direction of the path at any point. The area of the sweeping line then extends from every point on the path back to the sweeping line's point of origin.

A sweeping line's point of origin is not included in the sweeping line's area of effect, unless you decide otherwise.

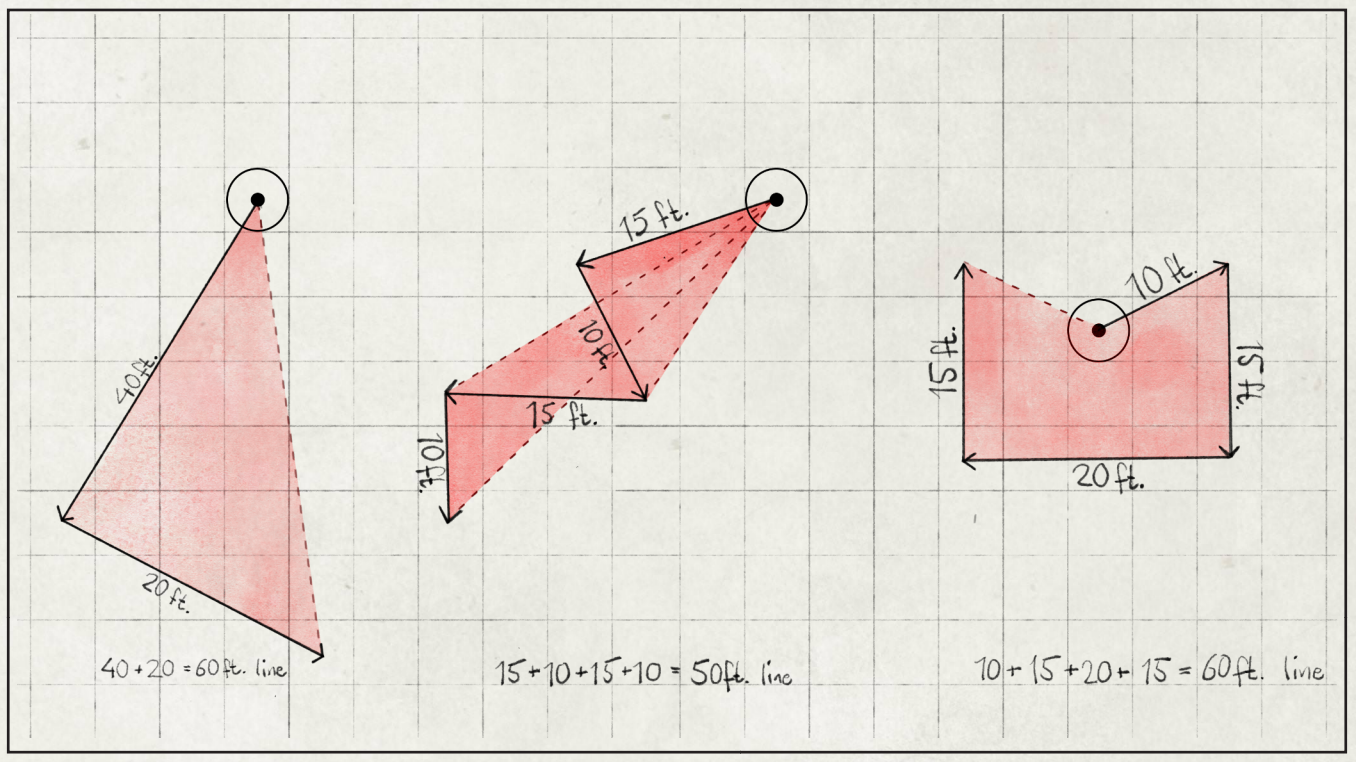
Saving Throws

Many Light abilities specify that a target can make a saving throw to avoid some or all of its effects. The Light ability specifies the ability the target uses for the save and what happens on a success or failure.

The DC to resist one of your Light abilities equals $8 + \text{your Light ability modifier} + \text{your proficiency bonus}$. Some Light abilities have special modifiers they get to add to their saving throw DC, which will be indicated in the Light ability's description, if there are any.

Attack Rolls

Some Light abilities require the caster to make an attack roll to determine whether the effect hits the intended target. Your attack bonus with a Light ability attack equals $\text{your Light ability modifier} + \text{your proficiency bonus}$. Some Light abilities have additional, special modifiers they get to add to their attack rolls, which will be indicated in the Light ability's description, if there are any.



Sweeping line examples





CHAPTER 9: ADVENTURING

Adventuring through the universe of Destiny means undertaking missions and pursuing other objectives both big and small.

Sometimes, you'll be on a straightforward patrol in the Cosmodrome, picking through the wreckage of the Golden Age in search of resources and treasure to support the City. Other times, you'll be sent on a strike to defeat a powerful enemy of humanity with only a few hours to mount your attack. You might also find yourself entangled in a coup against the Consensus government, lost in a Hive-infested pit, or Lightless and on your own, your Ghost shattered and your fireteam gone.

This chapter covers the basics of adventuring life in D&Destiny, from character advancement to how Guardians regain Light abilities.

Character Advancement

This section is from the 5th edition SRD and has been edited for Dungeons & Destiny.

As your character goes on adventures and overcomes challenges, they gain experience, represented by experience points. A character who reaches a specified experience point total advances in capability. This advancement is called gaining a level.

When your character gains a level, their class often grants additional features, as detailed in the class description. Your superclass might also grant additional features. Some of these features allow you to increase your ability scores, either increasing two scores by 1 each or increasing one score by 2. You can't increase an ability score above 20. In addition, every character's proficiency bonus increases at certain levels.

When your Constitution modifier increases by 1, your health point maximum increases by 1 for each level you have attained. In other words, it is a

retroactive bonus. You need to recalculate your health for every level you have, using your new modifier.

The Character Advancement table summarizes the experience points you need to advance in levels from level 1 through level 20, and the proficiency bonus for a character of that level. Consult the information in your character's class and superclass descriptions to see what other improvements you gain at each level.

Skills

D&Destiny defines the available set of skills differently from base 5e. The following is the D&Destiny skill list, and examples for how they might be used. This section has been modified from the 5e SRD.

Strength

Strength is a measure of your physical aptitude, or the physical power of your body. A high Strength means you can lift more, run longer, and jump higher. You can also use your Strength to break objects or resist force being exerted on you.

Athletics. Jumping over an obstacle, running long distances, or forcing open a rusted door might all call for a Strength (Athletics) check.

Dexterity

Dexterity is a measure of your fine motor skill. It is how quickly and how accurately you can move your body, and how prepared you are to physically react to something. You don't have to be strong to be dextrous, and being dextrous is not always a sign of physical strength.

Acrobatics. Whenever you call upon your ability to maintain your balance or use precise movements, your Architect might have you make a Dexterity

Character Advancement (as shown in the 5th Edition SRD)

Experience Points	Level	Proficiency Bonus	Experience Points	Level	Proficiency Bonus
0	1	+2	85,000	11	+4
300	2	+2	100,000	12	+4
900	3	+2	120,000	13	+5
2,700	4	+2	140,000	14	+5
6,500	5	+3	165,000	15	+5
14,000	6	+3	195,000	16	+5
23,000	7	+3	225,000	17	+6
34,000	8	+3	265,000	18	+6
48,000	9	+4	305,000	19	+6
64,000	10	+4	355,000	20	+6

Optional Rule: Invoking Passive Skills

All skills have a passive score equal to 10 + any modifiers you have to the skill. When you have to make a skill check, your Architect may allow you to invoke your passive in the skill instead of making a roll.

(Acrobatics) check. This could be for walking a tightrope, slipping through a small opening quickly, or navigating around security lasers.

Sleight of Hand. Your Architect might have you make a Dexterity (Sleight of Hand) check to determine how well you perform a card trick, pick a lock, or slip an item from someone else's pocket. Ghosts might need to make a Dexterity (Sleight of Hand) check to transmat items.

Stealth. Obscuring your presence or the presence of another person or object would call for a Dexterity (Stealth) check.

Intelligence

Intelligence is a measure of your mental acuity. It reflects how quickly and accurately you can store and recall information, and your ability to reason. Highly intelligent characters tend to do well in academics, but scholarliness is not the only measurement of intelligence.

Arcana. Attempting to detect the Light affinity of a creature, identifying artifacts, or interacting with Hive spells all might call for an Intelligence (Arcana) check.

History. Whether you're recalling details of your previous mission or recollecting the history of an entire race, an Intelligence (History) check can be used to determine how much you can remember, and how accurate the information you recall is.

Investigation. If you are trying to use deductive reasoning to determine details of a situation, such as where someone hid their sparrow keys or which beam, if broken, would collapse a building, you might be told to make an Intelligence (Investigation) check.

Medicine. Your Architect could have you make an Intelligence (Medicine) check if you attempt to diagnose a sickness or administer a drug to someone. Intelligence (Medicine) is also used for such things as stabilizing creatures, setting bones, or creating a vaccine.

Nature. Whenever you have a need for knowledge of the natural world, your Architect might have you make an Intelligence (Nature) check to recall or learn that knowledge. This goes for everything from identifying a plant to studying a newly discovered species of animal.

Technology. The Intelligence (Technology) skill can be used whenever you're dealing with any sort of device or living machine, such as when building a computer, writing a program, or operating a camera.

Wisdom

Wisdom is a measure of your intuition, your ability to work with nuance, and how well you can understand perspectives other than your own. Wisdom is called for when there is no clear answer, or when the answer can change based on the details of the situation. Your ability to perceive those details is your Wisdom.

Animal Handling. You may need to make a Wisdom (Animal Handling) check to calm a frightened dog, or to determine what a meowing cat wants from you.

Insight. If you think someone is trying to deceive you, or if you're trying to predict what someone will do next, your Architect may have you make a Wisdom (Insight) check to determine how well you read the situation.

Perception. The Wisdom (Perception) skill may be used whenever you're using your senses of sight, smell, hearing, taste, or touch to learn something, such as where a creature is hiding, or if a secret ingredient is present in a food you're tasting.

Religion. Wisdom (Religion) checks might be called for if you're attempting to identify the site of ritual activity, perform a religious ceremony, or identify the practices of a secret cult.

Survival. You may be asked to make a Wisdom (Survival) check if you're attempting to navigate a raft down a stream, read an old-fashioned map, cook food, or identify safe drinking water.

Charisma

Charisma is your force of self, how strongly and how effectively you can interact with others, and how you exert your presence on the world.

Deception. Remaining inconspicuous in a crowd, lying to your superior officer, or trying to convince someone that hugging a cursed thrall is a good idea would all be appropriate situations for a Charisma (Deception) check.

Intimidation. A Charisma (Intimidation) check can be used to scare someone into giving up information or acting on your behalf, or otherwise using fear to affect someone's decision.

Performance. Your Architect might call for a Charisma (Performance) check to determine how well you play an instrument, act in a movie, or tell a story to a crowd.

Persuasion. If you are trying to convince someone to see things your way, your Architect might call for a Charisma (Persuasion) check. Typically Persuasion isn't used to convince someone of something untrue, but to bring someone into agreement with something you actually believe yourself.

Transmat

Transmat, or matter translocation, refers to any technology of matter-energy conversion or spatial displacement used to effectively teleport material or people. Humanity developed transmat after the Traveler's arrival using advancements made possible



by its paracausal phenomena, and Guardians still use those Golden Age systems and transmat protocols. Other races, like the Eliksni and Cabal, have similar technologies, while the Vex and Hive achieve similar effects with varieties of dimensional manipulation.

When attempting to transmat a person or object, the bandwidth of the local network determines the maximum size that can be transmatted. A Large bandwidth allows for objects of a Large size or smaller to be transmatted, for example. Most networks, particularly those in patrol zones, are only Small or Medium networks. It takes a significant investment in resources for a Large or greater transmat bandwidth.

There are two main types of transmat network structures: multi-node networks and single-node networks. Multi-node networks are quantum-capable, able to transmat almost any number of objects at a time to any location within the network, but they need at least two nodes—one to send, one to receive—in order to function. Multi-node networks are also limited to certain locations where they may send or receive from, typically a predetermined spot within range of the node.

The range of the node will vary from node to node. The larger the range, the more valuable and resource-intensive the construction of the node is. The average quantum node can transmat objects within 10 feet of it.

Single-node transmat networks have a limited range and a much smaller maximum number of objects they can move at a time. Typically, a single-node network cannot reach a distance greater than a few hundred feet from the node. However, they are more versatile in terms of where they send or

receive objects from within their range, and can more easily boost their bandwidth to accommodate larger objects.

Scanners

'Scanner' is a catch-all term for any piece of technology that can detect and interpret another object or its surroundings. A medical scanner, for example, could interpret the structure of a creature and cross-reference it with a database to report findings such as a high fever, a broken bone, or a tumorous growth; a radio scanner could identify and interpret radio signals; an infrared scanner could interpret the local heat readings of the environment and possibly identify creatures attempting to hide from visual sight.

Scanners typically have a reliable range, and scans outside that range become exponentially less reliable the farther away the target is. They are also prone to false readings and general equipment failure. This is especially true with multipurpose scanners, or scanners with a very wide range.

Anti-scanning equipment—equipment designed to cause false readings in certain types of scanners—also needs to be kept in mind. Such equipment may not even be particularly sophisticated. For example, an infrared scanner can be easily fooled with any warm, human-shaped object. A very large burrito could accomplish this.

Scanners As A Creature Sense

Scanners, when listed in a creature's senses, indicate the creature has the ability to use technology to interpret its surroundings. A creature with scanners

can detect objects and creatures within the range of its scanners without the need for visual sight. Scanners can penetrate most barriers, but scanners are blocked by 1 foot of stone, 1 inch of metals or alloys, or 3 feet of wood or dirt. Creatures with the living machine trait or feature are detected by scanners as living creatures.

Moving Around

Swimming across a rushing river, sneaking down a ketch corridor, scaling a treacherous mountain slope—all sorts of movement plays a key role in your adventures.

It's impossible to truly capture all the means of locomotion and their nuances in a storytelling game based around dice. We do our best to define terms and explain how they apply to gameplay, but if you are an Architect you will, more often than not, need to use your best judgment when it comes to situations that aren't strictly covered by these rules.

Speed and Movement

Every creature has at least one **speed**, a measurement of the distance that creature can physically move in the time allotted for their turn. There are many different kinds of speed: walking, flying, burrowing, climbing, swimming, mounted, and so on. At the start of your turn, you are granted an amount of **movement** equal to your highest speed, regardless of what that speed is. If you have a base walking speed of 30 feet and a fly speed of 30 feet, at the start of your turn you gain 30 movement. If you have a base walking speed of 30 feet and a burrow speed of 40 feet, you instead get 40 feet of movement.

Movement is the resource that you spend in order to move around the area, whether you're running across a field, climbing a wall, or falling off the Tower. Generally speaking, every 1 foot that you move costs you 1 foot of movement, though in some situations the distance you want to move will cost you more or less movement than normal. These may be situations determined by conditions, class features, a spell cast by an enemy, or a ruling by your Architect, to name a few examples.

If your movement is reduced to 0, you can't move.

Spending Movement

You can only spend movement on a type of speed that you have. For example, if you only have a base walking speed, you cannot normally spend movement to fly. You would first need to acquire a flying speed from some source: a trait, a feature, a piece of equipment, etc.

Additionally, you cannot spend more movement on a speed than what is listed for that speed. Even if you had 120 feet of movement to spend, if your flying speed is only 80 feet, you cannot spend more than 80 feet of movement to fly on your turn.

The Dash Action. When you take the Dash

action, in addition to the normal effects of the action, you temporarily grant yourself the ability to spend twice as much movement on a speed than you normally would.

Let's say you had a base walking speed of 30 feet and a flying speed of 15 feet. At the start of your turn you are granted 30 feet of movement, but you want to fly across a 30-foot gap. Normally you would only be able to spend 15 feet of your movement on flying, but if you took the Dash action, your movement would increase by 30 feet (granting you a total of 60 movement) and you would be able to spend up to 30 feet of movement on flying.

Grounded and Airborne

A creature is **grounded** if it is squarely on the ground, or if it spends its movement to traverse the ground, such as by spending movement to walk, climb, or burrow. A creature is **airborne** if it is falling, or if it spends movement to move through the air, such as by flying, levitating, or jumping. Certain actions, features, traits, or other sources may require you to be airborne or grounded before you can invoke them.

Falling. If a creature is airborne but it does not have a means to prevent itself from falling, such as by having a fly speed or a feature that allows it to hover in place, whenever it has movement to spend the creature must spend its movement to fall. It costs 1/2 feet of movement to fall 1 foot. The creature will continue to fall until the fall is broken, such as by being caught or hitting the ground. See Chapter 7 for information on damage caused by falling.

Standing on airborne structures. If a creature or object is standing on a significant structure that is airborne, but the airborne structure provides a means for the creature to anchor itself, the structure itself is considered airborne but the creatures and objects on the structure are considered grounded. An example of this is being aboard a jumpship in flight: the jumpship is airborne, but the crew and equipment aboard the jumpship are considered grounded.

Attacking while airborne. A creature has disadvantage on attack rolls it makes while airborne, if it does not have a fly, levitate, or hover speed it is benefiting from at the time of the attack.

Jumping

There are two types of jumps: the **long jump** and the **high jump**. Each jump is then further modified by whether you were running or standing as you made your jump. In order for your jump to qualify as a running jump, you must have moved at least 10 feet on foot immediately before the jump. Otherwise, your jump is a standing jump.

You must be grounded in order to jump.

Long Jump

When you make a running long jump, you perform a

horizontal movement that covers a number of feet up to your Strength score. When you make a standing long jump, you can only cover half that distance. Either way, each foot you clear on the jump costs 1 foot of movement.

Your Architect may decide your long jump requires a Strength (Athletics) check to not hit a low-lying obstacle, such as a fallen log or parked sparrow, that is in the way of your long jump. The standard DC for this is 10, though circumstances may call for a higher or lower DC. If your Architect calls for this ability check and you fail, you hit the obstacle and you land Prone at the end of your jump.

High Jump

When you make a running high jump, you perform a vertical movement that has a maximum distance equal to 3 + your Strength modifier. When you make a standing high jump, you only move half that distance. Either way, each foot you clear on the jump costs 1 foot of movement.

In some situations, your Architect might allow you to make a Strength (Athletics) check to jump higher than you normally can. The standard DC for this is 11, though circumstances may call for a higher or lower DC. If you succeed, the maximum distance you can cover with a running high jump becomes equal to 5 + your Strength modifier, and the maximum distance of a standing high jump is half that.

Jump Modifiers

You can extend your arms to help you grab onto objects or creatures you are jumping toward. The length of your arms is half your body's height. If you make a jump that puts you within arm's length of a creature, you can perform a grapple, following all the rules of a grapple like normal, to grab onto the creature.

If performing your jump causes you to land in difficult terrain, you must succeed on a DC 10 Dexterity (Acrobatics) check to land on your feet. Otherwise, you land Prone. At your Architect's discretion, the DC for this ability check may increase or decrease depending on the specifics of the situation.

Airborne Jumping

Risen creatures can use their Light to give them a boost while airborne, allowing them to do things like cross over difficult terrain or reach higher ledges with ease.

Hunter

Normally, a creature must be grounded in order to jump, but Hunters can choose to make up to two jumps while airborne, using bursts of their Light to move. These airborne jumps are always considered to be running jumps.

Whether airborne or not, a Hunter can always

choose to use either their Strength or Dexterity score to determine the distance they can cover with a jump. When performing a jump that calls for a Strength (Athletics) check, a Hunter can make a Dexterity (Acrobatics) check instead.

Halting a Fall. While falling, the Hunter can spend an amount of movement equal to half their base walking speed on an airborne jump in order to negate any falling damage they might take. The Hunter must not be Prone, and must have enough movement to spend, in order to do this.

Alternatively, a Hunter can spend their action to make a DC 12 Dexterity (Acrobatics) check in order to do the same thing without spending movement, though even still, the Hunter must not be Prone. The DC of this check may increase or decrease at the Architect's discretion.

Titan

Titans have a special kind of speed called **boost**. A Titan's boost speed is equal to their base walking speed. When movement is spent to boost, the Titan moves in the air (becoming airborne) with some restrictions:

- The Titan cannot use their boost to move downwards; boost can only be used to move horizontally or upwards.
- It costs 2 feet of movement in order for the Titan to move upwards 1 foot.
- When falling, the Titan can spend movement on their boost speed in order to slow their fall, but not completely stop it. The amount of movement spent on their boost is the amount of distance you ignore when calculating the falling damage to apply to the Titan once they stop falling. For example, if a Titan fell 80 feet but, before hitting the ground, spent 30 feet of their movement to boost, they would only take damage for 50 feet of falling. The Titan must not be Prone in order to do this.

Warlock

Warlocks have a special kind of speed called **glide**. A Warlock's glide speed is equal to their base walking speed. When movement is spent to glide, the Warlock moves in the air (becoming airborne) with some restrictions:

- The Warlock cannot use their glide to move downwards; glide can only be used to move horizontally or upwards.
- It costs 2 feet of movement in order for the Warlock to move upwards 1 foot.
- When falling, the Warlock can spend 5 feet of movement on their glide speed in order to completely halt their fall. The Warlock must not be Prone in order to do this.

Teleportation

Various character traits, class features, and other sources may allow you to teleport. The distance and

conditions under which you are allowed to teleport will be described by the source, but in addition to those conditions, by default you cannot teleport if you would have to move through a space you could not normally squeeze through to reach your teleportation destination. For example, you cannot teleport through a chainlink fence as a Medium creature, because you are too big to squeeze through the openings in the fence, nor could you teleport through the keyhole of a door. At the GM's discretion a Tiny creature could teleport through a chainlink fence, because the openings in the fence are usually just big enough for a Tiny creature to normally squeeze through.

Some forms of teleportation do allow you to teleport to any destination within range. This will be indicated in the description of that specific form of teleportation.

Zero-gravity Movement

Guardians will often find themselves traversing the vacuum of space. They might be traveling in a space-capable ship or exploring the boundaries of the Reef, or, if they're particularly unlucky, floating free in space, waiting for someone or something to pass by.

Movement in zero-gravity conditions requires a certain degree of finesse and practice to do well. It's one thing to push yourself along a corridor, but another to take advantage of every aspect of the environment to move in a dynamic manner.

Speed

Your speed in zero-gravity or microgravity conditions is determined by the amount of force exerted on

you. When pushing off a hard surface, your speed is equal to your Strength score. Objects such as fire extinguishers and jumpships can push you faster, at the discretion of your Architect. The theoretical maximum speed of an object is the speed of light.

Collisions

If you collide with a hard surface, you must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check, or you take 1d6 bludgeoning damage for every 10 feet of speed you have. The DC of this check is equal to 10, and increases by 1 for every 10 feet of speed you have. This is not dependent on distance traveled: if your speed in zero gravity is 50 feet, and you moved 5 feet before colliding with a hard surface, you would need to succeed on a DC 14 Athletics or Acrobatics check, or take 5d6 bludgeoning damage.

Changing Direction

When moving in zero gravity, you can only travel in straight lines. You cannot change your direction without a force equal to your speed being exerted on you, a force that is pushing in a different direction.

Resting

Though Risen may come across as demigods to Lightless people, they can't spend every hour of every day in the depths of some pit of Darkness, fighting wave after wave of putrid evil. They do need to rest, though how a Guardian defines a rest is very different from your typical Ghostless adventurer.



The terms below describe the types of rests Guardians perform. The short rest and long rest sections are taken from the 5th Edition SRD.

Keep in mind that for any non-Risen creature, including your Ghost, the rules for resting and recovering hit points during the rest are exactly as described by the core 5th edition rules.

Brief Rest

A brief rest is a very short period of downtime that lasts approximately 5 minutes. During a brief rest, your character can perform quick actions such as reloading their firearms or consuming a ration. Brief rests can be completed while traveling to another location if the travel time is approximately 5 minutes or longer. So long as your character does not engage in combat, a forced march, or other strenuous activity, their travel can be considered a brief rest.

When a Risen creature completes a brief rest, they recover all their energy shield points.

Short Rest

A short rest is a period of downtime that lasts at least 1 hour, during which your character does nothing more strenuous than eating, drinking, reloading weapons, reading, or any other idle activities.

Long Rest

A long rest is an extended period of downtime that lasts for at least 8 hours, during which you may sleep or perform extended actions, such as fixing broken equipment, spending glimmer to program a new

gun, or standing watch for no more than 2 hours. If the rest is interrupted by strenuous activity—combat, 1 hour of walking, or similar adventuring activity—the Guardian must begin the rest again to gain any benefit from it.

You cannot benefit from more than one long rest in a 24-hour period.

Hiding And Being Hidden

Being Hidden, Invisible, and Heavily Obscured are all separate conditions, but they are handled quite differently from the conditions listed later in this chapter.

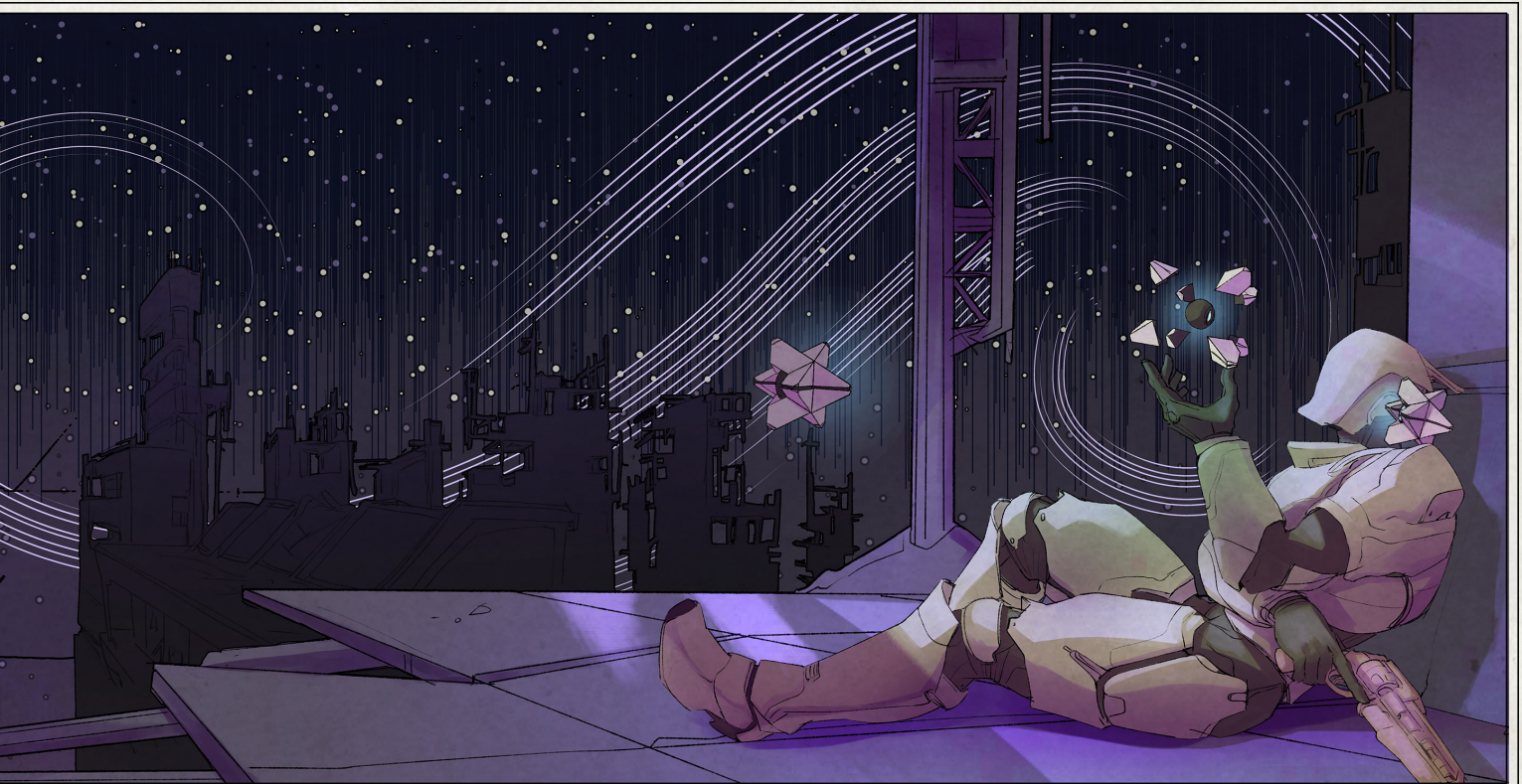
Hidden

A creature becomes Hidden by taking the Hide action. If a creature is Hidden, it means they cannot be perceived/detected at all by another creature. Whether or not a creature is Hidden from others is handled on an individual basis. For example, a Farpiercer vandal may be Hidden to the Striker, but the Nightstalker may still be able to detect them.

If a creature is Hidden from you, no matter how hard you try, no attack roll you make will hit the creature unless you roll a 20 on the d20. You don't know where they are and you are literally guessing, so you'll need the utmost luck to be able to hit them.

You can still affect the area around the Hidden creature with an AoE source, such as a storm grenade, and you resolve that action normally; being Hidden provides no inherent benefit to saving throws.

If a creature is Hidden to you, but not Hidden to



another creature, and that other creature has pointed out the Hidden creature to you, the Hidden creature becomes only Heavily Obscured to you instead.

Heavily Obscured

A heavily obscured creature is a creature that is benefiting from some sort of opaque or mostly-opaque cover, such as a wall or a cloud of smoke, and this cover is preventing others from clearly perceiving the creature. Heavily Obscured creatures are considered to be Invisible to you, unless you have a feature, trait, or source that allows you to overcome whatever is causing the Heavily Obscured condition for the creature.

For example, if a creature is Heavily Obscured by darkness, but you have darkvision, the creature is not considered Heavily Obscured to you. Similarly, if a creature is hiding among some bushes and is considered Hidden to you, but an ally points out the Hidden creature to you, the creature becomes Heavily Obscured/Invisible to you instead. If you were to burn down the bushes, the creature would no longer be Heavily Obscured/Invisible to you because the cause of the obstruction is now gone.

Invisible

An Invisible creature cannot be detected by visual sight. Unless you have blindsight, tremorsense, or another feature, trait, or other source that explicitly allows you to perceive creatures using a sense other than visual sight, and you can use this sense to the same degree as a human with 20/20 vision, you have disadvantage on attack rolls you make against an Invisible creature. You also cannot use feature, trait, Light ability, or other source against an Invisible creature if the source says something to the effect of "choose a creature you can see/perceive" as part of the condition for invoking that source.

What It Means To Be Hidden

Being Hidden means you have specifically taken actions to remove traces of your presence from the area. You are trying to cover your tracks, you are trying to remain as quiet as possible, and you are trying to remain visually unseen. You cannot be Hidden from the average creature while standing in the middle of an empty field with nothing but a single leaf to cover you: no matter how well you roll that Dexterity (Stealth) check, others can still very easily see you.

However, there are other senses to take into consideration—namely blindsight, tremorsense, and truesight—to determine whether or not you are Hidden from a creature you need to consider all senses the creature has.

Blindsight

If a creature has blindsight, they can detect other creatures with the same effectiveness as a human with 20/20 vision, but not because of visual sight.

Echolocation (bats, dolphins) or an electromagnetic sense (sharks) are examples of what would grant a creature blindsight.

Blindsight typically only works within a certain radius, and sometimes creatures with blindsight are blind beyond that radius. This means that if you stand outside the radius of the creature's blindsight it doesn't matter if you're standing in the middle of a football field, you are outside the range of the creature's blindsight and thus not detectable, so you can be Hidden from that creature.

Tremorsense

Tremorsense is like blindsight but it applies specifically to creatures on or in the ground. Worms are excellent examples of creatures with tremorsense: they can detect the presence of others as effectively as a human with 20/20 vision, but only if those creatures are on or in the ground. A flying creature cannot be detected by a creature whose only source of perception is tremorsense.

Truesight

A creature with truesight can, out to a specific range, see in normal and magical darkness, see Invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and perceive the original form of a shapechanger or a creature that is transformed by magic. So jot that down.

You Can Be Invisible Or Heavily Obscured Without Being Hidden

A creature can be Invisible—not visibly detectable—without being Hidden. Imagine a vandal in active camouflage that is having a nice conversation with you. Sure, it's a bit weird that you can't see them, but you're completely aware of their presence and are even engaged in a conversation with them, therefore the creature is not Hidden from you.

How To Hide

A creature becomes Hidden by taking the Hide action. They make a Dexterity (Stealth) check (or take their passive Stealth) and the result is contested by the passive Perception scores of creatures that could potentially detect it, but only on the first instance of those creatures having the opportunity to detect the creature.

For example, if a creature enters a room, crawls into a barrel and takes the Hide action, any creatures that enter the room thereafter would initiate the contest the moment they enter the room. If the Hidden creature's Stealth check is higher than all passive Perceptions, it does not matter how long the other creatures remain in the room: the Hidden creature remains Hidden against their passive Perception scores.

However, the other creatures in the room could still use their action to make a Perception check and

potentially spot the creature then. Additionally, at the Architect's discretion, actions, sounds, or even scents the Hidden creature makes might give away its position. Even if the creature was completely Hidden at the start, if they cough really loudly, loud enough that everyone in the room can hear them, the Hidden creature now hardly qualifies as "cannot be perceived/detected at all by another creature." At this point the Hidden creature would become Heavily Obscured instead.

Resetting Your Hidden Status

If you take the Hide action and completely botch it, you can try again if, and only if, you first move to a new location, even just one that's 5 feet away before taking the Hide action again. Re-roll your Stealth check when you do. This re-initiates the contest with all creatures that can potentially detect you. Because of this, you may potentially become Hidden to a creature that previously was able to detect you.

Paracausal Force

The Light and the Darkness are in constant flux in the universe, a continuous ebb and flow like the tides of the sea. How you interact with your Light, and your Ghost's ability to heal or resurrect you from death, may be affected by the type of paracausal force surrounding you.

Paracausal force is not a linear scale in which one effect always leads directly into another, nor is the list of possible paracausal forces finite. The forces listed below are simply the most commonly encountered.

Abundant Light Zone

An abundant Light zone is an area where the Light is so strong it is almost overwhelming, making Light ability regeneration easy. Risen are at their absolute best in an abundant Light zone. Most abundant Light zones are artificially created for Mayhem-style Crucible matches.

Special Effects

- It does not cost a Restoration point for your Ghost to resurrect or heal you.
- You are granted advantage on Light ability recharge rolls.

Light Zone

A basic Light zone is an area where the Light flows freely and with at least equal, if not greater, influence than the Darkness. Risen are quite strong in Light zones: their Ghosts can resurrect them easily, and they have little to fear in the way of mortal injuries.

Darkness Zone

A Darkness zone is an area where the flow of Light is hindered or blocked in some way. The Light may be stifled, or a creature may be siphoning the Light away, leaving only Darkness behind.

Special Effects

- A Risen creature must perform the Revive action on your Ghost, after your Ghost has captured your Light, in order for your Ghost to be able to resurrect you.

Oppressive Darkness Zone

An oppressive Darkness zone is an area where the Light is nearly or completely shut out or gone. Rarely, these zones exist as natural phenomena, but usually they are caused by some powerful entity. Defeating that entity may mean destroying the Darkness in the area.

Special Effects

- Your Ghost can capture your Light in an Oppressive Darkness zone, but it cannot revive you, even if another creature uses the Revive action on your Ghost.

Skill Challenges

Your Architect might utilize a special kind of encounter called a skill challenge. A skill challenge is a complex, non-combat situation that engages the skills of player characters. Each challenge has a goal and a DC. The goal could be something such as persuading a diplomat to advocate for the group, or chasing down an adversary in a busy market street, or to get out of a collapsing building before it falls on you.

The Process

Skill challenges start with the players being told what their goal is, what the ideal checks for the goal are, and how many skill check successes they need to accumulate in order to complete their goal. Some Architects may choose to reveal the DC of the skill challenge as well.

Roll initiative using Intelligence as the modifier applied to your d20, instead of Dexterity. Go through the turn order like normal. On your turn, it's up to you to decide which skill, tool, or toolkit you want your character to use, then it is your job to explain to your Architect how your character is using that skill, tool, or toolkit in relation to completing the goal. If the Architect approves, make your check, and if the check beats the DC of the skill challenge, the group gains one success. If the check fails, the group gains one failure.

Regardless of difficulty, if the group accumulates three failures before accumulating the number of successes they need, the skill challenge is failed.

Ideal Checks

Each skill challenge comes with a list of ideal skills or toolkits for the challenge. For example, if the challenge is for the party to navigate through a forest, the Architect may decide that the ideal checks are the Investigation skill, the Nature skill, and the Survival skill. However, for a skill challenge that requires the fireteam to fix a derelict vehicle, the Architect may state the ideal checks are the Technology skill, the History skill, and a vehicle toolkit.

A minimum of three ideal checks are needed for every challenge, but there is no maximum. Any skill or toolkit you attempt to use that is not on the ideal check list is granted disadvantage in the skill challenge.

Architect's Law. As with all things, your Architect has the authority to decide if a non-ideal check you make should not be granted disadvantage due to outside factors or a particularly thoughtful or creative use of the skill or toolkit. Similarly, your Architect can decide if an ideal check you make will have disadvantage due to outside factors or poor application of the skill or toolkit.

Discussing the Ideal Check List. Talk to your Architect if you think a skill, tool, or toolkit should be on the ideal check list, but really consider what it is you're doing first. For example, imagine a skill challenge where you are attempting to rebuild the cockpit of your jumpship after an unfortunate accident with a very large burrito. Your Architect has stated the ideal checks are using a vehicle toolkit, an electronics toolkit, or the Technology skill. One might argue Deception should be used without disadvantage because you want to build a hidden compartment into your dashboard. However, while a hidden compartment is something deceptive, the act of actually building such a compartment requires knowledge of jumpships and expert engineering skills, not Deception.

Skill Limits

Once a character makes a check with a skill, that character cannot use that skill again for the remainder of the skill challenge.

Getting Help

On your turn, you can forgo making a skill check and take the Help action to assist another character's skill check instead. In order to do this, the character taking the Help action must be proficient in the skill themselves. For example, if you are not proficient in the Survival skill, you cannot take the Help action to grant another character advantage on their Survival check.

Using Your Ghost

Most of the time, Ghosts can participate in a skill challenge with you if they are outside the pocket backpack. A Ghost makes their skill check, or takes

the Help action, on the same turn as their Guardian. All other rules apply as normal.

Forgoing Your Turn

If you do not make a skill, tool, or toolkit check on your turn, or if you forgo your turn in a skill challenge (willingly or not), you cause the group to accumulate one failure in the skill challenge.

Rolling a 1 or a 20 in a Skill Challenge

If you roll a natural 20 on your skill check, you accumulate two successes instead of only one. If you roll a natural 1, the skill check fails regardless of any modifiers.

Modified Skill Challenges

Sometimes, the rules for a skill challenge are modified for individual challenges. Your Architect will discuss any special rules or modifications at the time of the challenge. Some common modifications include:

- Only Ghosts can participate in the challenge.
- Failing a skill check results in taking an amount of damage.
- Forgoing your turn does not cause the group to accumulate a failure.
- There is no limit to the number of failures you can accumulate, but each failure causes a drawback of some kind.
- There is no limit to the number of successes you can accumulate, and what you earn from the challenge is determined by how many successes you have when you finally accumulate three failures.

Conditions

This section is taken from the 5e SRD and has been modified to fit D&Destiny.

Conditions alter a creature's capabilities in a variety of ways and can arise as a result of a spell, a class feature, a monster's attack, or other effect. Most conditions, such as Blinded, are impairments, but a few, such as Invisible, can be advantageous.

A condition lasts either until it is countered (the Prone condition is countered by standing up, for example) or for a duration specified by the effect that imposed the condition.

If multiple effects impose the same condition on a creature, each instance of the condition has its own duration, but the condition's effects don't get worse. A creature either has a condition or doesn't.

The following definitions specify what happens to a creature while it is subjected to a condition.

Blinded

- A Blinded creature can't see, can't begin Aiming (see the condition), and automatically fails any ability check that requires sight.
- If a creature is Blinded while Aiming, the Aiming condition immediately ends for them.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

Charmed

- A Charmed creature can't attack the charmer or target the charmer with harmful abilities or magical effects.
- The charmer has advantage on any ability check to interact socially with the creature.

Deafened

- A Deafened creature can't hear and automatically fails any ability check that requires hearing.

Frightened

- A Frightened creature has disadvantage on ability checks and attack rolls while the source of their fear is within line of sight.
- The creature can't willingly move closer to the source of its fear.

Grappled

- A Grappled creature's speed becomes 0, and they can't benefit from any bonus to their speed.
- The condition ends if the grappler is Incapacitated (see the condition).
- The condition also ends if an effect removes the Grappled creature from the reach of the grappler or grappling effect, such as when a creature is hurled away.

Incapacitated

- An Incapacitated creature can't take actions or reactions.

Invisible

- An Invisible creature is impossible to see without the aid of magic or a special sense. For the purpose of hiding, the creature is heavily obscured. The creature's location can be detected by any noise they make, any tracks they leave, by scent, or by scanners.
- Attack rolls against the creature have disadvantage, and the creature's attack rolls have advantage.

Paralyzed

- A Paralyzed creature is Incapacitated (see the condition) and can't move or speak.
- The creature automatically fails Strength and

Dexterity saving throws. Attack rolls against the creature have advantage.

- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

Petrified

- A Petrified creature is transformed, along with all objects they are wearing or carrying, into a solid, inanimate substance (usually stone). Their weight increases by a factor of ten, and they cease aging.
- The creature is Incapacitated (see the condition), can't move or speak, and is unaware of their surroundings.
- Attack rolls against the creature have advantage.
- The creature automatically fails Strength and Dexterity saving throws.
- The creature has resistance to all damage.
- The creature is immune to poison and disease, although a poison or disease already in their system is suspended, not neutralized.

Poisoned

- A Poisoned creature has disadvantage on attack rolls and ability checks.

Prone

- A Prone creature's only movement option is to crawl, unless they stand up and end the condition.
- The creature has disadvantage on attack rolls.
- Attack rolls against the creature have disadvantage if the attacker is not Aiming, or if the attacker is not within 5 feet of the creature. If the attacker is within 5 feet of the creature, the attacker has advantage on its attack roll.

Restrained

- A Restrained creature's speed becomes 0, and they can't benefit from any bonus to its speed.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.
- The creature has disadvantage on Dexterity saving throws.

Stunned

- A Stunned creature is Incapacitated (see the condition), can't move, and can speak only falteringly.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.

Unconscious

- An Unconscious creature is Incapacitated (see the condition), can't move or speak, and is unaware of their surroundings
- The creature drops whatever they are holding and falls Prone.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

D&Destiny Conditions

Several additional conditions are unique to D&Destiny. These conditions alter a creature's capabilities in a variety of ways and can arise as a result of a Light ability, a class feature, a monster's attack, or other methods.

Active Camouflage

- A creature under the effects of active camouflage is Invisible (see the condition).
- If the creature makes an attack roll, damage roll, or causes a target to make a saving throw, the condition immediately ends after applying relevant effects to the attack roll, damage throw, or saving throw.

Aiming

- A creature that is Aiming when they take a shot with a weapon with scope ranges can take that shot normally up to the weapon's extended range. They can also take a shot against a target within the weapon's maximum range, but that attack is granted disadvantage.
- A creature that is Aiming cannot make opportunity attacks.

Burning

- A Burning creature cannot recover health points or energy shield points.
- Burning creatures have disadvantage on their attack rolls.

Combat-prone

- A Combat-Prone creature's only movement option is to crawl, unless they stand up and end the condition.
- It costs no movement for a Combat-Prone creature to begin Aiming with a medium- or long-range firearm.
- Combat-Prone creatures have disadvantage on attack rolls they make, unless the attack is with a firearm or ranged weapon with a medium- or long-range scope.
- Attack rolls against the creature have disadvantage if the attacker is not Aiming, or if

the attacker is not within 5 feet of the creature. If the attacker is within 5 feet of the creature, the attacker has advantage on its attack roll.

Electrified

- An Electrified creature has their speed halved.
- At the start of the creature's turn, they must roll a d6. On a roll of 3 or lower, the creature becomes Paralyzed until the start of their next turn, or until the Electrified condition ends for them, whichever happens first.

Empowered

- Empowered comes in one of three stages: Stage 1, Stage 2, or Stage 3. You only take into consideration the highest stage of empowerment you have at any given time. Empowerment stages do not stack.
- An Empowered (Stage 1) creature can increase the damage of weapon attacks they make for their Attack action by 1d4. At Stage 2 this becomes an increase of 1d6, and at Stage 3 it becomes an increase of 1d8.

Suppressed

- A Suppressed creature cannot cast a Light ability, cannot cast a spell, and cannot make recharge rolls.
- If a creature is Suppressed while concentrating, their concentration immediately ends.
- Creatures cannot begin concentrating on anything while Suppressed.

Tethered

- A Tethered creature is Suppressed and Weakened (see the conditions).
- If a creature is moved out of range of the source of the effect, they are no longer Tethered.

Weakened

- If a creature has a resistance to a damage type, it loses that resistance while Weakened.
- The creature makes attack rolls and ability checks with disadvantage.

Exhaustion

Some special abilities and environmental hazards, such as starvation and the long-term effects of freezing or scorching temperatures, can lead to a special condition called exhaustion. Exhaustion is measured in six levels. An effect can give a creature one or more levels of Exhaustion, as specified in the effect's description.

If an already exhausted creature suffers another effect that causes Exhaustion, their current level of Exhaustion increases by the amount specified in the effect's description.

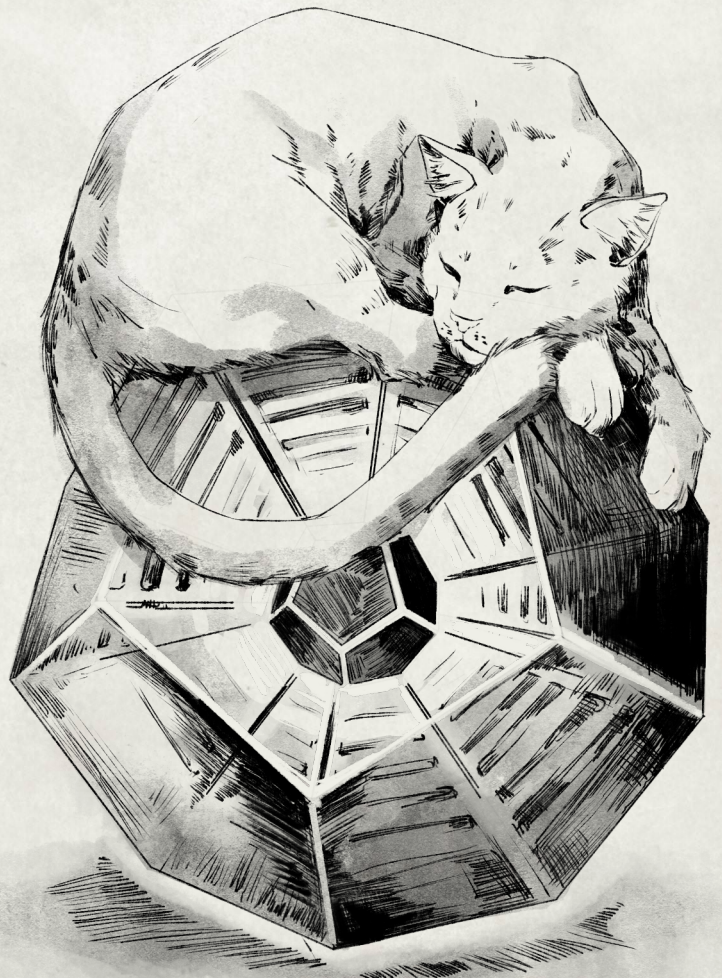
A creature suffers the effect of their current level of Exhaustion as well as all lower levels. For example, a creature suffering level 2 Exhaustion has their speed halved and has disadvantage on ability checks.

An effect that removes Exhaustion reduces its level as specified in the effect's description, and all exhaustion effects end if a creature's Exhaustion level is reduced below 1.

Finishing a long rest reduces a creature's Exhaustion level by 1, provided the creature has also ingested some form of sustenance appropriate for their species.

Effects of Exhaustion

Level	Effect
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attack rolls and saving
4	Health and shield point maximums halved
5	Speed reduced to 0
6	Death



Modifiers

As you delve into strange and untamed Light and Darkness zones, you may come across an area where the forces of Light and Darkness are actively clashing with each other, creating what is colloquially referred to as a 'modifier' to the area. These paracausal effects can be both beneficial and harmful, and sometimes astounding—or terrifying.

Modifiers only apply to creatures while they are in the area of those modifiers' effects.

d100	Modifier	Effect
1–3	Airborne	Creatures that deal damage while airborne deal twice as much damage.
4–6	Aligned	All Risen creatures must roll a d6 to determine the alignment their energy shields become (1–2: arc; 3–4: solar; 5–6: void).
7–9	Arc Burn	Double the amount of arc or lightning damage dealt.
10–12	Attrition	Halve the amount of healing from any source.
13–15	Berserk	All creatures become immune to being Stunned, have disadvantage on Wisdom saving throws, and must succeed on a DC 12 Wisdom saving throw at the start of their turn or they become enraged, attacking the nearest living target they can see until they or the target dies. Each creature can repeat the saving throw at the end of each of their turns, ending the effect on themselves early on a success. Creatures who succeed on their saving throw, or who kill their target, become immune to this modifier for the next 24 hours.
16–18	Big Bang	Firearms with the Payload property have the radius of their payload increased by 5 feet.
19–21	Blood Bound	If a creature has an ally within 30 feet of it, and that ally takes damage, the amount of damage dealt is halved, but both the creature and its ally take the damage. This damage overcomes resistances.
22–24	Burdened	Creatures accumulate one level of exhaustion every hour. This exhaustion can only be removed by resting outside the effect of this modifier.
25–27	Buzzkill	An enraged swarm of bees forms of Light and Darkness, and will attack the nearest creature it can see. All creatures are considered allergic to its stings.
28–30	Catapult	All creatures have advantage on grenade recharge rolls.
31–33	Endless	Creatures gain advantage on any concentration checks they make.
34–36	Exposure	Creatures take 1d6 force damage at the start of each of their turns.
37–39	Fatigue	If a creature moves more than 15 feet on their turn, or teleports more than 15 feet on their turn, they must make a DC 13 Constitution saving throw. On a failed save, they gain one level of exhaustion.
40–42	Grounded	Creatures that take damage while airborne have the damage they take doubled.
43–45	Heavyweight	All creatures are granted advantage on Strength (Athletics) checks.
46–48	Hide and Seek	All creatures gain the effects of active camouflage at the end of their turn, which lasts until the start of their next turn.
49–51	Juggler	If a creature makes two or more attacks with the same weapon on their turn, they must roll a d20 at the end of their turn. On a roll of 9 or less, the weapon is disabled for the next minute.
52–54	Light's Out	Halve the amount of arc, solar, or void damage dealt.
55–57	Lightswitch	Double the damage dealt with melee weapon attacks and melee Light abilities.
58–60	Match Game	Creatures with elemental-aligned energy shields (arc, solar, or void) are resistant to all damage except the alignment type of their energy shields. In addition, they are not vulnerable to damage matching the alignment type of their energy shields.
61–63	Musical Chairs	If a creature physically moves more than half their movement on their turn, they must succeed on a DC 12 Dexterity saving throw or fall Prone at the end of their turn.
64–64	Nightfall	Creatures that are reduced to 0 hit points immediately accumulate 3 failed death saving throws or RTL saving throws.
65–67	Powercut	Halve the amount of arc or lightning damage dealt.
68–70	Prism	On initiative 20, losing all ties, roll a d6 to determine the benefit creatures gain for the next round. 1–2: solar burn, 3–4: arc burn, 5–6: void burn.
71–73	Rainbow Burn	The area gains the effects of the arc burn, solar burn, and void burn modifiers simultaneously.

d100	Modifier	Effect
71–73	Rainbow Burn	The area gains the effects of the arc burn, solar burn, and void burn modifiers simultaneously.
74–76	Replete	Halve the amount of necrotic or void damage dealt.
77–79	Solar Burn	Double the amount of fire or solar damage dealt.
80–82	Specialist	The first time a creature starts their turn within this modifier, they must choose one weapon. This is the only weapon they are considered proficient with while affected by this modifier.
83–85	Sundown	Halve the amount of solar or fire damage dealt.
86–88	Time Warp	Roll a d6. On 1–3, the speed of all creatures is halved. On 4–6, the speed of all creatures is doubled.
89–91	Trick Room	Invert the initiative order.
92–94	Trickle	All Light ability recharge rolls are granted disadvantage.
95–97	Unfocused	No creature can benefit from the Aiming condition.
98–100	Void Burn	Double the amount of necrotic or void damage dealt.

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