Campaign Resources

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Background

The Wire and the Warp

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

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

The Wire

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

The VRNet

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

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

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

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

Nodes

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

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

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

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

Node Design

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

Barriers and Portals

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

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

Inanimate Objects

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

Interactive Objects

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

Moving Between Nodes

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

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

The Wasteland

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

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

Population

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

Vehicles

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

Creatures Of The Warp

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

Factions

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

Descenders

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

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

Excise

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

The figurehead of this group goes by the nickname of Kai

Government

Self explanatory.

Mayor of the town is named Charles Ryder

Hootsforce

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

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

Merchants Guild

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

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

Police

Self explanatory.

Police chief is named Kenneth Kingston

Revelation

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

The "Cult" leader bears the title De VI

Other Factions

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

Art Credits
Common Expanse - Christian Piccolo

ECONOMY

CREDITS

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

WEALTH

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

THE WEALTH CHECK

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

LOSING WEALTH

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

Purchase DC	Change
15 or higher	1+
1-10 points higher than current wealth bonus	1 point
11-15 points higher than current wealth bonus	1d6 points
16 or more points higher than current wealth bonus	2d6 points

REGAINING WEALTH

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

WEALTH AWARDS

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

RESTRICTED OBJECTS

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

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

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

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

Illegal: The object is illegal in all but specific, highly regulated circumstances.

Registration Rating	Cost	License or Fee Purchase DC	Black Market Purchase DC	Time Required
Licensed	500C	10	+1	1 day
Restricted	2,500C	15	+2	2 days
Military	7,500C	10	+3	3 days
Illegal	15,000C	25	+4	4 days

Art Credits
Silver Coins - Fantasy Coin

Purchasing Licenses

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

The Black Market

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

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

Installation of Acquired Implants

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

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

Character Info

Races

Genejack

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

Traits

As a genejack, you have the following racial traits.

ASI Your strength score increases by 2.

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

Speed Your base walking speed is 35 feet.

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

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

Heavy Handed When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Replicant

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

Traits

As a replicant, you have the following racial traits.

ASI Your Charisma score increases by 2

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

Speed Your base walking speed is 30 feet.

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

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

Skink

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

Traits

As a skink, you have the following racial traits.

ASI Your Dexterity score increases by 2.

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

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

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.

Mutant Resilience You have advantage on saving throws against poison, and you have resistance against poison damage

Mechantrix

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

Traits

As a mechantrix, you have the following traits.

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

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

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

Speed Your base walking speed is 30 feet.

Darkvision You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

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

Born with Electricity You know the Shocking Grasp cantrip. Intelligence is your casting modifier for this.

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

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

BACKGROUNDS

ARISTOCRAT

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

Skill Proficiencies: Academia

Tool Proficiencies: Any one musical instrument or gaming set

Equipment: A set of formal clothes and 500 credits

FEATURE
The 1% Your family is astonishingly wealthy. While that money may not yet be yours, you can make limited use of your family's affluence. Once per session a character with this feature may waive the cost of one good, service or bribe that the DM finds within reason, overcoming a challenge or limitation solely by deep pockets. The invoices for all these purchases and costs will eventually make it back home to the parents, so at least try to be reasonable, or risk being cut off.

CELEBRITY

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

Skill Proficiencies: Insight, Performance

Tool Proficiencies: Disguise kit, one type of musical instrument or gaming set

Languages: One of your choice

Equipment: Fancy outfit and 200 credits

FEATURE
Maybe you've heard of me? When interacting with someone you may make a charisma check DC 15 (10 if the target is from your hometown) to be recognized. The result of this recognition is up to the DM, but might involve advantage on further skill checks, preferential treatment, free stuff and discounts.

CRIMINAL

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

Skill Proficiencies: Intimidation

Tool Proficiencies: Forgery Kit, Thieves Tool's, or a gaming set.

Equipment: Chain, basic outfit, 100 credits

FEATURE
I Know a guy Your connections in the criminal underground let you find illegal or black market goods for purchase, or find outlets to sell similar.

NETRUNNER

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

Skill Proficiencies: Computing, Investigation

Tool Proficiencies: Hacking Tool's

Equipment: A set of common clothes, hacking tools, USB-cable, falsified shepherd chip, and 100 credits

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

Tanker

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

Skill Proficiencies: Choose any one skill or tool to gain proficiency in.

Equipment: 25 credits and one tool.

Feature

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

Techie

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

Skill Proficiencies: Academia, Computing

Tool Proficiencies: Hacking Tools or Mechanic Tools

Languages: General coding languages and one language of your choice.

Equipment: Basic clothes, encrypted tablet, 150 credits

Feature

Industry Professional You are an expert on the quality and rarity of electronics and mechanical devices. You can easily identify the make and model of certain computers and machines. You also know various contacts that can find you deals on decent tech gear and gear upgrades.

SUBCLASSES

BARBARIAN PRIMAL PATHS

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

PATH OF THE DREADNOUGHT

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

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

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

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

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

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

PATH OF THE WRECKER

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

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

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

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

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

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

Bard Colleges

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

College of Fame

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

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

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

You learn the *enthrall* and *suggestion* spells.

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

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

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

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

College of the Spheres

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

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

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

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

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

Art Credits
Tales of Brimstones - Mina Dupont Issalys

Divine Domain

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

City Domain

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

City Domain Spells

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

Bonus Cantrip

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

Bonus Proficiencies

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

Heart of the city

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

Channel Divinity: Spirits of the City

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

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

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

Block Watch

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

Divine Strike

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

Express Transit

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

Art Credits
Strangers in the Night - Luis Peres

Technology Domain

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

Technology Domain Spells

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

Bonus Cantrip

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

Channel Divinity: Recharge

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

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

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

Urban Builder

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

Divine Strike

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

Techpriest

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

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

Martial Archetype

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

Commando

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

Tactical Aid

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

Pre-Planning

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

- **Access** such as the password for entering a restricted area, the location of a keycard, an unlocked entry door or window.
- **Alternative Routes** such as the ventilation system, the basement access, or roof access.
- **Dead Drop** which involves an insider drops off up to 20 lb. of equipment in a location you choice. The equipment can be both yours or from your allies.
- **Surveillance** reveals the location of cameras, the security room, number of guards, metal detectors and such.

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

Additional Fighting Style

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

Rapid Strike

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

First Contact

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

Art Credits
Commando - Sylvain Coutouly

Deadeye

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

Bonus Proficiency

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

Steady Aim

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

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

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

Keen Eye

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

Marksmanship

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

Overwatch

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

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

Impossible Shot

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

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

Art Credits
Codename SIERRA - Asyraf Anuar

Sacred Oath

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

Oath of the North Star

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

Tenets of the North Star

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

Show the Way. It is your duty to guide the lost back onto the righteous path. Otherwise, those who are lost will never find their way.

Stand Strong. Do not waver or break formation. Many rely on you, and for them you must stand strong.

Shine in the Night. Without the light above, the night would be dark. Shine bright and defend against the darkness.

Oath Spells

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

Oath of the North Star Spells

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

Channel Divinity

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

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

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

Aura of Stardust

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

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

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

Polaris

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

Supernova

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

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

Oath of Sanity

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

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

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

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

Tenets of Sanity

- **Order.** Never act on random or chaotic impulses. These are the cracks of madness.
- **Vigilance.** Never let your attention wander, least you miss the signs madness.
- **Discipline.** Never indulge in a lapse of behavior, your habits keep you safe from madness.
- **Solemnity**. Your work is terrible. Never take pleasure in it. That leads to the comfort of madness
- **Sanity.** No matter what, never give into madness.

Oath Spells

You gain oath Spells at the paladin levels listed.:

Level	Spells
3rd	*detect magic, protection from good and evil*
5th	*calm emotions, see invisibility*
9th	*dispel magic, remove curse*
13th	*banishment, dimension door*
17th	*banishing smite, contact other plane*

Channel Divinity

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

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

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

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

Aura of Binding

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

Constant Vigilance

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

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

Awoken

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

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

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

Art Credits
Capsuleer's Brain - Gabriel Cassata

Roguish Archetype

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

Infiltrator

An infiltrator can break into places others wouldn't dream of, find what it's looking for, and get back out again while eluding or evading anyone who would try to stop him. An infiltrator is a master of stealth, breaking and entering, and second—story work.

Bonus Proficiencies

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

Sweep

Starting at 3rd level, you know how to size up an area and get the lay of the land in a single sweep of your eyes that often isn't perceptible to those around you.

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

Infiltration Adept

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

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

Engineer

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

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

Master Infiltrator

At 17th level, your infiltration dice are now d10s, and you can expend up to two infiltration dices for each check instead of only one.

Additionally, whenever you make a check using tools you are not proficient, you can add half your proficiency bonus to the check.

Stealth Hacker

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

Translocate

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

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

Remote Hack

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

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

Thermoptic Camo

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

Advanced Tactics

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

Electromagnetic Pulse

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

Sorcerous Origin

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

Radiation Freak

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

Radioactive

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

High Power

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

Adaptive Resistance

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

Glow Cloud

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

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

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

Isotope Poisoning

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

The Network

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

Social Network

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

Network Strikes

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

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

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

Arcane Firewall

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

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

Metamagic Glitch

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

Network Overload

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

Otherworldly Patron

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

The Machine

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

Expanded Spell List

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

Machine Expanded Spells

Spell Level	Spells
1st	*grease, shield*
2nd	*heat metal, knock*
3rd	*lightning bolt, sending*
4th	*fabricate, stoneskin*
5th	*passwall, telekinesis*

Machina Arcana

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

Warped Reality

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

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

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

Forged Body

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

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

Steel Resolve

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

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

The Maker's Monolith

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

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

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

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

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

Art Credits
Canyon Monolith Rosanne Lo
Written by /u/PeanutJayGee

The Lady of Luck

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

Expanded spell list

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

The Lady of Luck Expanded Spells

Spell level	Spells
1st	*bane, bless*
2nd	*augury, enhance ability*
3rd	*beacon of hope, bestow curse*
4th	*death ward, divination*
5th	*commune, skill empowerement*

Stacking the Deck

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

- Whenever you or an ally that you can see makes an ability check, or saving throw, you can use your reaction and spend 2 charges of your gambit to grant them advantage on that check.

- Whenever you or an ally that you can see within 30 feet of you makes an attack roll, you can use your reaction and spend 2 charges of your gambit to give you or that ally advantage on the attack roll.

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

Luck on Your Side

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

Reversal of Fate

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

Double or Nothing

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

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

- 1 - 10 : The result of the roll is treated as 1.

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

Art Credits
Falling Dice Ahmed Shahriar
Written by /u/ChromosomeChorus

Arcane Tradition

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

School of Technomancy

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

Technomancy Savant

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

Machine Empathy

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

Program Spell

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

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

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

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

Online Casting

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

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

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

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

Chained Device

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

Stressed Student

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

Living on A Budget

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

Spasms

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

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

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

Last Minute Preparations

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

Adrenaline Rush

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

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

Quick Learner

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

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

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

Degree

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

> Art Credits
> neoV - Anthony Guebals

Spells

Electromagnetic Pulse
3rd-level evocation

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneousv

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

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

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

Haywire
Transmutation cantrip

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a small magnet)
Duration: Concentration, up to 1 minute

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

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

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

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

Instant Connectivity
5th-level conjuration

Casting Time: 1 action
Range: 10 feet
Components: V, S, M (a device connected to internet worth at least 100 gp)
Duration: Instantaneous

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

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

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

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

Power Device
1st-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 10 minutes

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

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

Relay Text
2nd-level transmutation

Casting Time: 1 action
Range: Unlimited
Components: V, S
Duration: Instantaneous

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

Synchronicity
5th-level abjuration

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 hour

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

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

Wire Walk
4th-level conjuration

Casting Time: 1 action
Range: 10 feet
Components: V
Duration: Instantaneous

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

Invocations

Blood and Iron
Prerequisites: The Machine Patron, 7th level

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

Cold Calculation
Prerequisites: The Machine patron

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

Forged Fist
Prerequisite: The Machine patron, Pact of the Blade feature

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

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

Gift of the Maker
Prerequisites: The Machine patron, 9th level

You can cast the *animate objects* spell once using a warlock spell slot. You can't do so again until you finish a long rest.

The Master's Designs
Prerequisites: The Machine patron, Pact of the Tome feature, 5th level

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

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

If you study a device for 10 minutes, you gain advantage on any *tinker's tools* or Intelligence checks made with regards to this device.

The Edge of Fate
Prerequisite: The Lady Luck Patron, Pact of the Blade feature

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

Text of the Prophets
Prerequisite: The Lady Luck Patron, Pact of the Tome feature

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

The Fated Friends
Prerequisite: The Lady Luck Patron, Pact of the Chain feature

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

Fortune of the Gambler
Prerequisite: The Lady Luck Patron, 5th level

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

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

Lucky Shot
Prerequisite. The Lady Luck Patron, Pact of the Blade, 5th level

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

Skill Changes

Strength: Athletics

Dexterity: Acrobatics, Sleight of Hand, Stealth

Intelligence: Academia, Arcana, Computing, Investigation, Nature

Wisdom: Animal Handling, Insight, Medicine, Perception, Survival

Charisma: Deception, Intimidation, Performance, Persuasion

Changes

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

History and **Religion** are now a single skill called **Academia**.

Medicine has been rewritten.

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

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

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

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

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

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

Feats

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

Basic Firearms Training
Requirements: Dex 13
   Benefit: You gain proficiency with handguns

Advanced Firearms Training
Requirements: Dex 13
   Benefit: You gain proficiency with longarms

Heavy Weapons Training
Requirements: Str and Dex 13
   Benefit: You gain proficiency with heavy weapons.

Burst Fire
Requirements: Dex 15
   Benefit: You gain the ability to use controlled bursts of automatic fire. When using an automatic firearm with at least three bullets loaded, you may use the attack action to fire three bullets at a single target. You receive disadvantage on the attack roll, but deal one addition die of damage with a successful hit.

Art Credits
Mad Scientist - David Edwards

Cybernetics

Availability and Installation

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

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

Space and Cybernetic Implant Slots

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

Location	Slots
Head	2
Torso	3
Left arm	3
Right arm	3
Left leg	3
Right leg	3

Gadgets

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

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

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

Booby Trapped

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

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

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

Electric Shock: Power cells in the cybernetic device discharge and deal 1d6 points of electricity damage to the character tripping the trap.

Trigger Integrated Weapon: An integrated weapon is triggered and targets the character tripping the trap. This trap requires that the cybernetic device make use of the integrated cybernetics gadget (see below) and is typically used to trigger an explosive device.

Restrictions: Restricted (+2)
Purchase DC Modifier: +6

Compact

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

Restrictions: None
Purchase DC Modifier: +2

Inobvious

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

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

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

Restrictions: Licensed (+1)
Purchase DC Modifier: +2

Integrated Cybernetic Devices

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

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

Restrictions: None.
Purchase DC Modifier: The purchase DC is equal to the purchase DC of the most expensive single implant, +4 for each additional cybernetic device.

Sensor Baffling

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

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

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

Restrictions: Licensed (+1)
Purchase DC Modifier: +3

Storage Compartment

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

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

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

Restrictions: None
Purchase DC Modifier: +2 (+3 for spring-loaded).

Art Credits
Cyborg Arm - Mirosalv Misic

No Slot Implants

Each implant description includes the following information:

Benefit: What the cybernetic replacement allows its recipient to do.

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

Location: Where the implant is inserted and how many slots it takes up.

Hardness/Hit Points: The hardness and hit points of the replacement. Internal replacements don't have hardness.

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

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

Artificial Organ

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

Benefit: The artificial organ duplicates the function of its biological counterpart. It provides no special game benefits.

Type: Internal
Location: None
Hardness/Hit Points: -/2
Base Purchase DC: 17
Restriction: None

Cognitive Probe

A cognitive probe can be inserted directly into the brain of a target and read the electric impulses within, translating them into readable thoughts, which are transferred to the cyberware recipient.

Benefit: This implant requires some form of piercing melee weapon already attached to the recipient as a cybernetic, such as with an external or internal weapon. Alternatively, it may function as an upgrade to tactile touch wires (with which you are considered to be proficient. You apply your Wisdom modifier to the attack roll, and the wires deal 1d4 piercing damage).

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

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

Type: Internal
Location: None
Hardness/Hit Points: -/2
Base Purchase DC: 27
Restriction: Military (+3)

Cosmetic Implants

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

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

Type: Internal
Location: None
Hardness/Hit Points: -/1
Base Purchase DC: 20
Restriction: None

Flexible Joints

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

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

Type: Internal
Location: None
Hardness/Hit Points: -/2
Base Purchase DC: 18
Restriction: None

Locking Joints

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

Benefit: Locking joints can only be added to existing cyberlimbs, and both arms must be cybernetic devices for any benefit to be gained.

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

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

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

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

Type: Internal
Location: None
Hardness/Hit Points: -/2
Base Purchase DC: 18
Restriction: None

Luminous Skin

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

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

Type: Internal
Location: None
Hardness/Hit Points: -/- (luminous skin ceases to function when the recipient is killed.)
Base Purchase DC: 4 (6 for chronometer version)
Restriction: None

Network Integration Port (NIP)

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

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

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

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

Type: Internal
Location: None
Hardness/Hit Points: -/2
Base Purchase DC: 15
Restriction: None

Shepard Chip

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

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

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

Type: Internal
Location: None
Hardness/Hit Points: -/1
Base Purchase DC: 5
Restriction: None

Subcutaneous Cell Phone

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

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

Type: Internal
Location: None
Hardness/Hit Points: -/2
Base Purchase DC: 18
Restriction: None

Head Implants

Data Archive

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

Benefit: The recipient gains proficiency with Academia, Arcana, Computing, Medicine, and Survival

Type: Internal

Location: One head

Hardness/Hit Points: -/2

Base Purchase DC: 27

Restriction: None

Laser Optics

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

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

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

Type: Internal

Location: One head

Hardness/Hit Points: -/2 (per eye)

Base Purchase DC: 17

Restriction: Military (+3)

Microcomputer

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

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

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

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

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

Type: Internal

Location: One head

Hardness/Hit Points: -/4

Base Purchase DC: 25

Restriction: Restricted (+2)

Mindscreen Implant

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

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

Type: Internal

Location: One head

Hardness/Hit Points: -/2

Base Purchase DC: 22

Restriction: Military (+3)

Nightvision Optics

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

Benefit: The recipient gains darkvision out to a range of 60 feet.

Type: Internal

Location: One head

Hardness/Hit Points: -/2 (per eye)

Base Purchase DC: 19

Restriction: None

Skill Implant

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

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

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

Type: Internal

Location: One head

Hardness/Hit Points: -/1

Base Purchase DC: 20

Restriction: None

Skill Plexus

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

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

Type: Internal

Location: One head

Hardness/Hit Points: -/4

Base Purchase DC: 25 (does not include skill implants)

Restriction: None

Targeting Optics

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

Benefit: Targeting optics grant advantage on all attack rolls made with ranged weapons.

Type: Internal

Location: One head

Hardness/Hit Points: -/2 (per eye)

Base Purchase DC: 20

Restriction: Military (+3)

Telescopic Optics

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

Benefit: Telescopic optics can magnify everything up to twice their normal size at the user's whim.

Type: Internal

Location: One head

Hardness/Hit Points: -/2 (per eye)

Base Purchase DC: 15

Restriction: None

Thermal Optics

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

Benefit: The recipient gains thermal vision out to 60 feet.

Type: Internal

Location: One head (gets attached to previous eye replacement)

Hardness/Hit Points: -/2 (per eye)

Base Purchase DC: 25

Restriction: Military (+3)

Voice Stress Analyzer

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

Benefit: The recipient gains advantage on Insight checks made to sense if someone is telling the truth.

Type: Internal

Location: One head

Hardness/Hit Points: -/4

Base Purchase DC: 17

Restriction: None

Art Credits
Eye of God - Beeple

Torso Implants

Anti-Stun Implant

This implant, embedded near the spine, shields the recipient's nervous system against stunning attacks.

Benefit: The recipient cannot be stunned

Type: Internal

Location: One torso

Hardness/Hit Points: -/4

Base Purchase DC: 24

Restriction: Military (+3)

Artificial Muscle Fiber

The recipient's muscles are replaced with artificial muscle fiber that is much stronger and more resilient than flesh.

Benefit: Artificial muscle fiber gives the recipient a +2, +4, or +6 bonus to Strength. Additionally, their maximum Strength score is increased to 30.

Type: Internal

Location: One in each limb, and one torso

Hardness/Hit Points: -/4 (per location)

Base Purchase DC: 18 (for +2 str), 24 (for +4 str), or 30 (for +6 Str)

Restriction: None

Artificial Twitch Fiber

Artificial twitch fibers enhance the recipient's reaction time, agility, and fine motor control with additional fast-twitch, slow-motor control fibers, and nerve boosters.

Benefit: Artificial twitch fiber gives the recipient a +2, +4, or +6 bonus to Dexterity. Additionally, their maximum Dexterity score is increased to 30.

Type: Internal

Location: One in each limb, and one torso

Hardness/Hit Points: -/4 (per location)

Base Purchase DC: 18 (for +2 Dex), 24 (for +4 Dex), or 30 (for +6 Dex)

Restriction: None

Body Repair Weave

A delicate weave of subdermal biowires stimulates and repairs the body's damaged tissue.

Benefit: Whenever the target spends Hit Dice to recover hit points, they may reroll any 1s or 2s once.

Type: Internal

Location: One torso

Hardness/Hit Points: -/4

Base Purchase DC: 21

Restriction: Licensed (+1)

Camouflaged Skin

The cyberware recipient's skin has tiny sensors able to observe nearby surfaces and tiny projectors able to change its texture and appearance to match its observations.

Benefit: As a free action, the recipient's skin takes on the color and texture of nearby objects, including floors and walls. The recipient receives advantage on Stealth checks, so long as they wear scant clothing or nothing to block his skin's appearance.

This implant can be combined with luminous skin (see above) for a total purchase DC of 22 and taking only one implant slot.

Type: Internal

Location: One torso

Hardness/Hit Points: -/2

Base Purchase DC: 19

Restriction: Licensed (+1)

Enviro-Skin

Each of the five different forms of enviro-skin is designed to be resilient against one damaging energy type. The skin is made of materials that resist the effects of acid, cold, fire, lightning or thunder damage. Each skin type also includes the necessary filters for breathing and eye coverings to keep the recipient protected against the energy type selected.

Benefit: The recipient gains resistance against any one energy type (acid, cold, fire, lightning or thunder).

Type: Internal

Location: One torso

Hardness/Hit Points: -/5

Base Purchase DC: 26

Restriction: None

Flight System

A solar-powered cybernetic flight system includes large jets in the back that provide primary thrust and jets built into the feet or calves for directional control.

Benefit: A flight system allows the recipient to fly at a speed of 60. It provides up to 10 minutes of flight when fully charged. It takes 1 hour to recharge.

Type: External

Location: One torso, one in each leg

Hardness/Hit Points: 7/15

Base Purchase DC: 25

Restriction: Restricted (+2)

Initiative Implant

The initiative implant consists of a series of wires threaded around the recipient's spinal cord and attached to the recipient's nervous system. The implant stimulates faster response times.

Benefit: The recipient gains advantage on initiative checks

Type: Internal

Location: One torso

Hardness/Hit Points: -/10

Base Purchase DC: 22

Restriction: Military (+3)

Internal Gyro

A series of gyrostabilizers is installed in the torso and linked directly to the inner ear and the recipient's reflex nerves.

Benefit: The recipient recovers instantly from a fall and can absorb some damage from falling. She lands on her feet no matter how far she falls, and she takes damage as if the fall were 10 feet shorter than it actually was. This benefit affects her and anything she carries or holds (up to her maximum load).

If the character is proficient in Acrobatics, she also gains advantage on Acrobatics checks.

Type: Internal

Location: One torso

Hardness/Hit Points: -/2

Base Purchase DC: 19

Restriction: None

Oxygenator

This implant is a reservoir of compressed oxygen that is released directly into the bloodstream when oxygen levels are too low.

Benefit: The recipient can do without air for 10 minutes before having to hold her breath. Once the 10-minute reservoir is exhausted, the implant cannot be used again for 24 hours. It recharges by culling oxygen from the cyberware recipient's lungs and skin pores.

Type: Internal

Location: One torso

Hardness/Hit Points: -/7

Base Purchase DC: 18

Restriction: None

Nutrient Tank

A nutrient tank contains a reserve of protein and vitamins in an internal reservoir.

Benefit: The recipient can go without food and water for three days, subsisting entirely on the contents of the tank, at which point the reservoir is empty. Afterwards, it takes three days of eating and drinking at a normal rate to refill the reservoir.

Type: Internal

Location: One torso

Hardness/Hit Points: -/5

Base Purchase DC: 18

Restriction: None

Redundant Organs

Redundant organs are backups for the body's cardiovascular, adrenal, and digestive systems. These backups allow the recipient to take considerably more punishment than an unaugmented human.

Benefit: Redundant organs give the cyberware recipient a +2, +4, or +6 bonus to Constitution. Additionally, their maximum Constitution score is increased to 30.

Type: Internal

Location: One torso

Hardness/Hit Points: -/14

Base Purchase DC: 18 (for +2 Con), 24 (for +4 Con), or 30 (for +6 Con)

Restriction: Restricted (+2)

Robotic Arms

Robotic arms are different from replacement limbs, because they are additional arms connected to the shoulders and spine of the recipient. This generally gives the recipient four limbs she can use at once, though often with some reduction in skill.

Benefit: Having two additional limbs gives the recipient the option to carry and hold more items, which is the primary benefit. The recipient also gains advantage on grapple checks.

If the recipient wishes, she can use the robotic limbs to attack, substituting one of her normal attacks for an attack with a robotic arm. The recipient is considered to be proficient with any robotic arms she makes attack rolls with. Like normal arms, robotic arms can be used for two-weapon fighting, but multiple arms wielding weapons don't allow the recipient to take more than one bonus action to attack.

Unarmed, a punch from a robotic arm deals the same damage as an unarmed strike. Robotic arms can wield weapons just as normal arms can, and each limb has room for one cybernetic enhancement of its own.

Type: External

Location: Two torso

Hardness/Hit Points: 5/16

Base Purchase DC: 23

Restriction: None

Shock Net

A shock net is a web of tiny, conductive wires encasing the recipient's exterior. At will, the recipient can cause the web to carry a strong electric shock to dissuade those attacking him or to aid in damaging a foe.

Benefit: When active, a shock net deals 1d6 points of electricity damage to the first creature or object that contacts the recipient hard enough to damage him (such as a successful melee attack or grapple), or that the recipient attacks with an unarmed attack or grapple attempt.

Activating or deactivating a shock net is a free action that can be taken once a round. The net only deals damage once each round to the first legitimate target—it takes a full round for it to build up another charge.

Type: External

Location: One torso

Hardness/Hit Points: -/4

Base Purchase DC: 16

Restriction: Restricted (+2)

Skeletal Seismograph

This implant places extremely sensitive seismographs within the recipient's skeleton, allowing her to detect vibration when in contact with a surface on which something is moving.

Benefit: The recipient gains tremorsense with a range of 60 feet.

Type: Internal

Location: One torso

Hardness/Hit Points: -/6

Base Purchase DC: 20

Restriction: Restricted (+2)

Stabilizer

A stabilizer releases chemical coagulants into a dying recipient's bloodstream to prevent excess blood loss, effectively stabilizing him. A stabilizer is usually installed near the recipient's heart.

Benefit: If reduced to 0 hit points, the recipient automatically stabilizes.

Type: Internal

Location: One torso

Hardness/Hit Points: -/3

Base Purchase DC: 22

Restriction: None

Subcutaneous Body Armor

Subcutaneous body armor consists of small plates of flexible armor implanted under the recipient's skin.

Benefit: The character gains a bonus to AC depending on the thickness of armor implanted. Light subcutaneous body armor gives +1 AC, medium +2 AC, and heavy gives +3 AC.

Type: Internal

Location: One torso

Hardness/Hit Points: -/varies, the armor has 1/4 the max HP of the recipient

Base Purchase DC: Light 14, Medium 19, or Heavy 24.

Restriction: Military (+3)

Synthetic Body Replacement

This cybernetic implant replaces the recipient's skin and all internal organs other than the brain and nervous system with artificial (and extremely durable) replacements. The recipient's cardiovascular system, musculature, and digestive system are all replaced.

Benefit: You become a living construct. You are immune to disease. You do not need to eat or breathe, but you can ingest food and drink if you wish. Instead of sleeping, you enter an inactive state for 4 hours each day. You do not dream in this state; you are fully aware of your surroundings and notice approaching enemies and other events as normal.
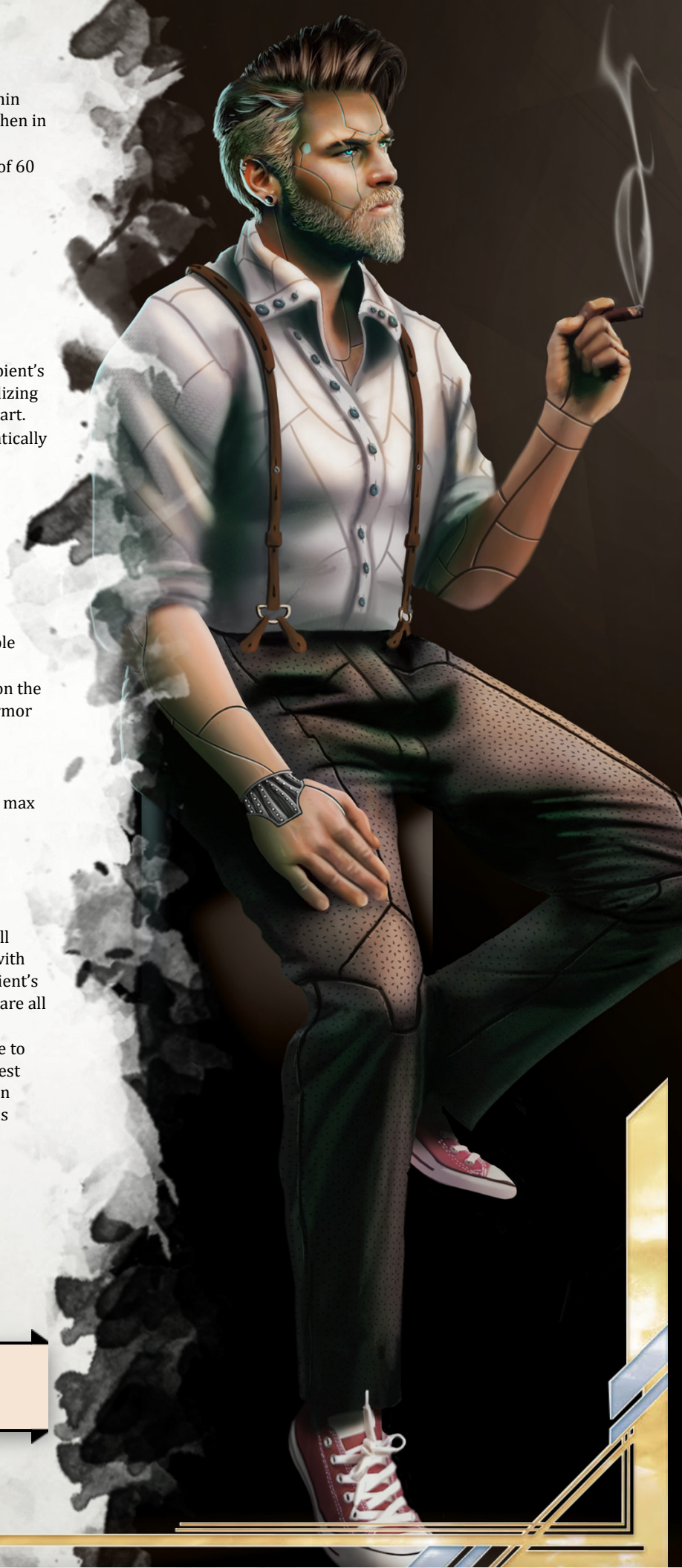
Type: External

Location: Two torso, one for each limb

Hardness/Hit Points: 10/30

Base Purchase DC: 30

Restriction: Military (+3)

Art Credits
Isaac Salia - Mehdi Abdi

Limb Implants

Artifical Muscle Fiber

The recipient's muscles are replaced with artificial muscle fiber that is much stronger and more resilient than flesh.

Benefit: Artificial muscle fiber gives the recipient a +2, +4, or +6 bonus to Strength. Additionally, their maximum Strength score is increased to 30.

Type: Internal

Location: One in each limb, and one torso

Hardness/Hit Points: -/4 (per location)

Base Purchase DC: 18 (for +2 str), 24 (for +4 str), or 30 (for +6 Str)

Restriction: None

Artificial Twitch Fiber

Artificial twitch fibers enhance the recipient's reaction time, agility, and fine motor control with additional fast-twitch, slow-motor control fibers, and nerve boosters.

Benefit: Artificial twitch fiber gives the recipient a +2, +4, or +6 bonus to Dexterity. Additionally, their maximum Dexterity score is increased to 30.

Type: Internal

Location: One in each limb, and one torso

Hardness/Hit Points: -/4 (per location)

Base Purchase DC: 18 (for +2 Dex), 24 (for +4 Dex), or 30 (for +6 Dex)

Restriction: None

Climbing Claws

THe recipient has small, sharp climbing spikes that can slide from hands, wrists, elbows, knees, and feet.

Benefit: A recipient with climbing claws is always considered to have a climber's kit. They may add their proficiency modifier to Athletics checks made to climb even if they are not proficient with the climber's kit.

Type: Internal (external in use)

Location: One in each arm and leg

Hardness/Hit Points: 5/5

Base Purchase DC: 17

Restriction: None

External Tool Mount

The recipient's prosthetic arm ends in a tool instead of a hand.

Benefit: The recipient has a tool or tool kit of his size category or smaller attached to a prosthetic arm. Attempts to disarm the recipient of the attached tool automatically fail, though the mount can still be attacked in an attempt to destroy it.

Type: External

Location: One arm

Hardness/Hit Points: 10/5

Base Purchase DC: 14

Restriction: None

External Weapon Mount

The recipient's prosthetic arm ends in a weapon instead of a hand.

Benefit: The recipient has a melee or ranged weapon attached to a prosthetic arm. Attempts to disarm the recipient of the attached weapon automatically fail, though the weapon can still be attacked (like any other weapon) in an attempt to destroy it.

Type: External

Location: One arm

Hardness/Hit Points: 10/5

Base Purchase DC: Melee weapon mount 15, ranged weapon mount 17

Restriction: Military (+3)

Flight System

A solar-powered cybernetic flight system includes large jets in the back that provide primary thrust and jets built into the feet or calves for directional control.

Benefit: A flight system allows the recipient to fly at a speed of 60. It provides up to 10 minutes of flight when fully charged. It takes 1 hour to recharge.

Type: External

Location: One torso, one in each leg

Hardness/Hit Points: 7/15

Base Purchase DC: 25

Restriction: Restricted (+2)

Injector Unit

This unit, attached to the recipient's forearm or thigh, incorporates three medical hypo-syringes. Upon command, the unit can inject any or all of the medicinal substances into the recipient's bloodstream

Benefit: The injector unit has three built-in hypos, and each hypo holds a single dose of one of the following medicinal chemicals: antitox, boost, or biocort. As a bonus action during his turn, the recipient can contract his muscles to inject himself with any or all of these hypos, gaining the benefits immediately. A drained hypo can be removed and replaced as an action.

Type: External

Location: One arm or one leg

Hardness/Hit Points: 2/5

Base Purchase DC: 15 (medical hypos must be purchased separately)

Restriction: Licensed (+1)

Internal Weapon Mount

The recipient has a subcutaneous weapon embedded in her body, usually in a prosthetic forearm or hand. The weapon extends from the prosthesis and is visible when in use.

Benefit: The recipient has a subcutaneous weapon embedded in her body, usually in a prosthetic forearm or hand. The weapon extends from the prosthesis and is visible when in use.

Spotting a subcutaneous weapon requires a successful Perception check opposed by the recipient's Sleight of Hand check.

Type: Internal
Location: One arm
Hardness/Hit Points: 10/5
Base Purchase DC: Melee weapon mount 17, ranged weapon mount 19
Restriction: Military (+3)

Internal Tool Mount

The recipient has a subcutaneous piece of equipment or equipment kit embedded in her body, usually in a prosthetic forearm or hand. The tool extends from the prosthesis and is visible when in use. Often, a tool kit is designed so that each finger of a hand is a different tool.

Benefit: Attempts to disarm the recipient of the attached equipment automatically fail, and the equipment itself cannot be attacked unless it is extended. Extending or retracting the equipment is a free action.

Spotting a subcutaneous piece of equipment requires a successful Perception check opposed by the recipient's Sleight of Hand check.

Type: Internal
Location: One arm
Hardness/Hit Points: 10/5
Base Purchase DC: 17
Restriction: None

Jump Pistons

The recipient's legs have powerful pistons built into her calves, allowing her to make sudden and amazing jumps from a stationary position.

Benefit: Your Strength score is considered to be doubled for the purposes of calculating your jump distances, and you receive advantage on any Athletics checks made to jump. You take no penalty for making standing jumps.

Type: Internal
Location: one per leg
Hardness/Hit Points: -/2
Base Purchase DC: 16
Restriction: None

Prosthetic Enhancer

This implant attaches to a prosthetic arm or leg, making it stronger.

Benefit: If attached to a prosthetic leg, the prosthetic enhancer increases the recipient's base speed by 10 feet. In addition, any unarmed attack made with an enhanced prosthetic leg deals an additional dice of damage

If attached to a prosthetic arm, the prosthetic enhancer grants advantage on Strength- and Dexterity-based ability checks and skill checks. In addition, any unarmed attack made with an enhanced prosthetic arm deals an additional dice of damage.

Type: Internal
Location: One arm or one leg
Hardness/Hit Points: -/2
Base Purchase DC: 22
Restriction: None

Tactile Touch Wires

These sensitive implants are dozens of long, prehensile wires that can snake forth from the recipient's hands and forearms. Each wire has a tiny touch sensor, allowing the recipient to feel with them and distinguish extremely fine details on any surface.

Benefit: A recipient with tactile touch wires can make an Investigation check to search a 10-foot-by-10-foot area, or a volume of goods 10 feet on a side, as a move action. Additionally, the recipient gains advantage on Investigation checks made to search areas.

Type: Internal (external in use)
Location: One in each arm
Hardness/Hit Points: 2/5
Base Purchase DC: 19
Restriction: None

Wheel Housing

Built into the bottom of the recipient's feet are concealed housings into which four in-line wheels are stored. Popping out easily, these nearly friction-free wheels allow the recipient to move as easily as a skater on ice.

Benefit: When the wheels are extended (a free action), the recipient's land speed increases by 15.

Type: Internal
Location: One in each leg
Hardness/Hit Points: 2/5
Base Purchase DC: 14
Restriction: None

Weapon Rules

Rate of Fire

Some ranged weapons have a rate of fire of 1, which simply means they can be employed once per round and then must be reloaded or replaced. Firearms, which operate through many different forms of internal mechanisms, have varying rates of fire. The three possible rates of fire are single shot, semiautomatic, and automatic

Single Shot: A weapon with the single shot rate of fire requires the user to manually operate the action (the mechanism that feeds and cocks the weapon) between each shot. Pump shotguns and bolt-action rifles are examples of firearms with single shot rates of fire. A weapon with the single shot rate of fire can fire only one shot per attack, even if the user has a feat or other ability that normally allow more than one shot per attack.

Semiautomatic (S): Most firearms have the semiautomatic rate of fire. These firearms feed and cock themselves with each shot. A character that can make more than one attack with the Attack action can fire a semiautomatic weapon multiple times with one action.

Automatic (A): Automatic weapons fire a burst or stream of shots with a single squeeze of the trigger. For rules on autofire, see Autofire, below.

Reload Rules

Some ranged weapons have different processes that they go through in order to reload. Their ways of going through this are determined by the property with the weapon.

Reload: Any weapon with the reload property can be reloaded as an item interaction, provided that a spare magazine is already loaded.

Cylinder: Revolvers fall under this category and must be reloaded as an action when they run out. Speedloaders can get around this issue.

Internal: Some guns, like shotguns, require the bullets to be fed in one at a time. Any weapon with the internal property has to be reloaded as an action.

Autofire

A character using an automatic weapon can opt to make an autofire attack as an action, rather than their normal attack. When you use the autofire action, you target a 10 x 10 foot area, and all creatures within it take the weapon's damage. You don't add your Dexterity modifier to this damage. Using autofire fires 5 rounds of ammunition.

Creatures in the affected squares take half damage on a successful Dexterity save, with a DC equal to 8 + your Dexterity modifier. If you are proficient with the weapon, you also add your proficiency modifier to the save DC.

Blindfire

(The unnecessarily complex rule)

Blindfiring involves a character remaining as crouched or hidden behind cover as much as possible, and pointing their weapon at the enemy without actually looking where they're aiming.

Blindfiring is a bonus action. Until the start of their next turn, a character that takes the blindfire bonus action suffers disadvantage on all attack rolls they make that target creatures on the other side of whatever they are taking cover against. Additionally, any creature on the other side of the cover that targets the blindfiring character suffers disadvantage on their ranged attack rolls (they don't suffer this on melee attack rolls, while the blindfirer does).

If a blindfiring character uses autofire from an automatic weapon, all creatures in the target 10 by 10 area gain advantage on their Dexterity saving throws.

A blindfiring character can still make opportunity attacks against creatures moving out of their reach, regardless of what side of the cover their target is on, but they still suffer disadvantage on the attack roll.

The effects of blindfire last until the start of the character's next turn, or until they are no longer behind the cover they began blindfiring from.

Melee Weapons

Name	Cost	Damage	Weight	Properties	Purchase DC	Restriction
Simple Weapons						
Cleaver	20C	1d6 slashing	2 lbs	Light	5	None
Metal Baton	40C	1d6 bludgeoning	4 lbs	Heavy	8	None
Stun gun*	100C	1d4 lightning	1 lb	Special	10	None
Martial Weapons						
Bayonet (fixed)	30C	1d4 piercing	1 lb	None	7	None
Chain*	10C	1d4 bludgeoning	5 lbs	Special	5	None
Chain saw	800C	3d6 slashing	10 lbs	Heavy, two-handed	18	Military (+3)
Chain sword*	1,000C	2d8 slashing	8 lbs	Heavy, special, two-handed	22	Military (+3)
Ketch pole*	40C	1d4 bludgeoning	8 lbs	Reach, special	15	None
Straight razor	50C	1d4 slashing	.5 lbs	Light	4	None
Sword cane*	100C	1d6 piercing	3 lbs	Finesse, special	9	None

Chain

Easy to acquire and a favorite of biker gangs, metal chains can inflict crushing blows or entangle opponents.

A Large or smaller creature hit by a chain is restrained until it is freed. A chain has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 damage to the chain (AC 15) also frees the creature without harming it, ending the effect and destroying the chain. When you use an action, bonus action, or reaction to attack with a chain, you can make only one attack regardless of the number of attacks you can normally make.

Chain Sword

Three feet of tungsten steel with a molecule-thin razor chain of hardened synthetic crystals, the chain sword is a particularly lethal melee weapon. The razor chain whirls chain saw-style, powered by a microbattery pack that keeps the weapon running for up to 20 minutes of use. Replacement battery packs have a purchase DC of 6. Replacing a battery pack requires an item action.

Ketch Pole

Developed to subdue ketches rather than as the primary weapon of a ketch, the ketch pole is a length of hardened plastic with a metal pincer at one end. A wielder aims to strike their target in the leg or arm, at which point the pincers clamp around a limb and allow for easier control.

A Large or smaller creature hit by a ketch pole is restrained until it is freed. A ketch pole has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC 13 Strength check, freeing itself or another creature within its reach on a success. Dealing 10 damage to the ketch pole (AC 15) also frees the creature without harming it, ending the effect and destroying the pincers of the ketch pole. When you use an action, bonus action, or reaction to attack with a ketch pole, you can make only one attack regardless of the number of attacks you can normally make

If you have a creature restrained with a ketch pole, you can use an action to deliver an electric shock. The shock deals 3d6 lightning damage, with a DC 13 Constitution save halving the damage.

Stun Gun

Although the name suggests a ranged weapon, a stun gun requires physical contact to affect its target. On a successful hit, the stun gun deals 1d4 points of electricity damage (do not add the character's Str bonus), and the target must make a DC 13 Constitution saving throw or be stunned for 1d3 rounds.

Sword Cane

This is a lightweight, concealed sword that hides its blade in the shaft of a walking stick or umbrella. Because of this special construction, a sword cane is always considered to be concealed; it is noticed only with a DC 18 Perception check. (The walking stick or umbrella is not concealed, only the blade within.)

Art Credits
Brutal Chainsword - German Leo

MISC RANGED WEAPON

Name	Cost	Damage	Weight	Properties	Purchase DC	Restriction
Simple Weapons						
Flamethrower*	1,200C	2d6 fire	50 lbs	Heavy, reload 10 (15ft)	17	Military (+3)
Pepper Spray*	10C	Special	.5 lb	Special, range (5/15ft)	5	---
Taser*	150C	1d4 lightning	2 lbs	Special, reload 1 (5/20ft)	7	---
Martial Weapons						
Compound bow*	800C	1d8 piercing	5 lbs	Special, ammunition (40/160ft)	14	---

COMPOUND BOW

Bow hunting is a rare sight these days, but some people still appreciate the silence of arrows in combat situations. A character's uses their Strength modifier as well as their Dexterity modifier for damage rolls made when using this weapon.

FLAMETHROWER

A flamethrower consists of a pressurized backpack containing fuel, connected to a tube with a nozzle. It shoots a 15 foot cone of flame that deals 2d6 points of fire damage to all creatures and objects in its path. Any creature caught in the line of flame can make a DC 13 Dexterity save to take half damage.

A flamethrower's backpack has 5 hit points. When worn, the backpack has an AC equal to 10 + the wearer's Dexterity modifier. A backpack reduced to 0 hit points ruptures and explodes, dealing 4d6 points of fire damage to the wearer (no save allowed) and 2d6 points of fire damage to creatures and objects in a 5 foot radius (DC 13 Dexterity save for half damage).

Any creature or flammable object that takes damage from a flamethrower catches on fire, taking 1d6 points of fire damage at the start of each of their turns. A burning creature can douse the flames as an action with a DC 10 Dexterity save.

A flamethrower can shoot 10 times before the fuel supply is depleted. Refilling or replacing a fuel pack has a purchase DC of 13.

PEPPER SPRAY

A chemical irritant that can temporarily blind a target, pepper spray comes in a single-shot container. A target hit with pepper spray must make a constitution saving throw (DC 15) or be blinded for 1d4 rounds.

TASER

A taser uses springs or compressed air to fire a pair of darts at a target. On impact, the darts release a powerful electrical current. On a successful hit, the darts deal 1d4 points of electricity damage and the target must make a Fortitude saving throw (DC 13) or be stunned for 1d3 rounds. Reloading a taser takes an action.

Handguns

Name	Cost	Damage	Weight	Rate of Fire	Properties	Purchase DC	Restriction
9mm autoloader	1,400C	1d8	3 lbs	S	Reload 15 (40/160ft)	14	Licensed (+1)
9mm machine pistol	1,600C	1d8	3 lbs	S,A	Reload 20 (30/120ft)	16	Restricted (+2)
.45M autoloader	1,600C	1d8	3 lbs	S	Reload 8 (80/320ft)	16	Licensed (+1)
.357 revolver	1,500C	1d10	3 lbs	S	Cylinder 6 (40/160ft)	15	Licensed (+1)
.45 Dreg*	1,300C	2d8	3 lbs	Single	Loading (10/40ft)	12	Licensed (+1)
.50 autoloader	1,800C	1d12	4 lbs	S	Reload 8 (40/160ft)	18	Licensed (+1)
.90 machine pistol	2,200C	2d8	3 lbs	S,A	Reload 20 (60/240ft)	22	Restricted (+2)
.50 machine pistol	2,000C	1d12	5 lbs	S,A	Reload 20 (40/160ft)	20	Restricted (+2)
.44 magnum	1,500C	1d12	3 lbs	S	Cylinder 6 (30/120ft)	15	Licensed (+1)

.45 Dreg

This pistol breaks open at the breech like a double-barrelled shotgun. The two-shot weapon has one barrel atop the other and is barely 5 inches long, making it easy to conceal. This weapon requires two bullets per load to function.

Art Credits
LK2 Erzengel - Daniel Bahtin

Longarms

Name	Cost	Damage	Weight	Rate of Fire	Properties	Purchase DC	Restriction
Submachine guns							
7.62mm R submachine gun*	1,600C	1d8	5 lbs	S,A	Reload 20 (50/200ft)	16	Military (+3)
9mm submachine gun	1,600C	1d8	7 lbs	S,A	Reload 30 (60/240ft)	16	Restricted (+2)
9mm F submachine gun*	2,200C	1d10	8 lbs	S,A	Reload 30 (60/240ft)	22	Restricted (+2)
Assault Rifles							
5.56 assault rifle	1,600C	1d10	8 lbs	S,A	Reload 30 (80/320ft)	16	Restricted (+2)
7.62mm R assault rifle	1,500C	1d10	10 lbs	S,A	Reload 30 (70/280ft)	15	Restricted (+2)
7.62mm assault rifle	1,700C	1d12	11 lbs	S,A	Reload 20 (90/360ft)	17	Restricted (+2)
.90C assault rifle	2,200C	1d12	14 lbs	S,A	Reload 30 (120/480ft)	22	Military (+3)
Shotguns							
10-gauge shotgun	1,600C	1d12	11 lbs	Single	Internal 5 (30/120ft)	16	Licensed (+1)
12-gauge shotgun	1,600C	1d10	7 lbs	S	Internal 5 (40/160ft)	16	Licensed (+1)
12-gauge sawed off*	1,400C	1d10	4 lbs	S	Internal 2 (10/40ft)	14	Illegal (+4)
Rifles							
.444 hunting rifle	1,600C	1d12	7 lbs	Single	Internal 6 (90/360ft)	16	Licensed (+1)
.45M sniper rifle	2,000C	1d10	15 lbs	S	Reload 15 (160/640ft)	20	Restricted (+2)
.50 sniper rifle*	2,200C	2d8	35 lbs	S	Reload 11 (120/460ft)	22	Restricted (+2)
9x39mm sniper rifle*	2,000C	1d10	6 lbs	S,A	Reload 20 (70/280ft)	20	Military (+3)

12-gauge sawed off

This is a 12-gauge, double-barreled shotgun with the stock and barrels sawed short. All that's left of the stock is a pistol grip, and the barrels are roughly 12 inches long. Sawed-off shotguns are generally illegal; most are homemade by cutting down a standard shotgun.

If this weapon if fully-loaded, a character can fire both barrels at once. The character receives disadvantage on the attack roll but deals +1 die of damage with a successful hit. Attacking this way uses both shotgun shells.

.50 sniper rifle

The .50 cal isn't much other than a larger sniper and this requires the user to use a bipod with the weapon, or suffer disadvantage on attack rolls.

7.62mm R submachine gun

This model of submachine gun features a built-in suppressor. While anyone within earshot will still hear it firing, a successful DC 15 Perception check is required to detect exactly from where.

9mm F submachine gun

This weapon is especially effective against armored opponents. The user gains advantage on attack rolls against targets wearing armor, or targets with natural armor.

9x39mm sniper rifle

This model of sniper rifle features a built-in suppressor. While anyone within earshot will still hear it firing, a successful DC 15 Perception check is required to detect exactly from where.

Art Credits
Generic Shotgun - Cheaperthandirt

Explosives

The table for explosives differs in that it notes a Burst Radius and Save DC for each weapon. When you make an attack with an explosive, you target a 5 foot square rather than another creature. All creatures within the Burst Radius of that square receive the damage of the explosive, with a successful Dexterity save reducing this to half damage.

A missed throw with an explosive causes it to roll away 10 feet in a random direction (roll 1d8 to determine), and explode there instead.

Name	Cost	Damage	Weight	Burst Radius	Save DC	Properties	Purchase DC	Restriction
Heavy Weapons								
C4/Semtex*	500C	4d6 force	1 lb	10ft	15	Special	10	Military (+3)
Det cord*	300C	2d6 fire	2 lbs	---	13	Special	6	Restricted (+2)
Dynamite*	500C	2d6 force	1 lb	5ft	15	Thrown (10/40ft)	10	Restricted (+2)
Frag grenade	600C	4d6 slashing	1 lb	20ft	15	Thrown (10/40ft)	13	Military (+3)
Midnight grenade*	600C	---	2 lbs	10ft	---	Thrown (10/40ft)	12	Restricted (+2)
Molotov cocktail*	200C	1d6 fire	1 lb	5ft	13	Thrown (10/40ft)	4	---
Shrapnel grenade	700C	5d6 slashing	1 lb	20ft	15	Thrown (10/40ft)	15	Military (+3)
Sleep grenade*	700C	---	2 lbs	10ft	---	Thrown (10/40ft)	14	Restricted (+2)
Smoke grenade*	200C	---	2 lbs	10ft	---	Thrown (10/40ft)	8	---
Sonic pulse grenade*	600C	3d6 thunder	1 lb	10ft	13	Thrown (10/40ft)	12	Restricted (+2)
Superlube grenade*	600C	---	2 lbs	5ft	15	Thrown (10/40ft)	12	Restricted (+2)
Tear gas*	500C	---	2 lbs	10ft	---	Thrown (10/40ft)	10	Restricted (+2)
Thermite grenade	700C	6d6 fire	2 lbs	5ft	13	Thrown (10/40ft)	15	Military (+3)
WP grenade	600C	2d6 fire	2 lbs	20ft	13	Thrown (10/40ft)	13	Military (+3)

C4/Semtex

So-called "plastic" explosives resemble slabs of wax. Hard and translucent when cold, these explosives warm up when kneaded, and then can be coaxed to take various shapes. The information on the table represents a 1-pound block. Additional blocks can be wired together, increasing the damage and burst radius; each additional block increases the damage by +2d6 and the burst radius by 5 feet, and requires an Intelligence (DC 12) to link them.

C4/Semtex requires a detonator to set off.

Det Cord

Det cord is an explosive in a ropelike form. Technically, det cord doesn't explode—but it burns so fast (4,000 yards per second) that it might as well be exploding. Normally used to string multiple explosive charges together for simultaneous detonation (allowing a single detonator to set them all off), det cord can also be looped around a tree or post or other object to cut it neatly in half.

The information on the table represents a 10-foot length. A length of det cord can be spread out to pass through up to two 5-foot squares, or more if it is tied to other lengths of det cord. When this is the case, it deals the indicated damage to all creatures in each 5-foot square through which it passes.

It can also be doubled up; for each additional 5 feet of cord within a single 5-foot square, increase the damage by +1d6 to a maximum increase of +4d6.

Det cord requires a detonator to set it off, but can also be used as a detonator for other explosives it is linked to.

Dynamite

Det cord requires a detonator to set it off, but can also be used as a detonator for other explosives it is linked to.

Additional sticks can be wired together, increasing the damage and burst radius of the explosion. Each additional stick increases the damage by +1d6 (maximum 10d6) and the burst radius by 5 feet (maximum 20 feet). Wiring sticks together requires an Intelligence check (DC 10 + 1 for each stick).

Additional sticks can be wired together, increasing the damage and burst radius of the explosion. Each additional stick increases the damage by +1d6 (maximum 10d6) and the burst radius by 5 feet (maximum 20 feet). Wiring sticks together requires an Intelligence check (DC 10 + 1 for each stick).

Midnight Grenade

Midnight grenades release light-absorbing smoke that doesn't just obscure vision - the smoke creates a field of impenetrable darkness with a 10 foot radius. Not even creatures with darkvision can see through this darkness, and normal light sources are equally ineffective.

Molotov Cocktail

A Molotov cocktail is a flask containing a flammable liquid, plugged with a rag. A Molotov cocktail is easily made by hand (Intelligence check DC 10). The purchase DC given is for the components. To use it, the rag must first be lit, requiring a move action (and a lighter or other source of flame). The cocktail detonates in 2 rounds or on impact with a solid object, whichever comes first.

Any creature or flammable object that takes damage from a Molotov cocktail catches on fire, taking 1d6 points of fire damage at the start of each of their turns. A burning creature can douse the flames as an action with a DC 10 Dexterity save.

Sleep Grenade

Designed to render groups unconscious, sleep grenades fill a 10 foot radius with a drug-laden mist. Roll 5d8 when you use a sleep grenade - the result is how many hit points of creatures the grenade affects.

Designed to render groups unconscious, sleep grenades fill a 10 foot radius with a drug-laden mist. Roll 5d8 when you use a sleep grenade - the result is how many hit points of creatures the grenade affects.

Creatures that do not need to breathe are not affected by this weapon.

Smoke Grenade

Military and police forces use these weapons to create temporary concealment. On the round when it is thrown, a smoke grenade fills a 10 foot radius area with smoke. The smoke blinds all creatures within it. It disperses after 1 minute, though a strong wind (21+ mph) disperses it in 1 round.

Smoke grenades are available in several colors, including white, red, yellow, green, and purple. As such, they can also be used as signal devices.

Sonic Pulse Grenade

A sonic pulse grenade explodes in a high-pitched shriek that can knock out groups of hostiles. Anyone reduced to 0 hit points by a sonic pulse grenade is knocked unconscious rather than killed. Any creature that takes damage from a sonic pulse grenade is also deafened for 1d4 rounds.

Superlube Grenade

Superlube is a virtually frictionless substance designed for use against rioting prison convicts. When it detonates, it coats everything in a radius of 5 feet with superlube. Anyone starting their turn or entering a square coated with superlube must pass an Acrobatics check or fall prone in the same square.

Tear Gas

Military and police forces use these weapons to disperse crowds and smoke out hostage takers. On the round that it is thrown, a tear gas grenade fills a 10 foot radius area with a cloud of irritant that causes eyes to fill with tears. It disperses after 1 minute, though a strong wind (21+ mph) disperses it in 1 round.

Military and police forces use these weapons to disperse crowds and smoke out hostage takers. On the round that it is thrown, a tear gas grenade fills a 10 foot radius area with a cloud of irritant that causes eyes to fill with tears. It disperses after 1 minute, though a strong wind (21+ mph) disperses it in 1 round.

Thermite Grenade

Thermite does not technically explode. Instead, it creates intense heat meant to burn or melt through an object upon which the grenade is set. Military forces use thermite grenades to quickly destroy key pieces of equipment.

Any creature or flammable object that takes damage from a thermite grenade catches on fire, taking 1d6 points of fire damage at the start of each of their turns. A burning creature can douse the flames as an action with a DC 10 Dexterity save.

White Phosphorus Grenade

White phosphorus grenades use an explosive charge to distribute burning phosphorus across the burst radius. Any creature or flammable object that takes damage from white phosphorous catches on fire, taking 1d6 points of fire damage at the start of each of their turns. A burning creature can douse the flames as an action with a DC 10 Dexterity save.

In addition, a white phosphorus grenade creates a cloud of smoke. The smoke blinds all creatures within it. It disperses after 1 minute, though a strong wind (21+ mph) disperses it in 1 round.

Ammunition

Type(#)	Cost	Purchase DC
.357 rounds (20)	50C	5
.44 rounds (20)	50C	5
.444 rounds (20)	60C	6
.45 rounds (20)	50C	5
.45M rounds (20)	80C	8
.50 rounds (20)	60C	6
.90C rounds (20)	80C	8
5.56mm rounds (20)	40C	4
7.62mm rounds (20)	40C	4
7.62mm R rounds (20)	40C	4
9mm rounds (20)	50C	5
9x39mm rounds (20)	60C	6
9mm F rounds (20)	80C	8
10-gauge buckshot (10)	50C	5
12-gauge buckshot (10)	40C	4
Special Ammunition		
Acid rounds (10)	+1,000C	15
Breaching shells (10)	+50C	10
Cold rounds (10)	+1,000C	15
Fire rounds (10)	+1,000C	15
Holy rounds (10)	+1,000C	15
Silvered rounds (10)	+1,000C	15
XREP shells (10)	+500C	15

Armor

Name	Cost	AC	Weight	Strength	Stealth	Properties	Purchase DC	Restriction
Light Armor								
Heavy coat	50C	11+Dex	6 lbs	---	Dis	---	8	---
Leather jacket	100C	11+Dex	4 lbs	---	---	---	8	---
Light undercover shirt*	450C	11+Dex	2 lbs	---	---	Special	11	Licensed (+1)
Kevlar-lined coat*	500C	12+Dex	8 lbs	---	---	Special	12	Restricted (+2)
Undercover vest*	750C	13+Dex	3 lbs	---	---	Special	13	Licensed (+1)
Medium Armor								
Concealable vest*	750C	13+Dex (max 2)	4 lbs	---	---	Special	13	Licensed (+1)
Light-duty vest*	5,000C	14+Dex (max 3)	8 lbs	---	---	Special	14	Licensed (+1)
Tactical vest*	15,000C	15+Dex (max 2)	10 lbs	10	Dis	Special	15	Licensed (+1)
Heavy Armor								
Special response vest*	15,000C	15	15 lbs	10	Dis	Special	16	Licensed (+1)
Land warrior armor*	20,000C	17	10 lbs	13	Dis	Special	18	Military (+3)
Forced entry unit*	25,000C	19	30 lbs	15	Dis	Special	20	Military (+3)
Shields								
Riot Shield*	1,000C	+2	6 lbs	---	---	Special	10	Licensed (+1)
Ballistic Shield*	2,000C	+3	16 lbs	13	Dis	Special	12	Licensed (+1)

Ballistic Shield

A ballistic shield is designed provide protection even from firearms. They come in several designs, but universally are taller and broader than other kinds of shields, allowing the carrier to crouch down behind them.

Piercing damage that you take from firearms is reduced by 3.

Concealable Vest

Vest. Standard issue in many police forces, this vest provides maximum protection in a garment that can be worn all day long under regular clothing.

Piercing damage you take from firearms is reduced by 3.

Forced Entry Unit

The most powerful protection available is built into this suit, which consists of a heavy torso jacket with ceramic plates over the chest and back, neck and groin guards, arm protection, and a helmet. Heavy and cumbersome, this armor is generally only donned by tactical officers heading into a dangerous assault.

You have resistance against piercing damage you take from firearms. You also have resistance against slashing damage.

Land Warrior Armor

It is designed to improve the connectivity and combat effectiveness of combat personnel in the army. Improvements include modernized body armor, a helmet with a mounted flashlight, integrated communication systems, and a special eye monitor (infrared goggles).

Piercing damage you take from firearms is reduced by 5. Slashing damage you take is also reduced by 5.

Light-duty Vest

A lightweight tactical vest designed for extended use by riot police and forces on alert for potential attack.

Piercing damage you take from firearms is reduced by 3.

Light Undercover Shirt/Undercover Vest

Designed for deep undercover work in which it's critical that the wearer not appear to be armed or armored, this garment consists of a T-shirt with a band of light protective material sewn in around the lower torso.

Piercing damage you take from firearms is reduced by 2

Riot Shield

Employed by police in times of civil unrest, a riot shield is a touch sheet of transparent plastic, reinforced to deflect blows.

Piercing damage you take from firearms is reduced by 3.

Special Response Vest

Built like the tactical vest, but incorporating groin and neck protection as well as a ceramic plate over the chest, this armor provides additional protection in battles against heavily armed opponents.

You have resistance against piercing damage you take from firearms. Slashing damage that you take is also reduced by 2.

Tactical Vest

The standard body armor for police tactical units, this vest provides full-torso protection in the toughest flexible protective materials available.

You have resistance against piercing damage you take from firearms.

Weapon Accessories & Gear

Item	Cost	Weight	DC	Restriction
Detonators				
Blasting cap	25C	---	5	Licensed (+1)
Remote detonator, radio	200C	---	10	Licensed (+1)
Remote detonator, wired	150C	---	8	Licensed (+1)
Timed	50C	---	7	Licensed (+1)
Trigger, pressure	100C	---	8	Licensed (+1)
Trigger, proximity	150C	---	10	Licensed (+1)
Trigger, trip	50C	---	7	Licensed (+1)
Firearm Accessories				
Combined module	2,500C	1 lb	18	Licensed (+1)
Concealed holster	50C	1/2 lb	10	Licensed (+1)
Deployable bipod	750C	1 lb	10	Licensed (+1)
Laser sight	2,000C	1/2 lb	15	Licensed (+1)
Laser sight, infrared	3,000C	1/2 lb	18	Restricted (+1)
Speed loader	20C	1/2 lbs	3	Licensed (+1)
Scope, x2	500C	1/2 lb	10	Licensed (+1)
Scope, x4	1,000C	1/2 lb	12	Licensed (+1)
Scope, x8	2,000C	1/2 lb	16	Licensed (+1)
Scope, thermal	5,000C	1/2 lb	18	Licensed (+1)
Suppressor	1,000C	1 lb	16	Military (+3)
Tactical flashlight	100C	1/2 lb	7	Licensed (+1)
Utilities				
Battery	1C	---	3	---
Binoculars	150C	1 lb	8	---
Briefcase	250C	2 lbs	8	---
Camera, still	400C	1/2 lb	12	---
Camera, video	800C	1/2 lb	14	---
Compass	10C	---	4	---
Computer, desktop	3,000C	18 lbs	15	---
Computer, notebook	3,000C	5 lbs	16	---

Gear(continued)

Item	Cost	Weight	DC	Restriction
Utilities				
Duracable (10 feet)	30C	3 lbs	4	---
ECM Jammer	500C	1 lb	15	Restricted (+2)
Fire extinguisher	25C	2 lbs	10	---
Flashlight	10C	1 lb	6	---
Flash goggles	250C	---	12	---
Gas mask	250C	1 lb	14	Licensed (+1)
GPS	400C	1 lb	12	---
Handbag	2C	1 lb	5	---
Infrared goggles	500C	1 lb	18	Restricted (+2)
Installed Heads up display	50C	1 lb	8	---
Light stick	2C	1/4 lb	3	---
Lighter	5C	---	5	---
Metal detector	250C	2 lbs	14	---
Plastic bottle	2C	2 lbs (full)	3	---
Range pack, standard	40C	2 lbs	7	---
Range pack, oversized	60C	3 lbs	9	---
Sleeping bag	50C	1 lb	4	---
Smartphone	750C	---	12	---
Spray LCD	100C	1 lb	8	---
Tablet	1,250C	1 lb	13	---
Two-way radio	200C	1 lb	20	---
USB flash drive	200C	---	10	---
Watch	100C	---	10	---

Detonators

A detonator activates an explosive, causing it to explode. The device consists of an electrically activated blasting cap and some sort of device that delivers the electrical charge to set off the blasting cap. Connecting a detonator to an explosive requires an Intelligence check (DC 10). Failure means that the explosive fails to go off as planned.

Blasting Cap: This is a detonator without a built-in controller. It can be wired into any electrical device, such as a light switch or a car's ignition switch, with an Intelligence check (DC 10). When the electrical device is activated, the detonator goes off.

Remote Detonator, Radio: As an action, you can detonate the explosive remotely if you are within 3,000 feet from it.

Remote Detonator, Wired: As an action, you can detonate the explosive remotely if you are within 1,000 feet from it.

Timed: When planting the explosive with a timer, you must determine the number of rounds or minutes for the countdown, up to 10 minutes. When the countdown ends, the explosive is detonated. Some timers can be set to times of day as their trigger.

Trigger, Pressure: A planted explosive with a pressure trigger will explode when a creature stands on the detonator.

Trigger, Proximity: When your arm a planted explosive with a proximity trigger detonator, it explodes when a creature moves in the burst area. When planting the explosive, you can reduce the detection radius to a minimum of 5 feet of the explosive.

Trigger, Trip: The explosive is connected to a 20 feet trip wire, and when a creature pass through the wire, the explosive detonates. A creature can make a Wisdom (Perception) check to detect the wire (DC 12).

Firearm Accessories

Most of the firearms can be equipped with one or more accessories to improve them. Every accessory has a weapon compatibility, showing which accessories are available for each firearm.

Combined Module: The Combined Module is a multifunctional gadget that combines a laser sight and a tactical flashlight. You can use a bonus action to toggle between the laser sight and the tactical flashlight. You can also use a bonus action to turn it off.

While you have the laser sight on, you gain a +1 bonus on attack rolls with that firearm.

While you have the tactical flashlight on, the light illuminates a 40-foot cone and dim light for an additional 40 feet.

Concealed Holster: A concealed holster is designed to help keep a weapon out of sight. In most cases, this is a shoulder holster or a waistband holster. While the weapon remains in the holster, it gains the covert property. A character can carry up to three concealed holsters (two shoulder holsters and one waistband holster)

Deployable Bipod. Bipods are commonly used on weapons to provide a forward rest and reduce motion. They are also seen on other long-barreled weapons, such as sniper rifles. Bipods permit operators to easily rest a weapon on objects, like the ground or a wall, reducing their fatigue and increasing accuracy and stability.

You must use your action to deploy or retract the bipod. While you have the bipod deployed, you gain advantage when shooting over 100 feet. To deploy a bipod you must be prone or in a stable shooting position. If you have the bipod deployed and shooting from the hip, you have disadvantage on the attack rolls.

Laser Sight: This gadget is a small laser placed on a handgun or a rifle and aligned to emit a visible beam parallel to the barrel to assist in shooting. The laser color can be red or green.

While you have the laser sight on, you gain a +1 bonus on attack rolls with that firearm. You can use a bonus action to turn the laser on or off.

Laser Sight, Infrared: This laser sight uses an infrared diode to produce a dot invisible to the eye but detectable with infrared devices.

While you have the laser sight on, you gain a +1 bonus on attack rolls with that firearm if you are wearing infrared goggles. You can use a bonus action to turn the laser on or off.

Speed Loader: A speed loader holds 6 bullets in a ring, in a position that mirrors the chambers in a revolver cylinder, allowing the character to insert all bullets at once. Using a speed loader you can reload a revolver using a bonus action. You can use an action to put 6 bullets in an empty speed loader for future uses.

Scope: Scopes are used to increase the normal range of a weapon, allowing the user to shoot farther without having disadvantage on targeting. Depending on the scope you add to the weapon, you increase the normal range in a specific amount, as shown on the following table.

Scope	Range Increment
x2	50%
x4	100%
x8	200%

Scope, Thermal: The thermal scope is a sighting device combining a compact thermographic camera and an aiming reticle. It creates a visual based on the temperature of objects and creatures, allowing you to easily detect any source of heat, such as a creature. This is considered a x4 scope and you can use it both in darkness and through light.

Suppressor: A suppressor is a device attached to or part of the barrel of a firearm which reduces (but don't negate) the amount of noise and visible muzzle flash generated by firing.

When you make a ranged attack with a suppressed weapon, you don't automatically reveal your location while hiding. Any creature within 20 feet from the weapon can still hear the gunshot, but not necessarily where it's originated. You can use your action to add or remove the suppressor from the weapon.

Tactical Flashlight: While you have the tactical flashlight on, the light illuminates a 40-foot cone and dim light for an additional 40 feet. You can use a bonus action to turn the flashlight on or off.

Utilities

This section describes items that have special rules or require further explanation.

Battery: An electric battery is a device consisting of one or more electrochemical cells with external connections provided to power electrical devices such as flashlights and metal detectors. Each battery recharges 5 spent charges to any electrical gear.

Binoculars: Objects viewed through the binoculars are magnified to twice their size.

Briefcase: Made from leather and plastic. It has mechanical locks that require either a key or a combination to open.

Computer, Desktop: This can be any large computing platform, such as a client workstation or server. The typical desktop computer has hundreds of gigabytes of storage space, a high-quality monitor and a broadband or modem access to the Internet.

Computer, Notebook: A portable version of a desktop computer. In general, notebooks are as not as fast or powerful as its equivalent desktop version.

Duracable: Strong as steel, flexible as rubber, and almost as light as normal rope, duracable replaces most cables and ropes as the standard device for lifting, pulling, and support. Duracable is made of lightweight and durable wiring wrapped hundreds of times in a swirl that reinforces itself as more stress is placed on the coil. Duracable is able to support up to 5 tons of weight.

ECM Jammer: An ECM jammer has 10 charges. As an action, you can expend one charge and turn the ECM jammer on, disabling cameras and impeding all incoming and outgoing wireless communication, including smartphones, radio detonators, Wi-Fi and similar within 100 feet from the ECM jammer for 5 minutes.

Fire Extinguisher: The extinguisher has 10 charges. As an action, you can expend one charge to extinguish a 5-foot area of fire.

Flashlight: A portable hand-held electric light. A flashlight has 5 charges. As a bonus action, you can expend one charge to turn the flashlight on, illuminating a 60-foot cone and dim light for an additional 60 feet for one hour. You can use a bonus action to turn the flashlight off.

Flash Goggles: Designed to provide protection against any blinding effects from bright light. While using flash goggles, you are immune against any blinding effect caused by lightning.

Gas Mask: This mask is used to protect the user from inhaling airborne pollutants and toxic gases. The mask forms a sealed cover over the nose and mouth, but may also cover the eyes and other vulnerable soft tissues of the face. While wearing the mask you are immune to inhaled poisons.

GPS: It provides geolocation and time information to a GPS receiver anywhere on or near the Earth where there is an unobstructed line of sight to four or more GPS satellites.

Infrared Goggles: An infrared goggles has 10 charges. As a bonus action, you can expend one charge to turn them on to see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light for 10 minutes. You can't discern color in darkness and the image color produced is typically monochrome (shades of green or blue)

Installed Heads Up Display: One of the most valuable innovations in portable information technology is the personal heads-up display (HUD). A HUD is composed of optical sensors for taking in data and a display device that projects an overlay in the user's field of vision. A HUD also typically incorporates some sort of communications link or data link to allow another person or computer to see what the wearer sees and transmit valuable information back to the HUD.

Older HUD devices take the form of an eyepiece worn on a headband, but modern models are either contact lenses that can display data, or fully implanted neural interfaces that simply tap into the bearer's optical nerve and tamper with the signals sent to the brain.

The standard HUD can be used to highlight the outline of a person or object on voice command, granting advantage on Perception checks when pursuing a specific target. Additionally, a person with a link to the HUD can freely send data and images to the wearer at any time.

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Light Stick: Sticks. It consists of a translucent plastic tube containing isolated substances that, when combined, make light through chemiluminescence, so it does not require an external energy source. The light color can vary (usually red, green or blue).

As a bonus action, you can activate the stick, providing bright light in a 20-foot radius and a dim light for an additional 20 feet for one hour. A light stick can only be used once, and when activated it cannot be turned off.

Lighter: A lighter has 20 charges. You can expend one charge to create a flame for one minute. The lighter sheds bright light in a 5-foot radius and dim light for an additional 5 feet.

Metal Detector: A handled portable sensor for detecting bits and pieces of metal in and on the ground. The metal detector has 10 charges. As an action, you can expend one charge to gain advantage on Wisdom (Perception) checks you make when searching for metals and metallic objects for 10 minutes.

Smartphone: A smartphone is a mobile personal computer with a mobile operating system with features useful for mobile or handheld use. Smartphones have the ability to place and receive voice/video calls and create and receive text messages, have personal digital assistants, an event calendar, a media player, video games, GPS navigation, digital camera and digital video camera. Smartphones can access the Internet through cellular frequencies or Wi-Fi and can run a variety of third-party software components.

Tablet: A tablet is a mobile computer with a touchscreen display, which is usually in color, processing circuitry, and a rechargeable battery in a single thin, flat package. Most tablets also have sensors, including digital cameras, a microphone, and an accelerometer so images on screens are always displayed upright. The touchscreen display uses gestures by finger or stylus to replace the mouse, trackpad and keyboard used with desktop computers and laptops. Tablets are larger than smartphones, with screens 7 inches (18 cm) or larger. However, much of a tablet's functionality resembles that of a modern smartphone, using a virtual keyboard and running a mobile operating system.

Two-way Radio: A hand-held, portable, two-way radio transceiver. Multiple radios use a single channel, and only one radio on the channel can transmit at a time, although any number can listen. The transceiver is normally in receiving mode and when the user wants to talk he presses a "push-to-talk" button. You can communicate with someone using a two-way radio at the same frequency up to 20 miles.

USB Flash Drive: A USB drive is a data storage device that includes flash memory with an integrated USB interface.

Tools & Sensors

Item	Cost	Weight	DC	Restriction
Kits & Tools				
Engineering kit	500C	8 lbs	10	---
Forensics kit	500C	8 lbs	10	---
Hacking tools	800C	6 lbs	10	---
Mechanic tools	500C	8 lbs	10	---
Medical kit	1,000C	7 lbs	15	Licensed (+1)
Multipurpose tool	200C	.5 lb	9	---
Pharmacist kit	500C	6 lbs	17	Restricted (+2)
Spy kit	1,000C	12 lbs	14	Licensed (+1)
Tool kit	1,200C	30 lbs	16	---
Sensors				
Bomb detector	1,500C	1 lb	16	Licensed (+1)
Meditool	2,000C	1 lb	16	Licensed (+1)
Motion sensor	1,000C	1 lb	16	---
Spectrum analyzer	1,000C	1 lb	16	---
Synth scanner	1,500C	1 lb	16	---
Weapon scanner	2,000C	1 lb	16	---

Item	Cost	Weight	DC	Restriction
Misc handy stuff				
Duct tape	30C	1 lb	3	---
Zip-tie (25)	50C	.5 lb	6	---

Kits & Tools

Engineering Kit: This kit includes a soldering gun, wires, clips, wire cutters and various diagnostic tools. Proficiency with this kit lets you add your proficiency bonus to any ability check you make to repair electrical devices and to disarm planted explosives.

Forensics Kit: This kit includes bindle paper, sterile swabs, distilled water, evidence seals/tape, footwear casting materials, personal protective equipment, test tubes and various other tools for collecting evidence at crime scenes without contaminating it. Proficiency with this kit lets you add your proficiency bonus to any ability check you make to investigate any area or body considered as a crime scene.

Hacking Tools: This kit contains the hardware and software necessary to allow access into most computer systems and electronic devices such as automatic port scanning, banner grabbing, footprinting, SQL Injection, web application vulnerability search, DDoS tools and data sniffing. Proficiency with hacking tools lets you add your proficiency bonus to any Intelligence checks you make to connect to or make use of a computer system or electronic device. The kit fits snugly in a backpack or toolbox. You might need a computer, a smartphone or a tablet to use some elements of this kit.

Mechanic Tools: This kit includes basic tools for repairing cars and motorcycles.

Medical Kit: About the size of a large tackle box, this is the sort of kit commonly carried by military medics and civilian EMTs. It contains a wide variety of medical supplies and equipment. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to treat injuries.

A newly purchases medical kit contains one syringe of antitox and one syringe of basic biocort.

Multipurpose Tool: This device contains several different screwdrivers, a knife blade or two, can opener, bottle opener, file, short ruler, scissors, tweezers, and wire cutters. The whole thing unfolds into a handy pair of pliers. A multipurpose tool has less uses than a full tool kit, and therefore doesn't allow you to add your proficiency modifier to checks made while using one. However, it does allow you to attempt such checks in the first place, and doesn't require proficiency itself.

Pharmacist Kit: A portable pharmacy containing the equipment required to store, analyze and create a variety of medical chemicals. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to craft or use drugs and poisons.

Spy Kit: This kit includes items such as camera detectors, sound amplifier, small cameras and microphones, noise generators, frequency and cell phone detectors and tracers. You might need a computer, a smartphone or a tablet to use some elements of this kit.

Tool Kit: This collection of hand tools and small parts typically includes a variety of pliers, drivers, cutting devices, fasteners, power tools, and leads and wires. A character with a tool kit can make repairs and modifications to everything from electric lamps to spice racks. Proficiency with a tool kit lets you add your proficiency bonus to any ability checks you make using the tools modify or repair something.

Sensors

Bomb Detector: The bomb detector is a hand-held computer or computerized gauntlet designed to detect and locate explosives of all types. It grants advantage on Investigation checks when searching for explosives. Additionally, the bomb detector's advanced data on explosives of all types makes it a valuable resource when planting or disarming them, granting advantage on all Intelligence and Dexterity based checks made involving explosives.

Meditool: The meditool is a hand-held computer or computerized gauntlet designed to assist in the evaluation and healing of the human body. The meditool can identify a creature's current and maximum hit points. Additionally, thanks to the meditool's extensive library of medical records and biological knowledge, any treatments administered using the meditool as a reference are more efficient, granting advantage on all Medicine checks.

Motion Sensor: The motion sensor is capable of not only detecting motion but also of plotting it on a display screen in relation to other objects. The motion sensor plots motion relative to its own position, but can sense motion through walls and solid surfaces, indicating the location of any moving object within 100 feet.

Spectrum Analyzer: The spectrum analyzer sensor computer is a handheld computer or computerized gauntlet designed to find individual chemical or mineral compounds. It provides advantage on Investigation checks made to locate particular chemicals or minerals, specified by the user.

Synth Scanner: The synth scanner is a hand-held computer or computerized gauntlet designed to detect and locate synthetic or electronic devices of all types, including computers and robots. It grants advantage on Investigation checks when searching for electronics of a specific type, and can be used to scan a robot as an action to determine its maximum and current hit points. Additionally, synth scanner's advanced data on electronics of all types makes it a valuable resource when repairing computers, robots and other electronics, granting advantage on all Intelligence checks made to repair them. Lastly, the synth scanner can be used to identify any flaws in cybernetics.

Weapon Scanner: A hand-held computer or computerized gauntlet designed to detect and locate weapons of all types. It grants advantage on Investigation checks when searching for weapons. Additionally, the weapon scanner's advanced data on weapons of all types makes it a valuable resource when repairing weapons, granting advantage on all Intelligence checks made to repair weapons. This does not include explosives and other demolitions devices, which are covered under the bomb detector.

Misc

Duct Tape: The usefulness of duct tape is limited only by a character's imagination. Duct tape can support up to 200 pounds indefinitely, or up to 300 pounds for 1d6 rounds. A roll provides 70 feet of tape, 2 inches wide.

Zip-tie: These are single-use disposable handcuffs, much like heavy-duty cable ties. They have hardness AC 8 and 4 hit points, and require a DC 20 Strength check to break.

Art Credits
Scifi Explosive Barrels - Bobby Hughes

Chemicals

Item	Cost	Weight	DC	Restriction
Chemicals				
Antitox	500C	---	12	---
Bilge	600C	---	15	Licensed (+1)
Biocort, basic	500C	---	12	---
Biocort, advanced	750C	---	16	---
Biocort, superior	1,500C	---	20	---
Biocort, extreme	3,000C	---	24	---
Black powder(1 dose)	5,000C	---	18	Illegal (+4)

Antitox: A chemical found in many first aid kits, antitox is a special hypodermic injection that can be used to save the life of any character infected with a poison or disease. Each antitox injector contains a specialized analyzer linked to chemical generators. When the needle penetrates the skin of the target, it samples the target's blood and sends the data back to the analyzer, which determines the nature of the poison and generates an antidote from stored chemical compounds.

Once the antitox delivers its specially formulated chemicals, the target character receives advantage on saving throws against diseases and poisons for 1 hour. Using or administering an injection is an action.

Bilge: A drug that is both beneficial and highly dangerous, bilge functions as a temporary adrenaline-enhancer. Bilge was originally conceived for military purposes in an attempt to make soldiers stronger, faster, and more combat-capable. Unfortunately, the drug is highly addictive, and long-term addicts, known as dregs, are a modern sight in the poorer areas of many cities.

A single injection of bilge grants the character advantage on Strength and Dexterity-based ability checks, skill checks and saves, and increases the character's movement speed by 10 feet. These effects last for 1 minute. Using or administering an injection is an action.

Biocort: Biocort is a unique chemical compound that enhances the body's natural ability to heal. Biocort pushes the immune system into overdrive, and can cause the character to heal from grievous wounds at a greatly increased rate.

Any character injected with a standard syringe biocort immediately recovers hit points according to the strength of the dose. Using or administering an injection is an action.

Dose Strength	HP Restored
Basic	2d6+2
Advanced	4d6+4
Superior	8d6+8
Extreme	10d6+10

Black Powder: A unique powder developed by those in the lower tier of life for those in that same life. The powder itself is a highly addictive substance that is able to temporarily awaken magical components within the bodies of those without the talent. Once ingested, the powder allows the user to cast spells from the Warlock and Sorcerer spell list based on the number of doses taken. While each dose can bring power to the user, the toll taken on each hit increases the burden on the body. The powers that the powder grants wear off once either all of the spell casts are used, or the user takes a rest of any kind.

Dosage	Spell Level	Number of Casts	Save DC
1	1	1	12
2	1	1	14
3	1	2	16
4	2	2	18
5	2	2	20
6	2	3	22
7	3	3	25
8	3	3	28
9	3	4	30

After any successful venture endured, the user of the Black Powder will face heavy chances of addiction. Once the effects of the Black Powder have ran their course, the user must make a Constitution saving throw with a DC equal to the dosage level they stopped at +5.

Art Credits
Medkit Concept - Josh Rife

Weapon Gadgets

Automated

Any ranged weapon that must be mounted on a tripod or similar hard point can be automated. An automated weapon attacks any target that enters a 10 by 10 foot area specified by the person who sets up the weapon. The weapon targets visually, so it cannot attack targets that it cannot see (for targets using Stealth checks, assume the weapon has a Perception modifier of +0).

This gadget can be selected multiple times for crew-served weapons, each time replacing one crew member.

Restrictions: Mounted ranged weapons only
Purchase DC Modifier: +3

Alternate Weapon

Some weapons are capable of serving multiple purposes by integrating two types of weapon into one. When dealing with firearms and other ranged weapons, this usually involves only mixing like types; for example, energy weapons are only combined with energy weapons, and ballistic weapons are only combined with ballistic weapons. This is not a hard-and-fast limitation but rather a suggestion based on the logistics of designing such a weapon. When selecting the alternate weapon gadget, choose a second weapon. That weapon is integrated into the base weapon and can be used at any time.

Additionally, you must choose whether or not the alternate weapon may be physically separated from the base weapon or not at the time of purchase. This gadget may be selected multiple times, each time adding a single additional weapon to the base model.

Restriction: The character must also purchase the weapon to be integrated separately from the primary weapon, before the gadget modification is made.
Purchase DC Modifier: +4

Autofire Module

Some firearms and energy weapons are capable of firing in singleshot or semiautomatic forms only. The autofire module gadget allows these weapons to be fired on autofire.

Restriction: Ranged weapon without autofire only.
Purchase DC Modifier: +2

Autoloader Module

Many weapons rely on box magazines or power packs to function. The autoloader gadget facilitates quick reloading. This may come in the form of an integrated power pack alternator, or in spring-mounted magazine loaders worn on the wrist of the user. Regardless of their location on the owner's body or the form that the autoloader takes, a weapon with the autoloader module gadget is always automatically reloaded as a free action as soon as the previous magazine or power pack is expended. This module cannot be transferred from one weapon to another, even those of similar types, due to the fact that each autoloader module is keyed to the individual weapon for which it was designed.

Restriction: Ranged weapons using box magazines or power packs only.
Purchase DC Modifier: +3

Booby Trapped

Those characters with a more paranoid outlook on life may consider the booby trapped gadget for protecting their personal belongings. Any weapon with this gadget is designed to function properly only for the owner or owners of the weapon, or for a particular group of characters. If an unauthorized character picks up or attempts to use the weapon, a special trap is immediately triggered. After a trap is triggered, only an authorized user can reset the weapon to its normal state. When selecting the booby trap gadget, the character must designate a single person or a particular group that can use the weapon safely without triggering the trap. Additionally, the character must select a single trap from the list below.

Barbs: The weapon rapidly projects spikes or blades from its grip, dealing 1d6 points of damage to the user each round the weapon is held.

Electric Shock: Power cells in the weapon's grip discharge and deal 1d6 points of electricity damage to the user.

Stun Bolt: A stun shock (Constitution save DC 15) is discharged from a special nozzle built into the weapon. See the stun module gadget for more information on the effects of stun shocks.

Trigger Integrated Weapon: An integrated weapon is triggered and targets the unauthorized user. This trap requires that the weapon make use of the alternate weapon gadget (see above) and is typically used to trigger an explosive device.

Restriction: None
Purchase DC Modifier: +6

Collapsible

In situations that call for stealth and deception, it is of great value to be able to separate an item into its parts and transport them in their broken down state. A weapon that makes use of the collapsible gadget is easily disassembled and reassembled at a moment's notice. Breaking down a weapon into its individual parts requires an action, while reassembling them in the correct order requires another action. Obviously, the weapons must be fully assembled to be used. In its disassembled state, a weapon is not easily identified; an Intelligence (Tech) check (DC 17) is required to identify a collapsed weapon for what it really is.

Restriction: None
Purchase DC Modifier: +2

Concealable

Some weapons can be installed (and operated from) inside other items; for example, guns that fit into briefcases, grenades disguised as cosmetic products, and so forth. The concealed item cannot be identified as a weapon except through close examination, or when it is in use. The concealed weapon cannot be larger than the item in which it is concealed.

Restriction: None
Purchase DC Modifier: +2

Electrified

The weapon is attached to a power source. On a successful hit, the target takes additional electrical damage as well as the damage dealt by the weapon (depending on the Purchase DC Modifier, see below). Ranged weapons are not affected by this gadget.

Restriction: Melee weapons only.

Purchase DC Modifier: +2 (+1d6 damage), +4 (+2d6 damage), +6 (+3d6 damage)

Expanded Magazine

Some weapon engineers recognize that stopping to reload a weapon in combat is a dangerous and potentially life-threatening maneuver. Taking steps to reduce the amount of time required to keep the weapon full, these engineers have increased the ammunition capacity of the weapon to reduce the frequency with which it must be reloaded. Any weapon with the expanded magazine gadget doubles its normal magazine capacity. This gadget may only be taken once per weapon.

Restriction: Ranged weapons only.

Purchase DC Modifier: +2

Extended Range

The range of the weapon is doubled. Melee weapons are not affected by this gadget.

Restriction: Ranged weapons only.

Purchase DC Modifier: +2

Genetic Tags

Some law enforcement agencies and military units go out of their way to track the exact actions of their members by placing an identifying marker on any ammunition expended. This marker may come in the form of a serial number stamped on a weapon's casing, or may be as subtle as a chemical compound sprayed on the outside of the ammunition it leaves the weapon's chamber. Regardless of form, each round of ammunition that is fired from the weapon bears a unique tag that corresponds to the genetic code of the person to whom the weapon is assigned, immediately identifying the attacker to any forensic analysis.

Restriction: Ranged ballistic weapons only.

Purchase DC Modifier: +2

Grappling Sheath

Grenades and mines can be fitted with custom grappling sheaths designed to adhere to any surface against which they are thrown or placed. This gadget ensures that grenades deviate much smaller distances, and emplaced bombs cannot be easily removed.

When throwing a grenade equipped with a grappling sheath, an attack that would normally miss and roll away instead remains and detonates in the originally target space.

A mine equipped with a grappling sheath cannot be easily moved. A character attempting to remove the mine can either disable the grappling sheath with a DC 20 Dexterity check, or rip the mine free with a DC 20 Strength check. Depending on the mine's trigger, doing either of these things might cause it to detonate anyway.

Restriction: Grenades and mines only

Purchase DC Modifier: +3

Improved Accuracy

Through rifling, laser rangefinding, and microcomputer targeting, this gadget improves the accuracy of a ranged firearm, granting a +1 bonus on attack rolls. This gadget can be selected for the same weapon multiple times, up to a maximum bonus of +4.

Restriction: Ranged weapons only.

Purchase DC Modifier: +2

Improved Damage

This gadget increases the bore of a projectile weapon's barrels or improves the output of an energy weapon, granting a +1 bonus on damage rolls. This gadget can be selected for the same weapon multiple times, up to a maximum bonus of +4.
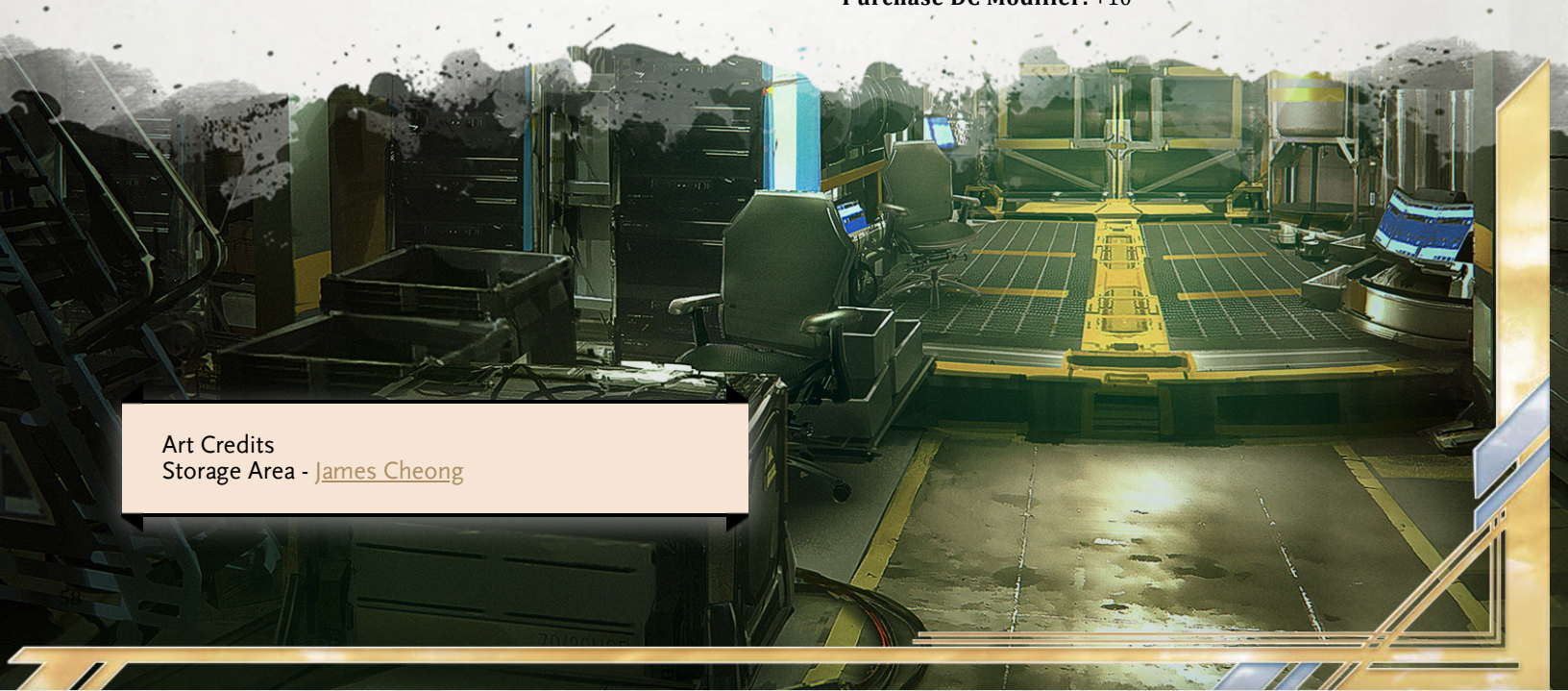
Restriction: Ranged weapons only.

Purchase DC Modifier: +2

Improved Stopping Power

Incorporating modified chokes and reducing the impedance of focusing crystals allows ranged weapons to produce significantly greater damage output. This gadget adds 1 die to the weapon's damage (increasing damage from 2d8 to 3d8, for example).

Restriction: Ranged weapons only.

Purchase DC Modifier: +10

Integrated Equipment

A particular piece of nonweapon equipment has been integrated into the weapon and can be used by the weapon's bearer at any time. This gadget is often used to give ranged weapons features like glow-lamps or flares, though it is not limited to those applications. Some weapons may use the integrated equipment gadget to incorporate a small computer or sensor module, reducing the amount of equipment the character has to carry.

When selecting the integrated equipment gadget, choose a piece of equipment. That equipment is integrated into the base weapon and can be used at any time. Additionally, you must choose whether or not the equipment may be physically separated from the base weapon or not at the time of purchase. This gadget may be selected multiple times, each time adding a single additional piece of equipment to the base model.

Restriction: The character must also purchase the piece of equipment to be integrated separately from the weapon, before the gadget modification is made.

Purchase DC Modifier: +1

Integrated Weapon

Some armors are designed with specific combat purposes in mind and build in certain weapons as standard equipment. Examples run from a pair of pop-out wrist blades to shoulder-mounted plasma cannons. Additionally, many armors link their weapons to integrated heads-up displays, turning the user into a walking combat machine.

When selecting the integrated weapon gadget, choose a single weapon. That weapon is integrated into the base armor and can be used at any time. Additionally, you must choose whether or not the weapon may be physically separated from the base armor or not at the time of purchase. This gadget may be selected multiple times, each time adding a single additional weapon to the base armor.

Restriction: The character must also purchase the weapon to be integrated separately from the base armor, before the gadget modification is made.

Purchase DC Modifier: +1

Prehensile Appendage

Useful for scientists, explorers, and others that have need for an extra hand, the prehensile appendage gadget is both utilitarian and expensive. Essentially, this gadget consists of a long flexible cylinder capped at the end with a grasping claw that attaches to the armor's side or back. The prehensile appendage gadget essentially gives the wearer of the armor an additional hand with which to hold and manipulate objects. The gadget cannot be used to make normal melee attacks or fire ranged weapons, but it can make grapple attempts (with a modifier equal to 2 + the user's proficiency modifier). The appendage is controlled through a pair of gloves worn by the user; by issuing commands via a specific set of hand signs, the wearer can order the gadget to pick up, drop, or manipulate an object once per round as a free action.

Restriction: None
Purchase DC Modifier: +6

Self Repairing

The self-repairing gadget implements nanotechnology in its infancy to repair minor damage to armor. Whenever the armor is damaged, the self-repairing gadget immediately issues commands to a set of nanites that move to the problem spot and begin making repairs. If the armor has had its AC reduced by acid, psionics, or other damaging effects, it restores 1 point of AC per round.

Restriction: None
Purchase DC Modifier: +6

Storage Compartment

A simple but often overlooked modification that can be of great benefit in almost any situation is the ability to store and carry small items in a safe place. The storage compartment gadget accomplishes just that, incorporating an empty space where other objects can be carried by the wearer with relative ease. Each storage compartment gadget allows the wearer to carry two items of size Small or smaller in a container built into the armor. This gadget may be taken multiple times, each time providing another compartment where small items may be carried.

Restriction: None
Purchase DC Modifier: +1

Techno-Organic Makeup

Though the technology of Earth is based on electronics and mechanics, some alien cultures may have developed technology based on living organisms working in harmony for an intended purpose. Additionally, advanced civilizations may make use of certain biological forms of technology integrated with their own mechanical devices to form a techno-organic hybrid capable of performing certain tasks with increased efficiency.

An armor with the techno-organic makeup gadget is composed of living tissue or a biological/mechanical hybrid material. Unlike normal armors, armor with this gadget heals itself at a rate of one hit point per hour when damaged. Additionally, armor with this gadget is susceptible to diseases and poisons specifically designed to target techno-organic material.

Restriction: None
Purchase DC Modifier: +4

Ultralight Composition

The development of new and experimental alloys constantly allows armor technology to advance to the point where once bulky and heavy armors become as easy to carry as lighter models. Any armor with the ultralight composition gadget weighs significantly less than similar pieces of armor and is more easily used and worn. The armor reduces its weight category by one (so medium armor becomes light, and heavy become medium), and its carry weight by half.

Heavy armors made light lose their Strength requirement and allow the wearer to apply their Dexterity modifier to their AC, to a maximum of 2. Medium armors made light allow the wearer to apply their full Dexterity modifier to their AC.

Restriction: None
Purchase DC Modifier: +4

Equipment Gadgets

Compact

By eliminating wasted space and using smaller components, some engineers are capable of producing equipment far smaller than its standard counterparts. Any piece of equipment that makes use of the compact gadget is smaller and more lightweight than normal. Equipment other than armor and weapons with this gadget are half of their normal weight.

Restriction: None
Purchase DC Modifier: +1

HUD Software, Biosensor

A piece of software for the heads-up display device, biosensor software allows the wearer of the HUD to identify potential weaknesses in enemies. When worn, the biosensor can identify exactly how many hit points a target has left. Initiating this scan requires a full-round action, however, as the target must be kept precisely within the sensor's range for the duration of the scan.

Restriction: HUD only
Purchase DC Modifier: +4

HUD Software, Sensor Link

A piece of software for the heads-up display device, the sensor link allows the user to directly link any computer sensor to the HUD. As a result, any sensor can be used hands-free as a free action, provided they are present on the character's person.

Restriction: HUD only
Purchase DC Modifier: +1

Multiple Use Item

Similar in function to the alternate weapon gadget, the multiple use item gadget allows the character to integrate the function of two separate items into a single device. When selecting the multiple use item gadget, choose a second object. That object is integrated into the base object and can be used at any time. Additionally, you must choose whether or not the alternate object may be physically separated from the base weapon or not at the time of purchase. This gadget may be selected multiple times, each time adding a single additional piece of equipment to the base object.

Restriction: The character must also purchase the piece of equipment to be integrated separately from the equipment, before the gadget modification is made.
Purchase DC Modifier: +1

Paint-On LCD

One of the most revolutionary advances in computer technology during the Information Age and beyond is the paint-on LCD gadget. This allows almost any surface to be used as a computer display, as it grafts the color-changing pixels common to all display devices onto another surface.

Any piece of equipment with the paint-on LCD gadget can be used as a display for any piece of computer or communications equipment. Additionally, weapons and armor may make use of the paint-on LCD gadget at the normal cost, but gain no special benefit from the modification other than being able to display data.

Restriction: None
Purchase DC Modifier: +4

Satellite Datalink

At the dawn of the Information Age, the value of knowledge and accurate intelligence became a crucial aspect of warfare. The ability to connect to a global communications network was critical to the success of any army, as intelligence traveled at the speed of light across the globe to command centers safe behind defended battle lines. The satellite datalink gadget enables any piece of equipment, from computer to communication device to heads-up display, to connect to a global (or, if in place, galactic) satellite network and communicate with computer systems in far remote areas.

Restriction: This gadget may only be used with gear containing computerized communications equipment
Purchase DC Modifier: +1

Storage Compartment

Like the gadget used for armor, the ability to store and carry small items in a safe place can sometimes be of critical importance. The storage compartment gadget accomplishes just that, incorporating an empty space where other objects can be carried with relative ease. Each storage compartment gadget allows the wearer to carry two items of size Small or smaller in a container built into the piece of equipment. This gadget may be taken multiple times, each time providing another compartment where small items may be carried.

Restriction: None
Purchase DC Modifier: +1