

HYPERCORPS

2011

WASTELAND



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DOCTOR
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2011

DOCTOR
CLASS

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A standalone class built for an alternate timeline for *Hypercorps 2099*, a 5th Edition compatible campaign setting and rule system that takes your game into the future—though in this timeline what lay ahead for Earth isn't superheroic cyberpunk but a world scorched by nuclear fire—the Wasteland!

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POCKETS OF EARTH ARE DECIMATED BY NUCLEAR WAR IN 1969 AFTER THE BAY OF PIGS ESCALATES INTO WORLD WAR 3 AND ATOMIC WEAPONS ARE UNLEASHED ACROSS THE PLANET. THE *ALTER SAPIENS* OF THE WORLD PUT ASIDE THEIR DIFFERENCES AND USE THEIR ABILITIES TO CREATE SAFE HAVENS ACROSS THE GLOBE, SAVING THOSE THEY CAN FROM NUCLEAR DEVASTATION. ALMOST A CENTURY AND A HALF HAS PASSED SINCE THE ATOMIC APOCALYPSE AND THROUGH TIRELESS SCIENTIFIC EFFORT, AREAS OF THE WORLD ARE BECOMING LIVABLE ONCE MORE AND CIVILIZATION IS CREEPING OUT TO SEEK OUT LIFE UNDER THE SUN ONCE AGAIN—THOUGH DOING SO MEANS SURVIVING IN THE WASTELAND AND MANY BELIEVE THEY WERE BETTER OFF LOCKED AWAY IN THEIR SHELTERS.

THE VAST MAJORITY OF THE SURFACE'S POPULATION DIED IN THE HORRORS OF THE NUCLEAR ONSLAUGHT OR THE MADNESS THAT FOLLOWED IT WHEN IN 2076 A DIMENSIONAL FLUX RIPPLED ACROSS THE PLANET. THOSE FEW INSIDE OF THE SHELTERS AND SAFE FROM THE RADIATION SEETHING ACROSS THE WORLD FOUND THEY WERE EMPOWERED TO BE SMARTER, TOUGHER, AND STRONGER THAN THEIR ANCESTORS, GIFTED WITH ABILITIES LIKE THE *ALTER SAPIENS* THAT SAVED THE HUMAN RACE. SURVIVORS ON THE APOCALYPTIC WASTELANDS, HOWEVER, GAINED POWERS THAT CURSED THEIR ALREADY SICKLY BODIES AND TRANSFORMED THEM INTO HORRIFYING MUTANTS, PREDATORIAL MORDORS, MINDLESS WALKERS RAVENOUS FOR FLESH, OR WORSE. THE CHAMPIONING OF SCIENCE IN THE SHELTERS OVER THE LAST 140 YEARS WAS OFTEN SEEN AS THE LAST RAY OF HOPE FOR THE PLANET BUT IN ACTION THESE UNDERGROUND LABORATORIES ADD TERRORS TO THE LANDSCAPE MORE OFTEN THAN NOT, UNLEASHING SURVIVORS MADE INTO FREAKISH EXPERIMENT SUBJECTS OR RELEASING AUTOMATONS GONE MAD.

HUMANITY'S DISPARATE TRIBES ARE BRAVING THE WASTELANDS SEEKING ONE ANOTHER AND ATTEMPTING TO FORGE SOMETHING FROM THE ASHES OF CIVILIZATION, BUT EVEN SURVIVING IS PRACTICALLY IMPOSSIBLE AND LEAVES LITTLE ROOM TO BE CONCERNED WITH ANYTHING ELSE. THE MOST POWERFUL *ALTER SAPIENS* HAVE TURNED THE SANCTUARIES FROM THE IRRADIATED LANDSCAPE IN WHICH THEY WERE RAISED INTO FORTRESSES, MANNING THEM WITH ARMIES OF MEN AND WOMEN WILLING TO LIVE BY ANOTHER'S CREED. WITH THE THREAT OF THESE WARLORDS, THE UNEARTHING OF STOCKPILED NUCLEAR WEAPONS, AND THE HORRORS WROUGHT FROM THE PAST, VIOLENCE IS EVERYWHERE AS BATTLES RAGE ACROSS THE BLASTED LANDSCAPE. THOSE FEW LOOKING TOWARD THE WAR FOR THE FUTURE WONDER IF IT HOLDS ANYTHING BUT DEATH AND DESPAIR, BUT THEY ARE FOOLS.

WAR DOES NOT DETERMINE WHO IS RIGHT—ONLY WHO IS LEFT.

DOCTOR CLASS

With a wounded morder still chasing her after nearly a mile of running through the canyon Gem decided enough was enough—vicious beast or not, if she didn't attend to her companions soon they'd bleed out themselves. The unnatural predator rounded a distant corner as she finished adding a catalyst to her prepared concoction of stimulants, jamming the syringe into her arm and reveling in the chemical rush. Death on legs charging straight at her, her pupils went wide and time slows down...

Walkers surged across the arena's ruins, clambering up the rigging above the stage and clinging to tattered banners declaring peace and love for all mankind. A cough escaped Herald's dessicated throat as he remembered the announcements for the event while taking sight down the length of his crossbow. Hidden under camouflage netting on the far side of the stadium, he pulls the trigger and a syringe flies over the mindless horde and lands squarely in the shoulder of his ally Vincente, healing the brutish warrior as more enemies pour into the crowd...

X74 was a seventh generation model android designed for providing medical assistance but after the shelter dwellers it tended to went mad, the need for its talents at healing diminished greatly. The knowledge at its command however—how living creatures function, the necessary areas of biological construction for powerful muscle tension, the exposed areas of joints—was almost always needed. After 0.42 seconds reflecting on this X74 darted forward, slashing at the back of its attacker's knee, dropping the irradiated beast to the ground as it roared in defiant pain. Though the android had trouble truly understanding the emotion this elicited when a similar wild cry resounded from further down the tunnel, it knew well enough that the time for retreat had arrived.

No matter how they might come to master the practice of medicine, all doctors have an inborn drive to understand and master the biological sciences, whether to manipulate the workings of the body, restore creatures to good health, or inflict damage where it will do the most good (or, sometimes, the most harm). The hippocratic oath fell alongside civilization however and many "doctors" are little more than mad scientists, devoted to their research above all else or unwilling to provide any services without a profitable exchange in return. When you're bleeding out in a dingy irradiated ruin of the Wasteland though, a sack of gold is easy to fork over in exchange for a few shots from the nearest doctor.

SAVIORS OF THE APOCALYPSE

While anyone with true talent or skill can find themselves valued by other survivors in the Wasteland, none are as respected or sought out as doctors. With their incredible curative abilities and knowledge of maladies (principally the effects of radiation), settlements turn to doctors when a great obstacle or danger presents itself, when an injury is too painful to ignore, and when a wise mind is called for—even though the person they seek might very well have given into madness in the pursuit of important research.

MASTERS OF MEDICINE

The underground shelters scattered across the Wasteland offered incredible opportunities for the ethically unscrupulous medical mind, batches of controlled test subjects in environments sealed away from the world above. Incredible advances were made even before communication between bastions of civilization fell apart, and without colleagues to encourage morally-minded experimentation many doctors went rampant. Entire regions have suffered from viral pathogens gone awry, the freakish results of blasphemous science, and worse, but the field of medicine has prospered

despite the bloodshed it has wrought, frequently culminating in incredible advancements that border on the supernatural.

CREATING A DOCTOR

The first thing to decide when making a doctor is the reason your character has embraced the path of medicine. Are they avenging a wrong of the past, attempting to protect others from a malady that claimed loved ones? Seeking the cure to a disease that only afflicts only them? Trying to find a way to reverse the mutations wrought from radiation exposure? Attempting to unlock the secrets behind *alter sapiens* and how to create more? Obsessed with saving every possible life—or test subject—they can?

Knowing why your character has chosen this occupation, consider the best background for the sort of survivor you're making. Were they trained by a knowledgeable doctor in an underground shelter or a defunct settlement in the Wasteland? Did they discover a cache of medical goods and textbooks, pouring over every page until the writings within were firmly entrenched in their mind? Are their skills and talents the result of something done by alien abductors?



CLASS FEATURES

As a doctor, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per doctor level

Hit Points at 1st Level: 8 + your Constitution modifier.

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

PROFICIENCIES

Armor: Light armor and shields

Weapons: Simple weapons and ranged martial weapons

Tools: Healer's kit, medical kit

Saving Throws: Intelligence, Charisma

Skills: Choose three from History, Insight, Investigation, Nature, Science, and Technology.

EQUIPMENT

You begin play with the following equipment, in addition to any gear acquired through your background.

- (a) dagger or (b) light hammer
- (a) light crossbow with 20 bolts or (b) autoslingshot with 10 bullets
- studded leather armor
- medical kit
- a (a) healer's kit or (b) scavenger's pack

TABLE: DOCTOR

Level	Proficiency Bonus	Fast Heal	Features
1st	+2	2d4	Fast Heal, Improved Healing
2nd	+2	2d4	Advised Rest (1d8)
3rd	+2	3d4	Field of Medicine
4th	+2	3d4	Ability Score Increase
5th	+3	3d4	Superlative Serums
6th	+3	4d4	Extra Attack, Medispray Master
7th	+3	4d4	Field of Medicine
8th	+3	5d4	Ability Score Increase
9th	+4	5d4	Advised Rest (1d10)
10th	+4	5d4	Field of Medicine
11th	+4	6d4	Superlative Serums
12th	+4	6d4	Ability Score Increase
13th	+5	7d4	Advised Rest (1d12)
14th	+5	7d4	Field of Medicine
15th	+5	7d4	Superlative Serums
16th	+5	8d4	Ability Score Increase
17th	+6	8d4	Advised Rest (1d20)
18th	+6	9d4	Mercy Kill
19th	+6	9d4	Ability Score Increase
20th	+6	9d4	Masterful Resuscitation

Multiclassing Prerequisite: Intelligence 15

Fast Heal

Beginning at 1st level, you learn how to prepare and quickly administer a concoction of antibiotics, faux-adrenaline, ionized saline, sanguine hormones, and synthetic antibodies to rapidly heal a living creature's injuries. By spending a bonus action, you can heal a living creature by stabbing a syringe filled with your curative mixture into their body, restoring 2d4 hit points plus your Intelligence modifier. At 3rd, 6th, 8th, 11th, 13th, 16th, and 18th level your fast heal syringes restore an additional 1d4 hit points.

You can use this feature a number of times equal to your proficiency bonus plus your Intelligence modifier. You regain expended uses when you finish a long rest.

Improved Healing

At 1st level, your extensive medical knowledge grants you proficiency in Medicine and your proficiency bonus is doubled for any ability check using Medicine. When you use a healer's kit to stabilize a creature, you only require a bonus action to do so.

Advised Rest

Beginning at 2nd level, your bedside manner improves and your advice lets those who relax nearby to get the most out of their rest. When you take a short rest and you and any friendly creatures (in the same area who can hear your advice) regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d8 hit points.

The extra hit points increase when you reach certain levels in this class: to 1d10 at 9th level, to 1d12 at 13th level, and to 1d20 at 17th level.



Field of Medicine

At 3rd level, you delve into one or another school of medicine and make that the focus of your career as a chemist, physician, or surgeon. Your choice grants you features at 3rd level and again at 7th, 10th, and 14th level.

Superlative Serums

At 5th level, you attain a sublime mastery over biochemistry that temporarily grants the creature that drinks it abilities drawn from the very creatures of the Wasteland. By drawing biological material from the corpse of a formerly living creature, you can temporarily grant a humanoid one of the dead creature's traits or features. The imbibing humanoid might grow gills, webbed appendages, or other temporary mutations for the duration of the granted ability.

When drawing biological material from a creature, you salvage a number of samples equal to your proficiency bonus. These samples remain viable for 1 month. By spending 10 minutes using your medical kit, you can take these samples and make superlative serums that remain active for a number of days equal to your Intelligence modifier. The abilities you can grant with this feature are determined by your doctor level (as described in Table: Superlative Serums) and last for a number of hours equal to your doctor level. For abilities that can cause a saving throw, the DC is equal to 8 + the imbibing creature's proficiency bonus + Constitution modifier.

There is no limitation to the number of superlative serums you may have on your person at any given time, but a creature can only benefit from this feature a number of times equal to its proficiency bonus before it requires a long rest to benefit from this feature again.

TABLE: SUPERLATIVE SERUMS

Monster Abilities	Doctor Level
Advantage on saving throws against radiation, amphibious, darkvision 60 feet, low-light vision, swim speed equal to walking speed, weakening breath (action, 30 foot cone, Constitution saving throw; on a fail the target is at disadvantage on Strength checks for 1 minute, can attempt a saving throw at the end of each round to negate, and on a success it is immune to weakening breath for 24 hours)	5th
Blindsight (echolocation) 30 feet, breath weapon (action, 30 foot cone, 1d8 damage per point of proficiency bonus, recharges after short rest), burrow speed equal to half walking speed, pounce (successful attacks made after moving 15 feet grant a shove attempt on target), resistance to one type of energy damage, spider climb, stench (range 10 feet, Constitution saving throw; failed save poisons until the end of its next turn, success grants immunity to stench for 24 hours), shadow stealth	11th
Corrupting touch (melee attack, 5 foot reach, 1 target, 1d6 necrotic damage per point of proficiency bonus), earth glide, immunity to one type of energy damage, immunity to radiation, resistance to non-magical weapon damage, tree stride, tremorsense 30 feet, truesight 10 feet.	15th

Extra Attack

Beginning at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Medispray Master

At 6th level, you master the crafting of medisprays and can even craft more potent versions of the restorative aerosol. It takes you 10 minutes and 25 gold of materials to craft a medispray, which heals 5 hit points. By spending 20 minutes and 50 gold, you can craft an improved medispray that heals 10 hit points. By spending 30 minutes and 100 gold, you can craft an advanced medispray that heals 20 hit points. Improved and advanced medispray do not require a Wisdom (Medicine) check to use.

Mercy Kill

At 18th level, your medical knowledge becomes a deadly asset. When attacking a creature with the restrained condition, your melee weapon attacks deal quadruple damage. A creature that takes 50 or more damage from one of these attacks makes a DC 20 Constitution saving throw or immediately dies.

Masterful Resuscitation

At 20th level, you are a miracle worker capable of feats of medicine that are akin to magic. By spending all of your actions for a turn (including your bonus action, action, movement, and reaction), you can restore all of an adjacent dying creature's total hit points. When using this feature on a creature that has died within the last minute, you restore only half of its total hit points.

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

CHEMIST

You are a postapocalyptic alchemist, able to use biochemistry to manipulate your body in truly fantastic ways.

Holistic Serums

At 3rd level, you gain proficiency with the herbalism kit and become able to craft holistic serums. By spending 10 minutes with an herbalism kit you can prepare a number of holistic serums equal to your proficiency bonus. These holistic serums remain active for 24 hours, after which they become inert. After you spend an action drinking a holistic serum you gain advantage on one type of saving throw for a number of minutes equal to your doctor level.

You must finish a long rest before you can use this feature again.

Adrenal Serums

At 7th level, you learn how to concoct adrenal serums that enhance a creature's natural abilities. By spending 1 hour with an herbalism kit you can prepare a number of adrenal serums equal to half your proficiency bonus, choosing an ability score for each serum. These adrenal serums remain active for 24 hours, after which they become inert. After a creature spends an action drinking an adrenal serum, the attribute it was made for is increased by 2 (this can exceed the normal limitations of 20) for a number of minutes equal to your doctor level.

You must finish a long rest before you can use this feature again.

Overdrive Serum

At 10th level, you learn how to make a mixture that heightens a creature's biological systems. By spending 10 minutes with an herbalism kit you can prepare an overdrive serum. This overdrive serum remains active for 24 hours, after which it becomes inert. After you spend an action drinking an overdrive serum, your speed doubles, you gain an extra attack when you use the attack action, and your AC and Dexterity saving throws increase by 2. These bonuses last for a number of rounds equal to your doctor level.

You must finish a short rest before you can use this feature again.

Recursive Fast Heal

At 14th level, you unlock secrets of biochemistry that make you seem to be able to bring the dead back to life. By spending 1 hour with an herbalism kit you can prepare a recursive fast heal. This recursive fast heal remains active for 24 hours, after which it becomes inert. After a creature has been administered a recursive fast heal, when its hit point total is reduced to 0 it is immediately restored to half hit points.

You must finish a long rest before you can use this feature again.

PHYSICIAN

You've decided that the best kind of medical expertise comes from a doctor with a balanced knowledge base.

Studious Manner

At 3rd level, you have advantage when making an ability check to salvage medical technology. In addition, you gain proficiency with herbalism kits as well as three class skills.

Ranged Fast Heal

At 7th level, your practiced eye makes it possible for you to administer fast heal syringes from a distance using an autoslingshot or crossbow as though you were making an attack on the creature you are healing. Regardless of what weapon you use to administer a fast heal (including throwing it), you are only able to do so while within close range.

Improved Fast Heal

At 10th level, your fast heals increase in potency and you are able to make more of them. Your fast heals restore a number of additional hit points equal to your proficiency modifier and you may prepare twice as many as normal.

Doctor's Best Friend

At 14th level, you figure out how to craft a weapon capable of firing syringes over great distances. In your hands, this weapon fires accurately within a close range of 100 feet or a long range of 300 feet, but any other creature wielding it is always at disadvantage on ranged attack rolls made with the weapon. A syringe other than a fast heal deals 3d4 piercing damage on a successful hit. Creatures damaged by a syringe are also exposed to any chemicals inside of it—granting the poisoned condition, dealing poison damage, or other effects—though the extent of what these concoctions can do are entirely at the GM's discretion. Your weapon can fire a number of syringes equal to your proficiency bonus before it requires reloading. Unlike other ranged weapons, it cannot gain any modifications.



SURGEON

You want to know all of the little bits and pieces that make biological creatures function. To you the world is filled with fleshy meatsacks and the nitty-gritty of bones, ligaments, musculature, veins, and brains are what drives your thirst for knowledge.

Surgical Precision

Beginning at 3rd level, you learn how to best strike a living creature with deadly effectiveness, gaining proficiency with martial weapons. In addition, once per turn you can deal an extra 1d6 damage to one living creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

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

The amount of the extra damage increases by 1d6 at 7th, 10th, and 14th level (to a maximum of 4d6).

Surgical Treatment

At 7th level, you are able to automatically relieve any limb conditions in addition to restoring hit points with your fast heal feature. You may only relieve the limb conditions of one limb with a single fast heal.

Cunning Striker

Starting at 10th level, you can use your action to make a melee attack against any number of creatures within 5 feet of you, with a separate attack roll for each target. After attack rolls are resolved, you may choose to inflict sneak attack damage to one target.

Expert Surgery

Beginning at 14th level, you learn how to successfully install cybernetics and how to reattach limbs. A limb must be mostly intact and reattached within 1 hour of being cut off or it is too lifeless to use. Limbs reattached to the original owner's body require a DC 10 Constitution saving throw after 24 hours or they are rejected and the creature drops to 0 hit points, unable to stabilize until the limb is removed. At the GM's discretion, the limbs of other creatures may be attached to an amputated creature though in these cases a DC 15 Constitution saving throw is required after 24 hours to avoid rejection. If the original creature has a higher Strength score than the creature receiving the limb, the recipient's Strength increases by 2. If the original creature had a claw attack, the recipient gains that claw attack.

MEDIC (Character Background)

With how sparse life can be in the Wastelands the ability to heal wounds or revive a creature is a talent as valuable as clean water, edible food, or even gold. You've picked up some tricks from a proper doctor, perhaps serving as an assistant for a time, or practiced medicine in an underground shelter. While you aren't necessarily able to perform the medical miracles of a doctor or magical healer, you know enough to keep something alive and bring it back to consciousness quickly.

Skill Proficiencies: Medicine, Science

Tool Proficiencies: Medical kit

Languages: Esperanto, Latin

Equipment: Medical kit, 5 gp

Feature: Lifesaver. You are able to stabilize a creature that has 0 hit points without needing to make a Wisdom (Medicine) check as long as you have access to your medical kit. Creatures that you use this feature on regain 1 hit point after 1d4 rounds. After using this feature a number of times equal to your proficiency bonus, you require a long rest before it can be used again.

Medical Kit (75 gold). A medical kit includes sanitizer, bandages, ointment, and everything found within both an herbalism kit and poisoner kit. In addition to granting proficiency with those two tools, proficiency with a medical kit grants your proficiency bonus to checks made using its equipment to disinfect wounds, stop bleeding, and keep a heavily wounded creature alive until it receives magical or technological healing.

Medispray (50 gold). This aerosol healing foam can be rapidly applied in the middle of combat with a simple spray as a bonus action with a DC 5 Wisdom (Medicine) check. Living creatures are healed 5 hp by one application of medispray.



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