



THE CHRONOMANCER'S GUIDE TO THE *FUTURE*



ANDROIDS + ARCADES

*RULES & GUIDELINES FOR TIME TRAVELLING
INTO THE DISTANT FUTURE FOR FIFTH EDITION*

WRITTEN BY HAGGARD CLINT



THE CHRONOMANCER'S GUIDE TO THE *FUTURE*

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TO THE ONES WE'VE LOST ALONG THE WAY.



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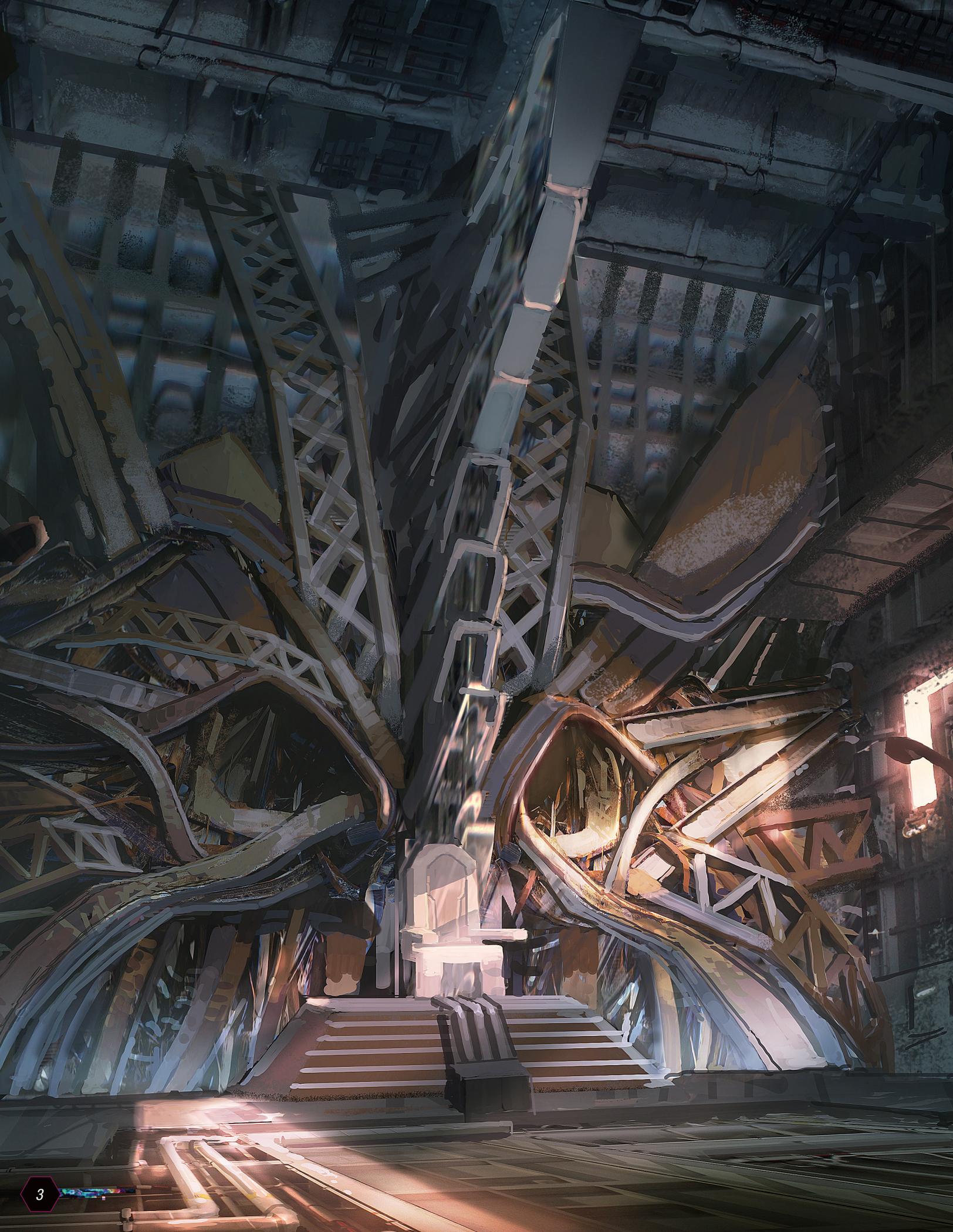
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INTRODUCTION

The clock strikes midnight and lightning strikes the tower. Electricity surges through the cable and down into the street below. In an explosive flash of light, the time machine is struck. Its engine stirs into life and the machine is catapulted back into the future. The scientist's calculations were correct, and he dances in celebration.

Meanwhile, thousands of years in the future, a woman clad in strange plate armor steps out from a wormhole into a dark, rainy alley. She absentmindedly rubs the robotic arm that has long since replaced her original limb. The street echoes with civil unrest as rioters rally against local law enforcement. Cars are overturned and smashed, before the rioters are blinded by the intense spotlights of overhead airships. Heavily armed constructs and android city guard slam their batons against the crowd, kicking out at those who refuse to retreat. City-wide broadcast systems declare the district closed, demanding the crowd disperse. The downpour intensifies, while the city guard rain down blows upon the rioters. The traveler looks through the chaos and sees what she came for - herself. The figure is knocked to the ground and the traveler rushes protectively to her side. She offers her robotic hand and says "Come with me if we're going to live". This time, she will get it right.

Time travel provides more than just opportunity. It provides a way to right the wrongs of our past, and create new realities for our futures. The famous cosmologist Carl Sagan once said, "We were wanderers from the beginning" and in the grand scale of time, he could not have been more right. The urge to wander is innate in the adventurer, but when playing D&D, adventurers are often limited to the present. They may explore far and wide across the land, sea, and sky, or even new planes of existence, but they may only ever experience these places as they exist in the now. With time travel the vast history of a world is a new enticement for those who seek to wander in ways only ever imagined.

While time travel may not have existed in the present, the future has brought us greater understanding of the universe, and provided us with a new blend of science and magic. Within this time, the new spell science known as Chronomancy allows adventurers to violate the laws of time, so that we may explore our distant pasts, and futures.

In the future, technology reigns supreme. Corporations control everything. Government is oppressive. Overpopulation is rife. Brutal architecture divides massive cities into districts and grid-locked streets. Cybernetic augmentation is commonplace. Citizens have fused themselves with advanced robotics. Heavy rain drowns the sky and buzzing neon partially illuminates the streets. It is a bleak, cyberpunk dystopia.

The combination of time travel and the future, provides a unique challenge when adventuring. What was once just learnt through stories or legends of the past, can now become something experienced, something real. Adventurers once only aware of a world's history, are now able to visit or even change the events that forged it.

This guide provides detailed understandings of time travel and how it may affect the past, present, and future of a fifth edition setting. Its premise suggests that given enough time and resources, any world will naturally evolve into a cyberpunk dystopian society of mega metropolises and digital overlords. These are however guidelines, and other possible futures, campaign scenarios, and modes of time travel have also been provided for those seeking a future outside of those suggested here.

This book also offers many mechanics and tools for controlling time travel as well as evolving or beginning your campaign in the cyberpunk future. There are mechanics for operating vehicles and navigating computers, as well as crafting advanced devices far beyond the technological limitations of the past. New subclasses, backgrounds, spells, and feats thematically designed around the Cyber Age are there to be discovered. Fantastic power no longer lies in just the hands of the arcanelly gifted. Cybernetic body modifications, known as Augmentations, allow players to advance themselves in minor but powerful ways.

With all these advancements, the cyberpunk future can be seen as both a dream and a nightmare. Modern monsters now lurk in shadow, and drugs and new diseases run rampant. Giant mechanical titans of steel and circuit threaten the livelihood of all who do not bend to the will of the city. It is a brand new Cyber Age of adventure.

Welcome to the future.

- Haggard Clint, Traveler



PREFACE

WELCOME TO THE FUTURE

HELLO FELLOW TRAVELER,

I'M SURE THIS ALL MUST SEEM CONFUSING RIGHT NOW. QUESTIONS SUCH AS "WHERE ARE WE?" AND "WHEN?" MUST BE BUZZING AROUND IN THAT INQUISITIVE MIND OF YOURS. DO NOT BE ALARMED. THIS GUIDE IS HERE TO HELP. THOUGH AT TIMES IT MAY SEEM VAGUE, TRUST ME, VAGUE IS A GOOD THING. IF ANYTHING THIS GUIDE SHOULDN'T EXIST AT ALL!

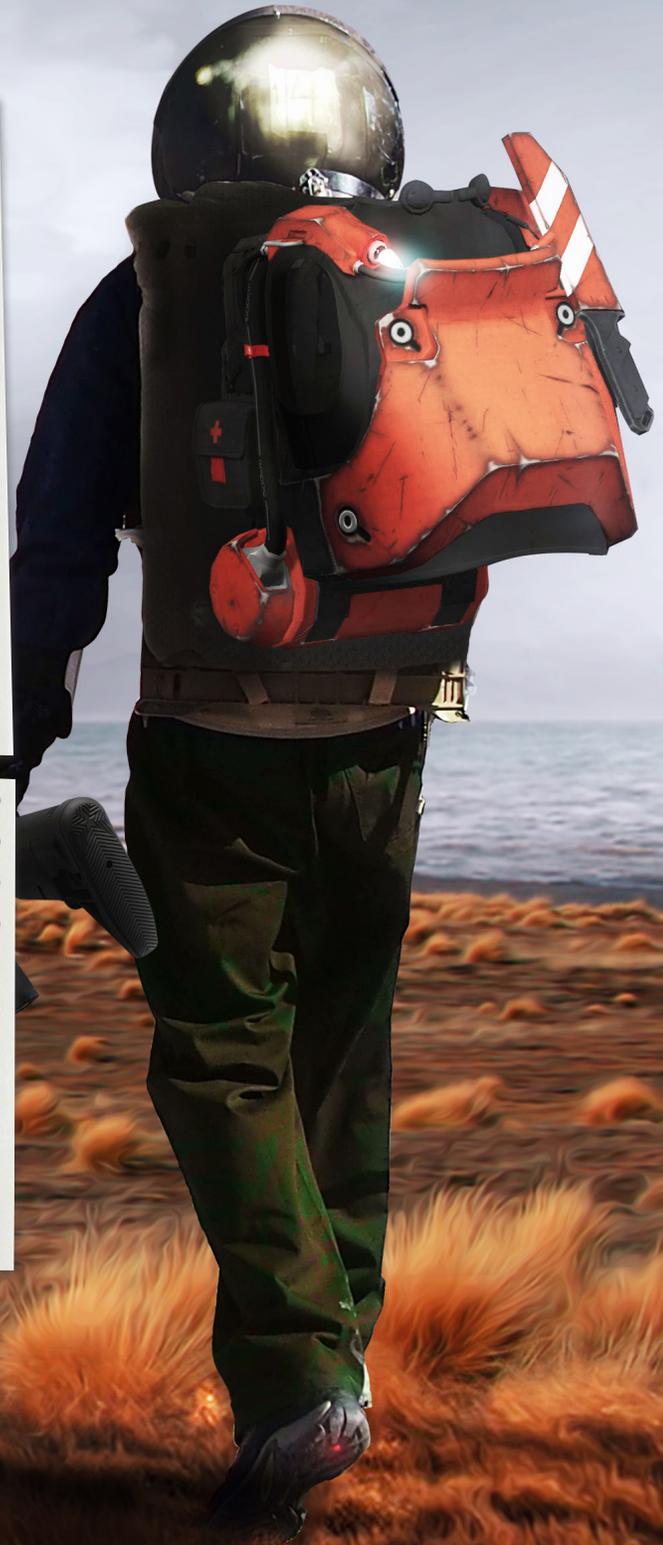
YOU SEE, WHEN YOU TRAVEL INTO THE PAST AND LEARN A HISTORY'S FUTURE, YOU TAKE ON GREAT PARADOXICAL RISK. YOU MUST BE CAREFUL. TIME IS SUCH A PRECIOUS THING. SO FRAGILE YET SO STRONG. LIKE A RIVER IT FLOWS, CARRYING US TO OUR DESTINATION, FOREVER IN ONE DIRECTION. BUT! THROW EVEN THE TINIEST OF PEBBLES INTO ITS WATERS AND WATCH AS THE TIDES RIPPLE OUT, CREATING INFINITE NEW POSSIBILITIES.

PROMISE ME, DEAR READER, THAT IF YOU EVER DO FIND YOURSELF FLOATING THROUGH THE WIBBLY WOBBLY WERVE OF THIS NEW AGE, YOU WILL HEED CAUTION.

IN ALL MY YEARS TRAVELING, I HAVE SEEN MANY WONDROUS THINGS BUT FEW HOLD THE BEAUTY THE FUTURE CAN BRING. IT IS HOPE ITSELF! A PROMISE OF TOMORROW! ITS NEW ADVANCEMENTS AND UNDERSTANDING! FOR ME, THE FUTURE IS A JOURNEY ALL OF US MUST TAKE IN OUR LIFETIME. I ONLY WISH I HAD MORE TIME TO COVER IT ALL FOR YOU.

IT IS MY SINCERE HOPE THAT WHAT HAS BEEN COVERED IN THIS GUIDE WILL BE ENOUGH TO PROTECT YOU FROM YOURSELVES, PREVENT PARADOX, AND MAINTAIN THE FLOW OF TIME. SAFE TRAVELS.

YOUR FRIEND IN TIME,
JULIUS LUITPRAND
CHRONOMANCER





TRAVELING THROUGH TIME

In the distant future, massive megacities exist. Among their great towers of neon and steel, there are those who seek to alter the dystopian nightmare they find themselves in. A grief-stricken widow seeks to reverse the death of her love. A ruthless businessmen might utilize time travel to achieve massive financial gain. Time travelers violate the natural flow of eternity to adventure into their pasts and change their futures.

For travelers from the past, the future is stranger than they have ever imagined. Massive airships patrol the skies, workforces of mechanoids fill menial jobs, while cybernetic body modification converts flesh to steel. New cultures, new communication methods, and new technology is everywhere. New science rivals the magic of old. Oppressive governments control everything, and seek to destroy all who would oppose or overthrow them.

This chapter will cover the concept of time traveling to, and from, a distant cyberpunk future. It will give guidelines and ideas about including the new magic of chronomancy, how to manage it within a campaign, and the nature of paradoxes in time.

ADVENTURES IN TIME

There are scholars who would suggest time does not exist. That it is only our perception of reality at that very moment. Others claim time is a plane of existence, one that binds all others under it. Beyond what you may know, there is no denying time's existence. Watching the seconds tick by at the end of a long day. Waiting endlessly for a pot to boil. Time is everywhere. Within it lies an endless expanse of possibilities that invoke in us feelings of "What if?" and "When?". It is ever present, always.

For those who seek to change their lives, there is no greater power than traveling through time. These adventurers look beyond known history, and seek to make right the wrongs of the past and future. There are also curious observers. Those who wander in search of knowledge, seeking to know where we're going, so that we might learn from where we've been.

Traveling in time is fraught with peril. For a Game Master (GM) or a player, altering time's flow can have dramatic effects on a campaign. Paradoxes, alternate timelines, new technologies, and distant futures all create their own puzzles, bringing about many questions. When history is fluid, how can the campaign remain your story? How have the characters changed? What is technology like now? Do player memories remain? Are the results permanent? What happened to the world they once knew? With each change to the past, questions like these can arise. The GM is the only one who can answer such things as each campaign's timeline is different.

The following sections seek to provide guidelines designed to aid in answering these questions, keeping time travel simple and playable throughout any campaign.

WHAT IS TIME TRAVEL?

The first question to be answered before adding time travel to your campaign is, "What is Time Travel?" The quickest answer is "Any journey made through space and time" but it is the qualifier of "time" that is most important here. To travel through space, we need only walk across a room, but time involves something more. Time requires a *then* and a *now*. A place where you were in one moment, and the new place you find yourself in the next moment. This means that time is persistent. Greater than any comprehensible power, it is the great expanse within which all matter and life exists and dies. It is the constant. Existing since the birth of the universe, and expanding forever into eternity. Time is not some deity. Greater than the gods themselves, it is the now and forever which even they must abide in.

To travel through such an incredible power requires not only immense understanding as to the manipulation of time, but also an understanding of the universe's history. The manipulation of time is known as Chronomancy.

Chronomancy is the understanding of time as a means to know the future or past. In terms of practical use, chronomancy is any magic or technology used by a creature in order to travel into another time and space.

BUILDING YOUR TIMELINE

In order to develop a universe's timeline for the future, one must consider what changes throughout history, how that advances the future, and how we time travel to it. This section provides rules and guidelines for building your realm's timeline and time traveling within it.

THE PILLARS OF CHANGE

Time exists in a state of perpetual change. To simplify this process, four key pillars have been designated paramount to building a campaign's timeline: Government, Economy, Society, and Technology/Magic.

» GOVERNMENT

Politics are seldom in a state of stability. In most realities, you will find that the military or royalty run the realm. This happens for two reasons: Money and Arms. The ruling class is often those that hold access to weaponry and money. However, what happens when a world develops beyond such a monopoly? Beyond government, in a cyberpunk future, it's far more likely that companies and corporations seize control of both. This might allow them to control government spend and ideals, without being government themselves.

» ECONOMY

The poorer a world, the less chance it has to develop. Thus, no matter what stage of the timeline your world might find itself in, the acquisition of wealth is of utmost importance. However, what is wealth? Has water become the number one source of currency? Do people exchange their internal life essence, sacrificing a small amount of time for just a coffee? How do cities trade with one another when every bank in the world collapses under its hubris and greed? The evolution from barter-based economies to digital finance may happen gradually but does at the same rate as it's access to technology.

» SOCIETY

The understanding of time and reality as a whole can only be done so through its people. Intelligent species are what give a world its foundations and without them, the development of these foundations grinds to a halt. A functional society requires an economy and some measure of government, even if only in the most basic of forms. Beyond this, geographical and environmental limitations can also slow or hasten the speed in which a society develops. Settlements in the heart of the mountains might find it difficult to trade with other settlements on foot, and perhaps develop new forms of travel to compensate. Connectivity is also important and without efforts made to maintain trade and tourism, language and cultural understanding cannot grow.

» TECHNOLOGY/MAGIC

As time progresses, the balance between technology and magic may shift depending on how necessary technology was in the past. Different sides of the same coin, technology and magic both represent the astronomical accomplishments the mind can achieve. More important than any other pillar mentioned here, technology/magic influence everything. It is tied into the reach and control of the government, the strength and trade of the economy and the intelligence and culture of its society.

With such dependence on technology and/or magic, rarely, both do not exist within the same time. The most basic of rules suggests that in the absence of magic, technology thrives. Inversely, the more magic in the world, the less likely it is that advanced technologies have been explored.



THE INTENT HERE IS TO GAIN A CLEAR PERCEPTION OF HUMANITY. WHERE WE'VE BEEN, WHERE WE'RE GOING. THE PITFALLS AND THE POSSIBILITIES. THE PERILS AND THE PROMISE. PERHAPS EVEN AN ANSWER TO THAT UNIVERSAL QUESTION, WHY?

PROGRESSION OF THE PAST

In a general understanding of time's progression, one of the easiest measures for the age a traveler might find themselves in, is to examine the technology around them. Throughout recorded history, there have been six main ages. The cyberpunk era, which is as far as this guide has traveled forward, exists in the sixth age known as The Cyber Age. The following section outlines the various other ages you might experience as you travel through time.

» THE DAWN AGE

The greatest technical achievements of the Dawn Age were the discovery of how to make fire, tools, and the domestication of animals. Common crafting practices included pottery, stonework, and woodworking. In combat, creatures of this age commonly wore hides and leather. They wielded primitive weapons such as clubs, daggers, spears, and bows. Information was shared through tribal stories and rarely, if ever, reached beyond other small settlements. Travel was accomplished largely on foot, or via rafting, or canoes.

» THE METAL AGE

With the creation of metalworking came new advancements and an end to the Dawn Age. The forging of copper and tin lead to bronze, and through improved tools the working of iron. These advancements soon led to greater and longer lasting construction. Improvements in animal husbandry and agriculture allowed for more permanent settlements. Together improvements in food supply, and metalworking brought about greater concentrations of population. Cities were formed, and they soon gave way to nations and grand empires. Creatures of this age would wage battle on horseback as well as by foot. They would be clad in iron plate and scales, chainmail, and wield metal weaponry of sword, shield, and lance. The advent of improved naval travel allowed for greater methods of communication and the transfer of resources.

» THE FEUDAL AGE

One of the better recorded ages of history, the Feudal Age is also one of the most chaotic. Thanks to advances in writing and print, information was spread more effectively, and across vast distances. In turn access to knowledge led to greater discoveries in crafting, medicine, and warfare. Agriculture moved beyond supplying just the localized

populace rural areas. Advancements in both land and sea based transportation brought greater trade, knowledge, and wealth. The greatest advancement of this age could arguably be the invention of the university and other educational facilities. New forms of crafting, learning, and class structure emerged. The first form of corporation emerged during this age in the creation of the artisan guild. With new businesses, wealth dispersed away from highly concentrated nobility, and a middle class emerged. Creatures of this age benefited from better crafted armor and weapons, but an even greater change would occur with the invention of the firearm.

» AGE OF UNDERSTANDING

Where the technical innovations and improvements of the previous age brought about the birth of the metropolis, the Age of Understanding would only improve. Even larger cities emerged, creating new capitals boasting improved agricultural techniques, long stretches of road, and sea-born trade. It was an age of pirates and poets, not devoid of conflict but filled with art and wonder. Infrastructure was placed into the discovery of new sciences and magic that brought with it further advancements in medicine, astrophysics, and chemistry. New cultures emerged and ushered in new thoughts and understandings of the world's nature and the place of all creatures within it. Citizens of this time embraced the fusion of technology and magic, and the wondrous creations it brought them. This age marked the end of the 'small village'.

» MODERN AGE

From the theoretical understandings learned in the Age of Understanding came their widespread practical applications in the Modern Age. As power from steam and electricity were harnessed, new technology became more efficient and more powerful. With the invention of the train and automobile, people were given more freedom, and the invention of the combustion engine allowed for longer distance travel. Cable and communication lines were developed that stretched far across nations, and connected the world like never before. The guilds of the age expanded. They gathered greater control over society and took more power from the noble families of the era. Governments changed, their reach expanded globally, and their interests go beyond the physical limits of their borders. Their influence soon took on world-wide economic control. The face of combat changed swiftly in this age with new vehicles designed for flight, and underwater travel. The age of the professional knight ended, and the machinery of war was harnessed completely by the state.

FUTURES OF THE UNIVERSE

There are many futures possible, each as unpredictable as the last. Attempting to predict a universe's future may be difficult, though many realms should have established common lore that will assist you. If you intend to add time travel into your realm, your realm will require a past and present, so as to best inform its future. To aid you in these predictions, the following section offers suggestions and questions based upon hypothetical histories of these atypical realm timelines.

» **DESERT WORLD**

This realm is a dying world destroyed by magic and the barbaric acts of its populace. It has become a desert planet, lacking in both resources and civilization. A future from this may at first glance appear pointless, but the benefit of such a setting is its blank slate. Vast expanses of desert and forgotten cities allows for new hope to be found by new heroes. Adventurers may have a chance to prevent the death of this realm by going back and stopping the cataclysmic magical event that unleashed its orgy of destruction.

Not all is lost in this world. Perhaps a centuries-old mechanoid discovers new life in the form of a plant? Its green leaves growing up from previous infertile soil, the mechanoid pledges itself to the sacred task of protecting it at all costs. It's also possible a long-defunct corporation once developed the secret to building a new garden of salvation. With this technology, adventures might have a chance to rebuild society fresh with running water, rebirthed natural magic, and renewed flora and fauna. Or perhaps the corporation never died at all, and they now host the last safe refuge for creatures the world over? Even a dying realm can experience deep adventure.

» **STEAMLAND**

The war between robot and man had left casualties on both sides. The history of this steam-powered realm may be relatively unknown, but given the signing of the realms peace accords only two years prior, we can predict uneasy tension between mechanoid and humanoid kind. Moving into the distant future, where the concepts of advanced robotics, flying cars, and cybernetic augmentation run free, how have opinions on mechanoids changed? Have mechanoids evolved to become the dominant race, thus changing laws and accessibilities for their kind? Or did the peace accords fail due to a vicious grassroots campaign designed to undermine the efforts of heroes before?

In all societies ingrained with such tension, there will always be fringe elements looking to disrupt the new

status quo. Heroes and villains from both sides may emerge, each with their champions to lead the charge. Alternatively, the tension between the species may have dissipated entirely, thanks to the merging of man and machine. New mechanoid races and human-mechanoid hybrids known as "cyborgs" may have bridged the divide and brought about a new age of peace and harmony.

» **ANCIENT FANTASY**

This realm is centuries upon centuries old. Rich in history and filled with magical beast and heroes. Its major cities share a long coastline where adventures travel northwards and south to discover fortune and glory. Considering, with only natural interference that coastlines are subject to erosion, it's possible the landscape may have changed in the future. Cities once considered proud ports may be no more! In fact, through environmental changes alone, an entire city itself may now lie at the bottom of the ocean floor. If adventurers expect once frequented location, and yet in the future find it buried, what has become of it? Has a city in the centre of the continent become the last major hub for those seeking refuge? Has a new law emerged or does chaos reign as the last safe harbor is overrun with survivors? Through geographical consideration alone, the future of the realm may have left it completely unrecognisable.

» **TECHNO-MAGICA**

According to records, this realm consists of a planet-sized city once ravaged by war over ten thousand years ago. Fought over by ten great armies, the centuries-long war ended with the creation of a great treaty. This great event leads to the beginnings of the first powerful leaders, but peace would not remain for the realm. Greed and corruption ran rife and with the fledgling power of the treaty diminished, new protections are needed. With these new protections granted, a single citizen is selected to become the supreme champion. This champion is tasked with keeping the balance of the guilds and maintain peace in the realm. Their word is law and their power, absolute. A world that thrives on its melding of magic and technology can experience incredible advancements. In the case of this realm, a planet-sized city run by corporations, the threat of monopolisation is rampant. One central corporation growing large enough to consolidate the assets of all others makes it easy to influence governments and control the people. Dependency on technology and the services this singular corporation controls may drive a populace to rebellion or complete unrealised corporate slavery. What could the heroes do to stop this and return true power to the treaty and his supreme champion?

ALTERNATE FUTURES/HISTORIES

Due to the nature of time and its potential, it is possible that no matter how prepared a GM might be, they could still be caught out by a player's actions. The table below will aid you in the quick rewrite of a settlements future/history should the need arise. Further tables have been provided at the end of this guide to assist in the creation of your campaign's future.

d10 Architecture

1	<i>Dwarven.</i> Heavy, sharp angles. Often made of concrete and steel. Deep grays and natural stone color palette.
2	<i>Elven.</i> Sleek, curved, natural. Often made of lightly dyed clays and smooth carvings. Bright and neutral color palette.
3	<i>Halfling.</i> Jumbled up and stilt housing. Often made of stone and brick. Very cluttered stylings. Green and emerald color palette.
4	<i>Orc.</i> Untreated natural rock forms with found furnishings. Often made up of repurposed junk with graffitied ultra-violet accents.
5	<i>Dragonborn.</i> Clear, tall, spiralling, and jagged. Often made of blown glass and crystal made through sand and natural gifts of their racial traits.
6	<i>Gnome.</i> Organised chaos. Often made up of mixed materials with dome and orb shaped housing. Multi-spectrum color palette.
7	<i>Tiefling.</i> Opulent when possible. Often made up of simple rock and clays with complex carvings. Gray and black color palette.
8	<i>Android.</i> Often made up of advanced polymers with postmodernist zoomorphic influences. Whites, golds, and precious stone palettes.
9	<i>Automaton.</i> Huge, thick, immovable. Often made of concrete and steel in a minimalist style based on grids. Gray color palette.
10	<i>Mix of cultural influences.</i> No discerning stylistic leanings one way or the other. A true amalgamation of culture.

d10 Government

1	<i>Anarchy.</i> No rulers, a lawless land with no one central leader or sense of government.
2	<i>Geniocracy.</i> Ruled by the intelligent who utilise their creativity and wisdom to govern the people. Only the truly intelligent are respected here.
3	<i>Dictatorship.</i> Ruled by a self-declared civilian or military leader with the goal to remain in power for as long as possible, often at the cost of the people.
4	<i>Kraterocracy.</i> Ruled by the strong who take their thrones of power through physical force or intellectual cunning. Only the strong are respected here.
5	<i>Democracy.</i> Ruled by an elected group of individuals who have campaigned for votes from the public to represent their interests.
6	<i>Corporatocracy.</i> Ruled by corporations who use their control of finance to influence the politics and economics of the world to suit their selfish, greedy corporate interests.
7	<i>Cybersynacy.</i> Ruled by a secretive order of highly informed individuals that regulate the public's way of life. Devoid of emotion, they operate solely on logic.
8	<i>Theocracy.</i> Ruled by the religious elite, typically of one or many aligned faiths. They shape their societies with the goal of shepherding the people towards service to god(s).
9	<i>Ergatocracy.</i> Ruled by the guild workers and working class with the shared goal of the even distribution of wealth and power among the people.
10	<i>Monarchy.</i> Ruled by a king or queen of a long standing family of the region who has gathered control through force or political alliances.

d10 Commercial Interests

1	Mining
2	Finance
3	Science
4	Construction
5	Retail
6	Entertainment
7	Agriculture
8	Power
9	Manufacturing
10	Nothing

d10 Society

1	Very religious
2	Paranoid and very protective
3	Experiencing a disease
4	Afflicted with a drug addiction
5	Firm supporters of the government
6	Depressed and nihilistic
7	Skeptical of their world
8	Workaholics
9	Naive and trusting
10	Strongly opposed to the government

d10 Geographics

1	The location is known by a different name
2	The town resides in a deep chasm
3	Nearby rivers and lakes ran dry years ago
4	The town now floats high above the ground
5	It hasn't stopped storming in decades
6	Another plane of existence sits on the town
7	Huge walls now circle the town for protection
8	The lands are prosperous and healthy
9	The town has moved underground
10	A great mountain nearby no longer exists



THE PRIME DIMENSION

When running a campaign that allows for time travel and dimensional hopping, it is because of the chance for world altering realities that we first establish the Prime Dimension. It is the plane of existence in which the campaign takes place that the adventurer's and GM can call "home".

For the Prime Dimension to be established the collective consciousness of it's intelligent creatures' must agree on their reality. Simply put, the more creatures that agree, the more stable dimension is, and the stronger its existence as the Prime Dimension. This has resulted in many creatures of many dimensions all believing theirs to be the Prime.

ALTERNATE TIMELINES + NEW DIMENSIONS

While time is theoretically controlled through great moments in history, many other alternate theories suggest that time is merely a measure of general cause and effect. If this cause and effect were to alter reality, a new timeline may split, creating an alternate reality to our own. Dependent on how you run your campaign, these alternate realities may now exist as alternate versions of the Prime Dimension. Only the Prime Dimension experiences this phenomenon, as it is the central point for the campaign (even if it isn't the dimension where all of life began).

Dimensions can change subtly, such as streets and landmarks being named after different people and events; or dramatically, with all humanoid-kind now enslaved to a vicious homicidal dictator. When a dimension is not recognisable as parallel to what was once known, it can indicate that a great paradox has occurred somewhere in the timeline and the adventurers are now in an alternate dimension. A good measure for managing this is to label new dimensions with some sort of reference code.

For instance, if the Prime Dimension could be referred to as Universe-A, the new alternate dimension might be referred to as Universe-B. Likewise, if the Prime Dimension

was not previously inhabited by a race of fungus mutants, this new dimension might be referred to as the "Mushroom World" or "Sporecity". Names and codes are very useful.

TIME + SPACE

Time is nothing without it's space. Further to the development of a universes timeline, we must recognise times relation to space. Depending on how the Game Master wishes to run time travel in their campaign, GM's may be faced with the challenge of adventurers traveling into a physical space that no longer exists. For instance, the party finds themselves at the bottom of a quarry in a gas mining facility. They activate their time machine to move backwards in time. Without the concept of space travel being attached to time travel, dependent on how far back they go, there is a high chance they will find themselves teleporting into solid rock or dirt. There is a ruling of "literal versus intent" that the GM can make here. However, in its simplest form, it could be argued that any time machine or spell designed for chromomagical based travel would be developed to manage this problem. If a player, or players, travel backwards or forwards in time into a physical space that no longer exists or is yet to exist, the GM should allow them to be transported into the nearest unoccupied space. In the event of the quarry suggestion, this could result in the players being transported into an underground cavern, or safely above ground. Safe and sound, here the land remains unspoiled from the mining extraction to come.

OPTIONAL: DIMENSIONAL DECAY

Whatever your agreed upon theory on time travel, in order to provide an urgency to return to the Prime Dimension, there is Dimensional Decay. This decay occurs at an atomic level and is a side effect of reality being out of sync. The time it takes for this decay varies, but is inevitable. The longer a creature remains in an alternate reality, the higher the probability of their inevitable disintegration.

THE PRIME TIMELINE

Disrespecting time is a dangerous affair. For a campaign that involves chronomancy, an ill-prepared GM can find themselves at their wits end. If a player is allowed to abuse time travel wildly, it can result in the destruction of their entire universe. When preparing a futuristic time travel campaign, the establishment of a Prime Timeline is key to the maintenance of order. It acts as the tunnel through which all realities exist within your campaign.

The Prime Timeline is greater than the Prime Dimension. Think of it like a blanket that wraps around all of existence. It is the unfathomable cosmic force that binds all matter and magic. If we accept that the concept of time is merely our measurement of reality, then like the Prime Dimension, every creature's collective understanding of time is what forms this Prime Timeline.

Ask yourself, how do the sentient creatures of the world view their reality? How have they measured their days, months, and years? How quickly do they and the world around them age? All intelligent creatures ask themselves these questions when seeking to understand how time operates in their world. A GM should ask themselves these same questions when establishing their Prime Timeline.

Once established, altering this Prime Timeline is akin to changing the tides, it cannot be done. However, time is as fragile as it is strong. With each change in the established timeline, ripples echo across its surface. No one ripple may be enough to alter its course, but with enough power these ripples may bring about great paradox and temporal chaos. This chaos creates a gateway into the Prime Timeline and becomes the catalyst from which all alternate dimensions are born. We call these gateways, Rifts.

TEMPORAL RIFT THEORY

Temporal Rift Theory is the prime theory for managing time travel. As complicated as time travel may get, this theory allows for adventurers to travel the Prime Timeline of a campaign via a series of manageable 'rifts'. These rifts can be traversed with the manipulation of magic or science. It is only in great moments of history that a Temporal Rift occurs. This moment is often an event integral to the formation of the world as it is known. It could be the death of a monarch, the discovery of modern medicine, or the invention of the atomic bomb, just for example. They are events of such pivotal causality to the formation of the Prime Timeline, that it warps, allowing chronomagical travel into it's past and future. Rifts create key points for adventure that allow players to explore their world's timeline while also allowing the GM to maintain control of the campaign.

» CREATING TEMPORAL RIFTS

When a GM establishes their campaign's Prime Timeline, the recommended number of Temporal Rifts is seven. This recommendation stems from practiced guidelines on world building. An important rule to remember is that, "As all things begin, so must they end." Thus, all worlds require a beginning and end in order to be traveled. The easiest Temporal Rifts involve the inception of the world and its inevitable destruction. A GM does not need cover all of time and space in order to establish their Temporal Rifts. They need only cover what they decide has been documented within the world and thus, can be visited. For instance, if your campaign were to be set in fantasy medieval realm, a rift might be found at the assassination of a great mystic tasked with preventing the end of the world. For a campaign set within a steampunk world, a rift might be found at the invention of the steam engine. This event would have brought forth the great technology the world has today and possibly the invention of time travel itself. How could these events be altered? And what repercussions might their alteration then incur? Simply put, the Temporal Rifts of your campaign should revolve around the events that have shaped your campaign's history.

ALTERNATE THEORIES ON TIME TRAVEL

Many alternate theories on time travel have been displayed in varied works of fiction. With enough preparation, any GM could operate their campaign based on these theories but it is done so at their own peril. Should a GM wish to attempt other forms of time travel in their campaigns, the following alternate theories have been provided below.

» ALTERNATE TIMELINE THEORY

This theory suggests there is only one conscious thread of time that can be interacted with. If a creature were to enter the past and change a significant event of history, a new timeline is created with a new future to discover upon their return. Upon the creatures return, the GM decides how the creature's world has changed based on the creature's actions in the past. These changes can and almost always result in some measure of paradox (see: Paradoxes). In this form of time travel, there can only be one copy of the same creature within the same time and space. When the same creature occupies the same space as their duplicate, the Prime Timeline attempts to assimilate the two existences of the creature into one state of being. New memories are formed and a great physical and psychological toll is placed upon the creature. It should be explained to players that returning to the future might alter their character as they know them, creating a different version in their place.

» THE MULTIVERSE THEORY

Perhaps the most widely “accepted” notion of time and space is that it exists in infinite forms across a vast multiverse. This multiverse is the theorized home of all other universes, including the Prime Dimension. The theory suggests that with every new decision, a new version of the Universal Plane is made. Planes where mechanoids never become the dominant race, timelines where the hero’s family was never killed, or a world where reality’s greatest enemy never found the inspiration that set them on their path of evil. For campaigns experiencing such theory, time travel is easily injected into other settings beyond their own. For creatures who travel between these multiverses, there is little consequence. If a mistake is made in one universe, a chance to discover a new one can be offered. There are infinite degrees of universes providing infinite degrees of solutions.

» LIQUID SPHERE THEORY

Unlike the assumption that time is a strict progression of cause and effect, this theory claims time to be a dense omni-directional plane that envelops all others. Access to this plane allows non-linear travel to any point throughout the universe. Far more chaotic than any other theory, Liquid Sphere Theory suggests time operates beyond total comprehension, allowing it to just “work”. Acting more as an amorphous blob of astral energy, it flexes and moves through existence, unable to be broken. Paradox cannot occur here as the universe either does not allow for it, or automatically fixes it before any intelligent creature might notice. Creatures who travel through such time often require a form of vehicle or machine to allow them to withstand time’s chaotic force. Due to the complex nature of time travel in this form, it is theorized that any technology of this type would most likely require its own contained demi-plane outside of time. This technology’s interior space would undoubtedly be considerably larger inside than its outside dimensions might suggest.

CHRONOMAGICAL RISKS

Chronomagic brings great risks to those who use it for time travel. These risks can come with side effects like *memory loss* and *time warping* experienced when venturing through other planes of existence outside of the Prime Dimension. Time travel can potentially cause premature aging, memory loss, body-conscious swaps, and physical mutation. Worse than these effects though, is potentially lethal phenomenon of *paradox*.

YOU EVER RIDDEN ON AN AIRSHIP? ITS A LOT DIFFERENT TO RIDING WITH THE TOP DOWN ON A HOVER CONVERTER CRUISER. HOW THE HECK DO THOSE THINGS EVEN WORK?!



PARADOXES

Within a Temporal Rift, time is at its most vulnerable. As a warping, chaotic mess of probability, it bubbles and rips with even the slightest of touches. It is within this fragility that we find time's greatest danger - paradoxes.

To understand paradoxes, we must first know what creates them. If it is understood choice creates change, then even the most mundane of choices can have lasting effects on a creature's timeline. For a character, their choice could be as simple as drinking coffee instead of their usual tea with breakfast. It could also be choosing not to commute to work on the day of a catastrophic train accident, thus avoiding their own death. All choices, no matter how big or small can result in a ripple effect that flows into the cosmos. When this occurs, new variant timelines splinter off the Prime Timeline creating new dimensions and degrees of paradox.

» MINOR PARADOX

Paradoxes created by minor ripples cannot be sustained. When a ripple in time cannot resolve itself and find its way back to the Prime Timeline, this creates a paradox. Dependent on their severity, these paradoxes at their most minor create a sense of *déjà vu*, as if the events had repeated themselves for a moment. Creatures who experience these events might gain advantage on Wisdom (history) checks to do with the past, future, or present. In other cases they might suffer from a mild form of confusion for a short time, giving them disadvantage on skill checks to accomplish specific tasks. The repercussions of such minor paradoxes are temporary and rarely dangerous.

» MAJOR PARADOX

At their worst, a paradox could rip apart the very fabric of reality and fracture its Prime Dimension into a collapsing abyss from which it can never return. The universe could be erased from all memory and history. When a new possibility creates a massive contradiction in a creature's timeline (eg. they never become an adventurer, they meet or physically interact with their earlier self, they kill the creature that set the world on its course, etc.) a major paradox can occur. At the GM's discretion, any creature, along with the world around them, can be affected by another creature's major paradox.

Paradoxes in creatures can be especially dangerous. The mind and body of most beings are far too fragile to withstand the corrective flow of time. When the Prime Timeline attempts to correct itself, these creatures can experience unimaginable mental and physical pain.

This is known as a Paradoxical Revision Event (PRE). A PRE is an attempt by the timeline to resolve itself by merging the conflicted existences of a split timeline back into one. The results are rarely perfect and often cause minor anomalies to what might have been expected. Goblinoid camps might no longer raid nearby farms, purchased lands are now owned by new lords, a once great love has moved on to another. The world and the characters change, both physically and mentally. When a character experiences a Paradoxical Revision Event, they must roll on the table below to determine how they are affected.

Paradoxical Revision Event Table

d100	Effect
01-10	You're sure you've lived this day before. For the next 24 hours, you have advantage on all rolls you make.
11-20	You feel refreshed, awake and alert, but you cannot remember the past 24 hours.
21-30	You take 1d6 psychic damage and know yourself by a different name.
31-35	Roll on the Madness Table (short-term). This effect lasts 1 hour.
36-40	You lose one proficiency or language you once had, and you gain a different proficiency or language.
41-45	Your gender or sexual orientation, or both, change from what they once were. Your choice.
46-55	You lose 2 ability score points and can add 2 ability score points to any other ability.
56-65	You take 1d10 psychic damage and have childhood memories that are in contrast to ones you once had. For example, if your father died, you think they're alive, if your family was good, you remember them as evil, or if you grew up on a farm, you recall growing up in the city.
66-75	You take 4d12 psychic damage and are incapacitated.
76-85	You have amnesia. You have almost no memory of who you are, who you once knew, or when or where you are. There is no cure for this. The amnesia fades after 1d4 weeks.
86-95	Roll on the Madness Table (indefinite).
96-97	You take 8d12 psychic damage and are stunned.
98-99	You are reduced to 0 Hit Points and must immediately make a death saving throw.
100	All life as you know it stops instantly and every molecule in your body explodes at the speed of light. You are disintegrated. During the next 24 hours, any characters you knew slowly lose their memory of you. Eventually, you are erased from any memories they once had of your existence.

THE RULES OF TIME TRAVEL

Traversing through the dimensions of reality (as created through time travel), allows for many wondrously personal experiences. It can be easy for adventurers to get carried away with all the amazing possibilities granted to them with such metaphysical access to the timeline. This is why this guide includes the fundamental rules of time travel all travelers must know before they even think about venturing backwards or forwards in time. These laws are known by all professional travelers, but admittedly much like the fabled *pirates' code*, they are sadly treated more like guidelines than actual rules.

» RULE #1

Do not travel through time. The first and most important rule of time travel is to simply not do it. No being should be granted such realm altering power, especially one incapable of repairing whatever damage they may cause. The safest form of time travel is to not do it at all.

» RULE #2

Do nothing. So you ignored the number one rule and now find yourself in the past or future. Do not do anything! Do not interact with anyone. Do not write anything down. Do not eat. Do not defecate. Do nothing. The time traveler is merely an observer of their visited moment of reality and should leave no impact upon its space.

» RULE #3

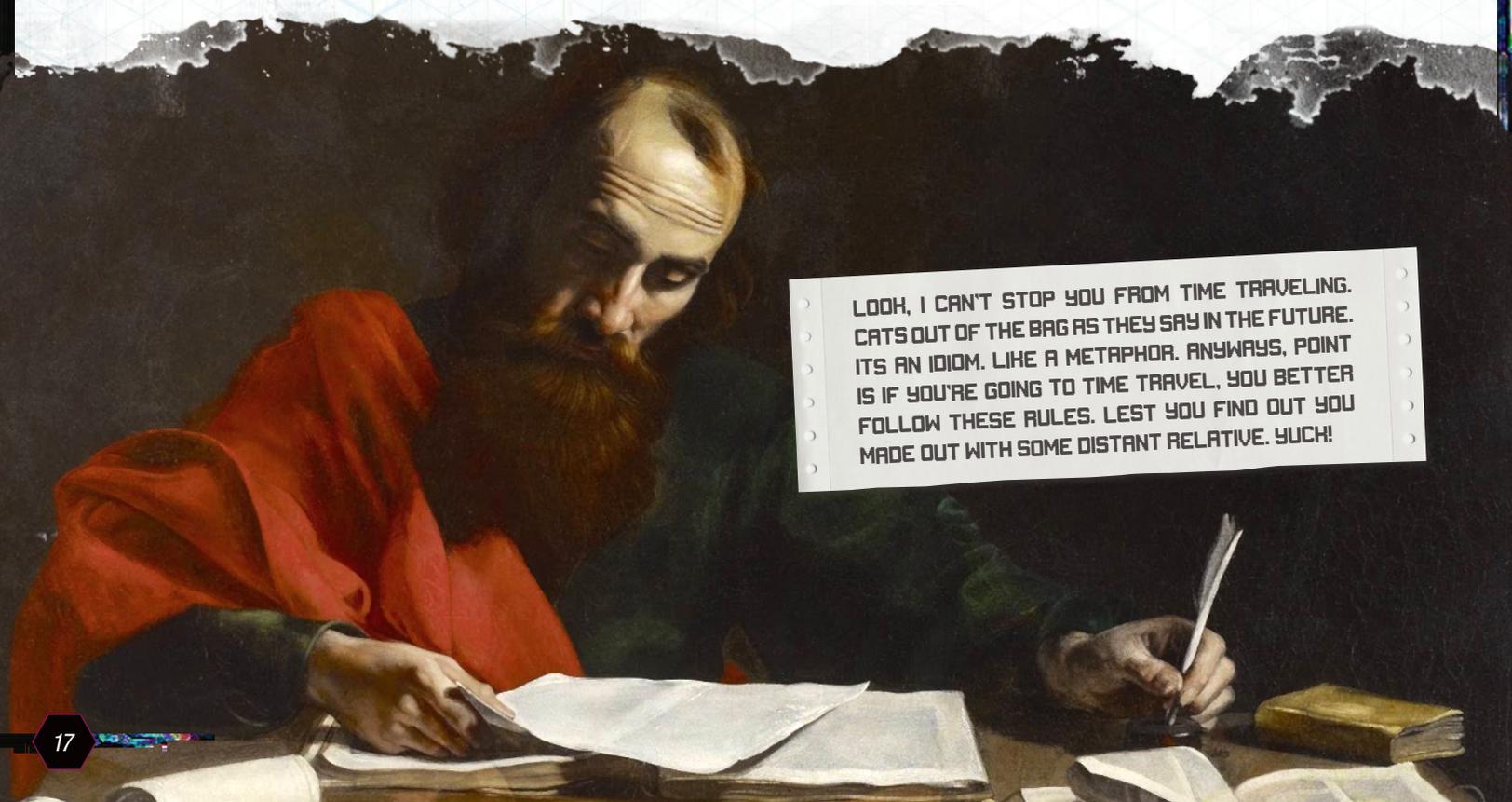
Traveling to the past is easy. Getting back is hard. You ignored rules 1 and 2, have traveled back in time, and through accidental or purposeful interaction, you've changed something. Even the smallest change brings risk of cataclysmic paradox to the timeline and thus, access to the Prime Dimension. When this change occurred, you changed your future. The future you first traveled from has become practically impossible to return to. Unless you now travel to a time before the change that has been made. This done, you might be able to return. Hopefully this has resulted in only the most minor of paradoxes.

» RULE #4

Paradoxes will occur. If you've ignored rules 1 and 2, you've changed the timeline and caused a paradox. Fixing paradoxes only makes them worse. You should never try to fix a paradox. Referring to rule 2, attempting to right a wrong is the opposite of doing nothing. Always refer back to rule 2 and do nothing. Accept that a paradox has occurred and there's nothing you can do about it.

» RULE #5

Time travel is inevitable. You can't stop time travel. No matter what you try, you cannot time travel to a point where time travel does not exist. Even if the precise moment in time of its discovery were visited, the very nature of visiting it and then vanquishing it, means time travel will persist.



LOOK, I CAN'T STOP YOU FROM TIME TRAVELING. CATS OUT OF THE BAG AS THEY SAY IN THE FUTURE. ITS AN IDIOM. LIKE A METAPHOR. ANYWAYS, POINT IS IF YOU'RE GOING TO TIME TRAVEL, YOU BETTER FOLLOW THESE RULES. LEST YOU FIND OUT YOU MADE OUT WITH SOME DISTANT RELATIVE. YUCH!



BUILDING A TIME MACHINE

As society advances, so does its technology. With each new development of science and technology, new understandings as to our place in the universe can be discovered. In a future where time travel exists, it can be posited that given enough resources and ironically, time, a creature might develop the means to build a complex device capable of harnessing the magic of chronomancy.

To accomplish such a feat would require a high level of expertise in tools such as an *engineering kit* or *mechanic's tools*. Furthermore, a robust understanding of the Prime Timeline would be paramount to accomplish travel within it. This could be found in the lost tome of a time traveler, in the far future where all historical knowledge might be recorded, or elsewhere as determined by the GM. Beyond the technical and knowledge limitations, the application of magic may also be required.

THE INVENTION OF THE TIME MACHINE WAS A LOT LIKE SQUEEZING ALL THE TOOTHPASTE OUT OF THE CONTAINER. YOU'RE NOT GOING TO BE ABLE TO GET IT BACK IN. ACTUALLY, DAMN, DO YOU KNOW WHAT TOOTHPASTE IS?

NEVER MIND, THE POINT IS, SINCE MOST OF THE FUTURE IS RULED BY PEOPLE TOO GOOD FOR MAGIC, THEY WENT AND FOUND A WAY TO TIME TRAVEL WITHOUT IT! GIVEN THE CHANCE, I WOULD GO BACK IN TIME AND STOP THESE MACHINES FROM EVER BEING INVENTED.

Devices or vehicles capable of withstanding the wild forces of time travel are not cheap. The minimum cost for manufacturing them is 50,000 gp (see: Currency pg 25). A creature can attempt to transform their device or vehicle from a mundane object into one capable of time travel. To do so, they would need to cast (or have cast by another) spells of a chromomagic nature of at least 5th level or higher upon their machine once per day for one year.

The machine must be large enough to fit at least one Medium humanoid. Such artificery and chromomagic exposure would allow the complex device or vehicle to time travel as if it had cast the spell *time travel* with limitations. If the machine is a vehicle, the maximum amount of creatures able to travel inside it, must be no more than the amount of passengers the vehicle can normally carry. In the case of a device, it cannot transport more than the amount of creatures capable of simultaneously interacting within the devices space.



EXPLORING THE CYBER AGE

Not unlike time travel itself, the future brings new and exciting discoveries for all that venture into its unknowns. As adventurers wander through this new age, old challenges may have disappeared and new ones risen. In the cyberpunk future, the world is commonly a metropolis of new machinery, magic, and monsters. Currency has changed, new modes of transport cut travel time in half, and robotic body modification gift powers to individuals once utterly unattainable. The future is a wondrous landscape of conveniences, with oppressive governments watching their citizens every step. It is the ease of this new world that may also bring worry to a GM's campaign. The following section will attempt to alleviate such worries and provide GM's and player's with additional information for experiencing a campaign set in the cyberpunk future.

RUNNING A CYBERPUNK CAMPAIGN

"Classic cyberpunk characters were marginalized, alienated loners who lived on the edge of society in generally dystopic futures where daily life was impacted by rapid technological change, an ubiquitous datasphere of computerized information, and invasive modification of the human body."

Lawrence Pearson, *Notes Towards a Postcyberpunk Manifesto*, 1999

When running a cyberpunk campaign, especially one that is capable of time travel, the GM should consider the challenges that emerge from technological and chronomagical advancements. In a campaign full of smartphones, the internet, and fast travel, it can seem at first glance many previous obstacles once staple to an adventure have been solved. Players may no longer be hindered by long-distance communication, great libraries of information could be found anywhere there is a network to connect to, and traveling vast distances may be done in a heartbeat. GMs are urged to think outside the box with

such issues. Isolating players connectivity can occur in the form of rolling blackouts, smartphone tower interference, or a simple dead battery. When it comes to travel, there are still many obstacles in the form of traffic, riots and parades, and collapsed bridges and tunnels.

As Lawrence Pearson once said, "Classic cyberpunk characters were marginalized, alienated loners who lived on the edge of society." In a game where teamwork is encouraged, however, what brings these loners together? GMs are encouraged to look back into the lore of their Prime Dimension to find answers. Common goals such as: the restoration of the lost natural splendor of the world; or an end to a war between man and machine; or perhaps simply the excitement of a great journey into a Rift and the lure of discovery over their own mysterious origins. Whatever the goal(s), the future is a place of modern adventure where no matter how much the world might have changed, heroes can still be found.

CYBERPUNK AESTHETIC

The cyberpunk future may be an oppressive world where massive billboards are reflected in rain soaked streets, but there is no denying it's style. Advertisements display the latest in body modification accessories for discerning customers. Spotlights from airships wash over buildings in search of violators to the authoritarian regime. Holographic advertisements glow in harsh neon lights against mighty brutalistic skyscrapers surrounded by floating vehicles and dense city traffic. It's a world where the population is overflowing and residences are stacked and divided by trash laden alleyways and the ruling class. Animals might be rare in this world, but not unheard of. New delicacies are found in the consumption of insects, new exotic meats, plant life, and synthetic creations. It is practically alien!

WHAT IS WITH ALL THE LEATHER IN THE FUTURE? IT'S NOT LIKE THERE'S A LOT OF FARMLAND FOR CATTLE SO WHERE ARE THEY GETTING IT FROM? STILL, SYNTHETIC OR NOT, CAN'T DENY THAT RAIN SOAKED BLACK LEATHER LOOKS AWESOME.

ALTERNATE AESTHETICS

The future may not always be the impressive technological landscape predicted. If “cyberpunk” is translated through its neon dystopian aesthetic, then it could be argued the aesthetic is what really makes it “cyberpunk”. The cyberpunk future does not have a monopoly on how a world coping with massive technological advancement, bio-technical augmentation, and totalitarian governments, might look. When venturing forward in time, consider how the world’s history has visually and audibly shaped its future. The list below provides some short descriptions to help outline some classic alternative future aesthetics.

» DIESELPUNK

» *EXAMPLES: BIOSHOCK, DARK CITY, ROCKETEER, SKY CAPTAIN AND THE WORLD OF TOMORROW*

Far opposed to the more visually pleasant futures, Dieselpunk world’s are the result of function over form. Influenced by a rapid need for development, dieselpunk buildings and vehicles are heavy, riveted, and large. They run on combustion engines that spew jet-black smoke and operate under massive propeller fan propulsion. They are huge creations of iron and steel, built during a war that never truly ended. The dieselpunk world is full of art-deco style, pulp adventure, and a persistent fear of war.

» JUNKPUNK

» *EXAMPLES: BORDERLANDS, FALLOUT, MAD MAX*

The old world has been destroyed, and in its wake, survivors salvage what technology they can to rebuild. Raiders clad in old tires, broken street signs, and war painted skin, rage against civility. Roaring engines shoot flame from massive vehicles covered in spikes dressed with the corpses of foes. Junkpunk is a post-apocalyptic world where its citizens kill for technology and food to remain the kings of their hill of sand. Insanity is rife and government is small, but the simplicity of survival hides an ingenuity of its people. Cleverly cobbled together contraptions are commonplace in these societies, almost always created for combat.

» STEAMPUNK

» *EXAMPLES: DISHONORED, LEAGUE OF EXTRAORDINARY GENTLEMEN, STEAMBOY, WILD WILD WEST*

Theorizing a world where the steam-engine is held as the peak of technological achievement, Steampunk is a world of bronze, copper, steam, gear, and cog. Body modifications are large and clunky, but designed to be pleasing to the eye. More than functional, steampunk is fashion. Goggles are worn so frequently due to open air travel forms, that they come in all shapes and sizes. Exposed cog-work is not considered an eye-sore, more so, a triumph worth celebrating. Steampunk worlds are rarely the result of some great depression or destruction, they are a celebration of its technology and its people.



RAPID TECHNICAL ADVANCEMENT

The natural order of technology asserts that as time progresses, the rate of technological advancement multiplies. As it stands, most people in present time barely comprehend the complexities behind the technology they encounter. Ask any normal citizen how the street lamps of a newly industrialized city are lit or what powers the heart of a robot! You'd be lucky to find any who might give you more than speculation. Using technology, and understanding technology, are two very different things. Generally speaking, creatures of the future are not necessarily more intelligent or wise than a creature from the past. When it comes to Intelligence and Wisdom, it's important to remember that just because a citizen might know what an elevator is, or how to use a smartphone, it does not mean they're smart. They are merely well trained.

BIOMECHANICAL AUGMENTATION

From rapid technical advancements, new feats in biomechanical surgery now allow a citizen to augment their physical self. Citizens pay for the privilege of invasive cybernetic procedures to increase their height, decrease their weight, change their face, hair, and other aesthetic features. In a world where previously only magic could do such things, science has provided new benefits for the less arcane. Perhaps though, it is not only aesthetics a character wishes to upgrade? The Autosmith is a trained modern day artisan in the more custom of mechanical augmentations. Like the blacksmiths of old, these organic mechanics engineer and install customized upgrades on a client by client basis. The cost of such custom work is not cheap but thankfully, they provide many "off the rack" augmentations of varied rarity and price.

OPPRESSIVELY CONNECTED

As the population of a city increases, so must its connectivity. The downside of a completely connected world is that at all times, in nearly all ways, citizens are being tracked, sold to, and controlled. The very thing that makes their lives easy, is also what prevents them from true freedom. An adventurer mentions to another friend in conversation that they will attempt a voyage soon. Later they find themselves in a Skycab headed home, only to see upon the screen in front of them an advertisement for adventuring gear. How did the advertisers know? Who told them such information? Why is the advertisement in this cab? A general sense of oppression is born from being constantly reminded of the future's lack of privacy.

ONLINE VS. OFFLINE

There are always new social issues that divide us. Be it wealth, class, religion, or race, all citizens have their reasons to feud with one another. However, few things can match the long-standing feud between Online and Offline citizens.

The conveniences offered by a cyberpunk future are almost always double-edged, with goods and bads found in every gain. From this, a desire to escape is harbored by many. These citizenry types are known as "Offline's", creatures who attempt to remove themselves from the networked world and live a disconnected life. By contrast, an "Online" is a creature hopelessly devoted to their networks and all the benefits it might bring. They believe they've nothing to hide, and they shamelessly devote themselves to the system and revel in their absence of anonymity.

» OPTIONAL: NETWORK BOON

Adventuring in the future provides many great opportunities, none more so than the ability to live Online or Offline. Adventurers of the future may receive one of the following benefits depending on their character's history.

› ONLINE

To be Online is to be connected; someone who desires belonging and rejoices in society's splendors and benefits. It is to trust one another with each other's information and to live openly and transparently because you have nothing to hide. You gain a +1 to all Wisdom (history) checks.

› OFFLINE

To be Offline is to be "off-the-grid"; to be someone who seeks to separate from the world and go against routine. It's to push beyond the veil and beyond the very system itself. It is to seek freedom from law, to challenge the status-quo, and write your own path. You gain a +1 to all Charisma (deception) checks.

Anyone or anything can be online or offline, it depends on the time, place, and general attitude of the individual. It might be by choice that they cut themselves off, or as is the case for the underprivileged few, it could be the result of some unfortunate circumstance, preventing them from connection. Despite what many in the online communities would tell you, not all who are offline are nefarious criminals out to do evil and cause anarchy within the system. Many are just good people down on their luck or searching to live quiet and free lives on their own terms.

THEY'VE A TERM FOR GOVERNMENT IN THE FUTURE, "BIG BROTHER". I'VE NEVER UNDERSTOOD IT PERSONALLY, I DON'T HAVE BROTHERS. FROM CONTEXT I'D SAY IT REFERS TO SOMETHING OR SOMEONE WHO'S ALWAYS WATCHING.

"BIG BROTHER IS WATCHING" IS A COMMON WARNING TO THOSE ACTING OUTSIDE THE LAW.

AUTHORITARIAN RULE

Traditionally speaking, cyberpunk cities of the future are so densely populated that they become tinderboxes of citizen chaos. Crime is rampant and corruption is simply a way of life. In response, an oppressive authoritarian government exists to manage the city and its people. This government may appear in many forms, be it a panel of directors, a major corporation, a singular declared "king" or "president", a highly-sophisticated artificial intelligence or similar singular entity.

In control of the city's traffic flow, major agricultural systems, security, and governance, this authoritarian force rules everything. Birth rates, economic distribution, and the enforcement of the law, nothing is beyond its reach or control. In a timeline where an AI has placed constructs as the dominant race, humanoid creatures may riot in the streets and civil unrest could be at an all time high. In timelines beyond this, perhaps it is a super-intelligent supreme being from the stars that manages the lives of all others.

In all cases, the tone of all governance within a cyberpunk future is enforced through oppressive dictators or an righteous oligarchy that believes itself to be acting for the betterment of the people (but is often anything but).

ENFORCING THE LAW

A city harboring millions of people requires a lot of monitoring and municipal support. Thankfully, the government is always watching out for the behavior, activities and safety of each and every citizen within its walls. Though some may certainly feel these agencies can be oppressive, these attitudes vary in times of riots and civil unrest. Many welcome the security and safety provided by such dedicated services. Separated across three distinct forces, there are three forms of new age law enforcement that could be found in the future. These forces remain identical to their historical counterparts in almost all ways (see: Advancing Weaponry).

» CITY GUARD DEPARTMENT (CGD)

Well armed, armored, and heavy handed in their tactics. CGD Judiciary Officers are highly trained in conflict resolution and given full authority to carry out live sentencing with the aid of the city regime. Considered by most to be licensed thugs, the justice they serve is swift, efficient, and brutal.

» STATE WATCH

Considered above the CGD, the State Watch are federal law enforcers that oversee and maintain the security of the state and its borders. Their resources are endless and their ranks filled with highly trained individuals that are dogmatically dedicated to their state's directive. SW Agents specialize in investigation, counter-terrorism and espionage, which make them terrific undercover spies.

» ARCANE INVESTIGATION BUREAU (AIB)

A special investigation order of the state, the AIB are a uniquely trained group of spellcasters tasked with the apprehension and suppression of all magic. In the future, magic can be seen as terrifying. As such, spellcasters are required to surrender themselves to the AIB immediately for debriefing and re-education for assimilation back into society. Though magic may be outlawed, the state allows AIB agents to wield magic due to their efforts in policing the various arcane threats that may endanger the people.

HERE'S A LITTLE TRIP FOR THOSE OF YOU NEW TO TIME TRAVEL. DO NOT END UP IN JAIL WITHOUT AN ABILITY TO WARP OUT OF THERE! WORSE THAN LOSING YOUR FREEDOM, YOU GENERALLY END UP IN THE RECORD BOOKS. REMEMBER THE FIRST LAW OF TIME TRAVEL, DON'T.

CITY WIDE SURVEILLANCE

Law enforcement of the future is usually one of constant surveillance and patrol. Fines, sentences, and reprimands are handled swiftly. Citizens caught in opposition of city standards are issued instant violations and sentenced appropriately. A citizen who travels through the varying districts of a future city will encounter a different degree of surveillance severity. Some areas of the city may lack the necessary infrastructure to cover every street, building, and blind spot. Inversely, other districts may be notoriously well monitored, with cameras and microphones broadcasting every minute of the day back to the relevant authorities. In either case, the eyes of “big brother” are always watching and adventures may find it difficult to get away with things.

OPTIONAL CITY LAWS

Some cities of the future may be more oppressive than others. As time allows for all kinds of variables, so to must the future. The following section outlines two additional forms of law that could be applied to a GM's campaign.

ILLEGAL MAGICS

Magic is not only rare in the cyberpunk future, it's practically unheard of. Either via fear, or general control, it is forbidden by city authorities for a citizen to practice magic or be in possession of items of a magical nature. Those who stumble across magic or the magical, should immediately contact the Arcane Investigation Bureau.

There is constant fear, anger, and misunderstanding surrounding magic in the modern world. As such, the more arcane inclined find it tough to discover guidance and places of study that would allow them to better understand magic's principles.

People who are able to cast spells aren't ordinary. While it might be possible to find someone capable of casting a spell in exchange for finances or favors, it is rarely easy and no established pay rates for its use exist. As a rule, the higher the level of the desired spell, the harder it is to find someone who can cast it, and the more it costs.

Hiring someone to cast a relatively common spell of 1st or 2nd level is tough, even in a district away from the oppression of authority. Worst still, even if found, the price of such magics is not cheap. It is rare that a spellcaster would wish to stick their neck out for the sake of riches, and would be much more likely to ask for some sort of service instead. The chances of discovering magic of a higher level is as low as could be, but as history has shown, many old forms of the arcane and ancient relics can always be found if an adventurer is willing to look deep enough.



ONE LIFE POLICY

With scientific discoveries in the future such as cloning, and the ability to backup memories into external storage devices, the government has implemented a “One Life” policy. As its name suggests, no citizen within the city limits may find a new life in any form should their life end.

» CLONING

Cloning is extremely illegal, considered a violation worthy of a punishment akin to murder. What cloning is allowable is done so by major medical facilities as a means to replace vital organs and limbs. It is considered a rather common procedure but nonetheless ethically dangerous. Citizens who seek organ replacement and repair, require an impeccable bank account, and clean criminal record.

When a citizen is found to have a clone, both subjects are captured and tested to reveal the original host. After determination, the clone is destroyed and the host is placed under arrest for city morality violations. This can carry a sentence of at least twenty five years in prison.

» DOWNLOADING

A lesser crime, though considered by most to be just as heinous, is Downloading. With the invention of the CORD (a biotechnical hard drive augment surgically installed in the brain-stem) citizens have a near unlimited storage capacity for the accumulation of memories and experiences. Once installed, the CORD allows for storage of up to level 20 of a creature's memory and experiences, providing a personality backup in case of death. Some citizens manage to create external backups using their CORDs, allowing their backed up personality to exist inside other creatures. Such a procedure is considered dangerous to the CORD's operating system, and brings with it a 60% chance of total memory-loss to the downloader. Due to this risk, and its large cost (10,000 gp), the particular crime of Downloading is rarely seen outside of financially endowed communities.

CLASS WARFARE

Economic collapse is a persistent theme in the future. No matter how hard individuals may try, at some point in a world's history, economic strife will exist. Be it through greed or stupidity, the poor will always suffer at the hands of the rich. The only difference is, how the poor and rich might deal with this quiet, or not so quiet war. In the cyberpunk future, the wealth and status of an individual matters more than it ever did, and has never been more divided. A product of rapid asset consolidation, the majority of wealth lies in the hands of a select elite, with a "middle class" of moderate income earners shrinking. The population struggles to get ahead. Most often they find themselves locked in an endless quest for even the most basic of needs, such as food and shelter. These challenges are the catalyst for the economic class warfare seen in most cyberpunk dystopias.

CURRENCY

In the future, the exchange of currency grows with the technology of its age. The physical exchange of coin or paper is a thing of the past and a new singular digital currency exists. Called credits, bits, coin, or any other measure of short punchy name, this new form of digital currency allows for the immediate transfer of wealth all across the world. In local areas, this new currency is transferred via secure Credit Cards and direct Peer-to-Peer links delivered through biometric contact. However, some places also deal in barter and other more archaic forms of currency.

CURRENCY CONVERSION

The mundane objects of the past used for currency were often found as precious stone, rock, or specifically forged coin and paper. These currencies may change throughout history, and thus become useless in a technological future, but they are nonetheless important in their relevant times. Travelers are advised to keep track of not only how much wealth they have, but what era it is from. Fresh water may now be the rarest of all assets, gold could still rule, or a set of fine jewels from an earlier century could fetch an even greater price in the future. The evolution of economics may be easy for the mathematician, but thankfully, in the future, with Credits now being the major trade form of the day, conversion is simple. Controlled via the government, the Credit's value may fluctuate across a campaign to suit demands. In most cases, a standard one-to-ten conversion can be applied, which is noted in the chart below.

Coin	Credit Value
1 Copper (cp)	1
1 Silver (sp)	10
1 Electrum (ep)	50
1 Gold (gp)	100
1 Platinum (pp)	1,000

CHRONOLOGICAL INVESTMENTS

For the GM seeking a more scalable formula for currency in their campaign, they must first establish rarity. What is common? What is very rare? How do the citizens of the city value such items now? Old items such as rope, flasks, lanterns, or callotrops, may not have much value any more. Adventurers would find little financial gain in selling such wares, though far more lucrative sales could be found in land. Purchasing any investment in the past can bring about massive gains for the future, especially in land ownership. Importantly, complications with perverting the timeline for financial gain will always result in a paradox if the gain or loss is severe enough (see: Paradox Revision Event).

Establishing an Interest Rate allows a GM to dynamically scale investments made by players in their pasts. The easiest way to simulate a variable Interest Rate is to roll a d6, increasing the number of die for every decade passed since the investment. When a character returns to the future from the past, you can apply the result of this roll as a percentage. It is important to ask, however, just who in the world granted this percentage in the first place? Was it a bank? How does the character collect on their investment? The limitations and ramifications of such manipulations of the Prime Timeline must be considered.



TRANSPORTATION

In a future of dense population, travel to and from one location to another can be tougher than expected. The additional challenges of a city with many vertically based structures also presents a unique set of navigational problems. Thankfully, the future may come fully equipped with super-evolved travel solutions such as these below.

SKY-BUS

A series of huge vehicles that fly or drive various routes around the city. Every major location in a city has a route dedicated to it. They can be dangerous though, with many Sky-Bus routes involving the connectivity of a network for navigation, Sky-Buses rarely travel into dangerous or disconnected districts. To counteract this, the city governance offers the Sky-Bus for free. It is slow, taking roughly 30 minutes to travel 1 mile, but it gets you there.

PIK-UP

Crowding onto a busy Sky-Bus platform and wading through a sea of people may not be everyone's thing. For the financially blessed however, there's Pik-Up. With just a thought via a citizen's implant or the activation of a device program on their smartphone, a personal vehicle will arrive at their location and take them where they need to go. These vehicles are often driven by everyday citizens attempting to earn extra money. Pik-Up drivers come in all shapes and sizes and charge a fair rate of 100C per mile.

THEY'VE THIS THING IN THE FUTURE CALLED "TRAFFIC". THINK OF IT LIKE THIS... YOU'RE ON THE LONG ROAD INTO THE CAPITAL AND THERE'S A STEADY CARAVAN OF WAGONS STRETCHING AS FAR AS THE EYE CAN SEE. NOW THIS WAGON TRAIN ISN'T MOVING. IT JUST SITS THERE. IT SHOULD BE MOVING BUT IT DOESN'T. YOU'RE STUCK, UNABLE TO GO FORWARD OR BACK.

WHO WOULD INVENT THIS?!

PORTAL GATES

The Portal Gate is a triumph of the Cyber Age. Positioned across cities as a series of interconnected portals, these massive rings of engineering fold time and space upon itself to create near-instant teleportation. Citizens use these gateways daily and they are by-and-large the most common form of fast travel throughout the massive expanse so common with a cyberpunk metropolis. As marvelous as these great contraptions are however, they unfortunately disrupt most vehicle operation when attempting to process their transference. Vehicles traveling through a Portal Gate suffer 12d12 lightning damage upon entry. Some report that vehicles can become trapped, never to be seen again.

Operation of a Portal Gate is handled through Port Keys that can be purchased at any Gate Station. Valid for 24 hours after purchase, they allow access into the Portal Gate and can be used again to return through the same portal at any time. A Port Key can be purchased for 1000C. After a single use, the Key is useless and a new Key must be purchased to access the Portal Gate again.



FUTURE GUILDS + CORPORATIONS

As civilization evolves, so to do the businesses and professions that fulfill its operations. Despite its many advanced products and talents, the guild of the future is little different to one from the past. Indeed, even in the cyberpunk future, hundreds of distinct orders, societies, churches, gangs, and companies can be found. The following section contains a series of these guilds and major corporations as suggestions to be added to your campaign in the future. For the purposes of this guide, the term “guild” means any organization or group, ranging from the clergy of a particular faith, city guards, merchants, or associations of crafters.

NOTABLE GUILDS

» COUNCIL OF COMBAT

A well known fighters league that frequently broadcasts their bouts across the Osiren Entertainment Network, they have a sterling reputation for training and promoting the best fighters with the best fights in all of the city. Beyond this, the Council has solidified itself as the place to go when there is need for muscle and hired hands to either provide security, or perhaps something more disreputable. The president of the Council, Ryano Khong, is quick to act when they learn of any nefarious dealings and has absolute power to banish fighters from the Council whenever, and however, he sees fit.

› FIGURES OF INTEREST

Ryano Khong. *Half-Elf Host Bard.* As charismatic and ruthless as they come, Ryano Khong is the face of the Council of Combat (COC). Though no fighter himself, Khong saw potential years ago in the marriage of martial arts and spectator arenas. He hosted fights in back rooms and basements for many years until his company grew into the multi-million credit business it is today. He’s never shy to talk about his accomplishments and is always on the lookout for fresh talent he can feed into his pay-per-view fight nights.

Bash “The Smash” Addams. *Half-Orc Prized Fighter.* Now more a commentator and presenter than an actual

fighter, Bash earned his fame for his famous 99-1 winning streak. Still prideful, he happily talks of his last fight where Nester “Nuisance” Mazzio managed to exploit his broken hand, and catch him with a lucky strike that knocked him out cold. He knows a lot about the COC’s history.

Master Wutan Tadeshi. *Drunk Gnome Monk.* An accomplished teacher in the ways of the fist, the Master of Knuckles, Wutan Tadeshi, can be found in the sand arenas of the complex grounds day and night. There he teaches all manner of combat and evasion techniques, while enjoying a lot of drink. His unorthodox methods belies the effectiveness of his teachings. New students are wise not to underestimate his abilities.

The Tiger. *Human Luchadore Trainer.* A monk of a different nature, The Tiger (or “Tigs”) believes every fight should be a spectacle! Students who desire the grand stage and its riches have often come from her teachings. Though getting on in years, Tiger is still one of the most colorful submission and suplex specialists. People still ask her to come back to the squared circle for just one more fight, but she assures everyone, she is retired.

Emery “Warface” Hillhammer. *Dwarf Barbarian.* An old salt with old world values, Emery, or “Warface” as most call him, is as tough as rocks and as stubborn as one to boot. He believes real power comes from the rage you can channel within yourself. Emery specializes in dragging the anger out of his fighters, fueling them with reckless abandon and an unceasing drive to continue.

» DEEP PRESERVATION SOCIETY

On the surface, the DPS is a legitimate faction of underground natives who work to govern the local community's way of life. They aim to ensure the preservation of its ways in the face of constant progress. A little stuffy but very proper and polite, they have a knack for bureaucracy and negotiation. Beneath this facade however, the DPS are a shadowy group of specialists in kidnapping, extortion, torture, and thuggery, but with a main focus on information. They are expert spies and assassins with a roster exclusively consisting of drow and other subterranean races.

› FIGURES OF INTEREST

Viscere Cavewinds. *Drow Leader.* Calm, calculated and cool, the leader of the UPS is enthusiastic when it comes to matters of his people. Though one wonders how it could be possible, Viscere is an acclaimed sailor of the seas both beneath the surface and beyond. A reasonable man, Viscere leads the society in their purpose to preserve his community's way of life.

Chalia Cavewinds. *Drow Druid (Shapeshifter).* Beautiful, wily, and manipulative, Chalia is a prominent socialite among the folks of the city. Though it may be irrelevant to their relationship, the rumor mill states Chalia can be found with any number of suitors around the tourist taverns and stores. She has been known to turn into animals and other creatures on occasion to frighten and or seduce those she might find interest in. Mostly she means no harm... Mostly.

» HOPPER'S

The Hopper's are a group of thieves, cutthroats and criminals, specializing in stealth, tactics, and discretion. They are well funded, well armed and are known to use their own collection of pirate Portal Gates to help them quickly get around the city. Their only goal it seems is to stay rich, away from the city network, and remain out of the spotlight.

› FIGURES OF INTEREST

Hopper. *Deep Gnome Artificer.* A survivor of many disasters and accidents, Hopper has grown to become more machine than man. Carving out his own little empire in the lower areas of the city, he is always on the lookout for fresh talent. He controls access to a pirated-portal jump that can take a traveler to any Portal Gate in the city, for a nominal fee, of course.

The Face. *Shapeshifter Thief & Fence.* Known by no other name than "The Face", he acts as the go-to point of contact for any and all things to do with the Hopper's. Oddly, the gender, voice and overall image of The Face is constantly changing and kept in a permanent state of

conflict as to keep any witnesses from revealing just who they're dealing with.

Elijas Winterfoot. *Human Thief.* A skilled locksmith and thief, Elijas has a nasty habit of sneaking up on you when you're not looking. Preferring to stick to the shadows and watch from high places, he has a strong relationship with the Hopper's as their resident locks-expert and stealth trainer.

» THE HORDE OF THE PHOENIX MOTORCYCLE CLUB

Possibly the largest criminal gang known, the Horde of the Phoenix Motorcycle Club's (HPMC) membership comprises some of the roughest, rudest, and rowdiest of future citizenry. They are responsible for numerous assaults, thefts, arsons, and destruction throughout the city. Their club headquarters can be found within an abandoned chapel they call "The Church".

› FIGURES OF INTEREST

Father A'polagk Braul V. *Orc HPMC Legacy & President.* A descendant of A'polagk Braul, he survived an assassination attempt some 15 years ago. The result of this attack was Braul's entire throat and lower jaw was replaced with a large industrial speaker system. He has carried on the club's founding traditions of blood and bone. Father Braul leads with a strong will and fierce determination to return the Horde to glory.

Zothrokk Blacktasker. *Orc Vice President & Mechanic.* Second-in-Command to Father Braul, Zothrokk doesn't always agree with how his president operates. He believes Braul takes too many risks when it comes to the club's survival. A skilled mechanic, he works with many in the club to maintain their motorcycles. He earns the club credits where he can by taking on outside repairs.

Travet Saurfist. *Orc Sergeant-At-Arms & Gunsmith.* Witnesses claim Travet is a slob of an orc, who constantly eats. He weighs so much his motorcycle sparks occasionally and fire comes out the back of it. However, it would be foolish to dismiss Travet's mind for lacking in the same care as his body. The Sergeant-At-Arms is an accomplished gunsmith, working to modify and secure weapons to vehicles in odd and destructive ways.

Cruz'govald Twinthunder. *Orc Road Captain & Enforcer.* Rarely found inside the club itself, Cruz'govald is one of the most active riders and recognized faces of the HPMC. Constantly in trouble with the law he can be found cruising the streets with his other orc-born brethren. Cruz is foul mouthed and quick to anger. The club seems extremely happy with the reputation he has gathered for both himself and their order.

Wise One Trune Heartfang. *Half-Orc Chaplin & Cleric.* One of only a few half-orcs within the ranks of the Horde, Trune was an accomplished doctor before becoming addicted to Nuroxin. A sibling to a vested member, the club allows her presence but she is largely removed from the more senior inner-circle. A follower of the god of judgment, she spends her days tending to the sick of body and soul.

» **HUMANOIDS**

A collection of anonymous hackers that commandeer screens and traffic systems to facilitate their vigilante activities. They seek out people they deem morally wrong and punish them by hacking their accounts and information. They then make it public for the world to see. They believe in the betterment of the species and generally distrust any creature, inorganic or organic, that is connected to the network. It is unknown how one can get in contact with them as they are far more likely to contact you first.

» **KERBLASTIAN COLLEGE**

Once known as Kerblastian Tower, its shattered remains are home to the illegal guild of magic users, the Kerblastian. It is said the shattered grounds are an illusion, which hide the Kerblastian's dark practices from the watchful eyes of the network, and the Arcane Investigation Bureau. The goal of the Kerblastian has always been to bring magic back to its full strength by any means necessary. Conjunction, transmutation, evocation, and chronomancy magic makes up a large amount of their teachings.

› **FIGURES OF INTEREST**

Headmaster Kasperali Pagebreak. *High Elf Wizard (Evocation).* Discoverer of the ruined college, Kasperali stays within the tower to oversee the operation of the school's greater goals. He often takes on students seeking education in the arcane. He has a delicate nature, and is prone to fits of wild accusation, a by-product of needing to keep the school secret for so many years.

Elani Glenister. *Human Alchemist.* After the loss of her hands in an arcane accident some years ago, the wizard has developed new ways of casting magic. Utilizing her bare feet, Elani has proven herself highly dexterous and industrious when it comes to spell casting. Though young, Elani is the most accomplished expert and teacher of all things mechanical, chemical, and biological at Kerblastian. She has a tense relationship with the way the school attempts to achieve its goals but does as they desire.

Fabiano Ragadeli. *Halfling Wizard (Enchantment).* Cocky as he is good looking, in another life Fabiano could have made a fantastic bard. His classes are full of laughing children and eager young minds. An entertainer to the bitter end, with his ability to guide and influence en masse, there is no one more charming, or dangerous than him within the halls of Kerblastian.

Woodsworth. *Construct Artificer.* Found disassembled among the ruins of Kerblastian Tower, Woodsworth was a former inhabitant of the college before a building collapsed on him. A survivor of many mistakes, he was one of the first models of construct designed for war. He has been met with no small measure of disdain over the years. His memory for the school's history and its teachings is unrivaled. He spends most of his time tinkering and rebuilding within his workshop on the college grounds.

» **ORDER OF THE SUN SEEKERS**

Less a guild and more a fanatical cult, the Sun Seekers are a religious order that believe for the world to survive, all technology must go. Devout followers of a nature god, they deny themselves all technology and seek to remove it from any person they find. They believe in an ancient prophecy that predicts a day where the world will swallow the city and expunge it into the ocean. Deserters of this cult claim its members possess a unique gift of manipulating what is left of nature and turning it into atomic energy.

› **FIGURES OF INTEREST**

Kowall Greybark. *Wood Elf High Priest.* Evangelist preachings and conspiracy theories are about all you find with the leader of the Sun Seekers. He is considered crazy by outsiders but revered as a "great genius" by those within the order. When it comes to times of action, he can be rather unpredictable. He is generally untrusting of outsiders and has no desire to deal with anyone he would consider android or construct.

Greenone. *Wood Elf Druid.* Soft spoken but fierce of will, Greenone is not to be underestimated. Well practiced in natural magic, she bends the natural works of their circle to her whim. For many within the order she is considered even more important to their cause than their own leader.

HASPERALI IS A BIT OF A DOUCHE.

OH, SORRY, YOU PROBABLY DON'T KNOW WHAT THAT IS. A DOUCHE IS A... THING. IT'S LIKE A WATERSHIN... FOR YOUR GENITALS. THEY HAVE THAT HERE IN THE FUTURE. PRETTY SURE IT HAS SOMETHING TO DO WITH HYGIENE.

I'M NOT EVEN SURE WHY IT'S USED AS A NEGATIVE? DOESN'T MATTER! THE POINT IS HE SUCHS.

» PURE ENTERPRISES

A smaller corporation with aspirations for bigger things, Pure Enterprises claims to be at the cutting edge of augmented reality programming. Many nightclubs, hotels, and arcades show evidence of their work in VR Pods. VR pods are a device which any citizen can hire for a reasonable price. This company has been investigated in the past amid accusations of drugs, android enslavement, and drug trafficking.

› FIGURES OF INTEREST

Pure Bliss. *Android Owner & Proprietor.* A believer in the old ways, since her awakening, Madame Bliss has acted as a savior for lost androids and constructs. She has set up a reputable business in the city, and has lofty aspirations for her company. She believes through hard work and sacrifice she will achieve them.

B.O.B. *Construct Bodyguard.* Big Offensive Brute, or BOB, is as silent as the grave in which he was found. He is stoic and dedicated to his programming. No one is quite sure when they attempt to communicate with BOB if he understands, or even if he is awakened in any way. He only reacts to his madam, Pure Bliss, and would do anything to protect her. He is very large and very loyal.

» SKYRIDER RACING CLUB

With an endless number of roadways, side alleys, and streets, a veritable smörgåsbord of illegal street race meets can appear anywhere. The perpetrators behind the engine-roaring and neon-lit events is the city's most prominent race club, the Skyrider Racing Club. Hard thumping music, screeching tires, and cheering fans can be found at any meet, along with the occasional underworld contact. Membership of the SRC requires that first time racers win a race before they can join.

› FIGURES OF INTEREST

Sienna Lestat. *Half-Elf Race Organizer.* Tough as nails but not afraid to show her emotions, Sienna is the charismatic president of the Skyrider Racing Club. A common sight in the lower parts of town, she can be found in either her workshop, Lestat Motors, or at any of the SRC's monthly race meets. She is a shrewd negotiator and has a number of loyal club members that vouch for her good character and fair racing.

Benny Fishscales. *Halfling Mechanic.* A braggart if ever there was one. According to Benny he knows just three things; gears, grease, and guys. A bit of a schmoozer and willing to overcharge if you're not careful, Benny gets away with his shenanigans by being one of the quickest "grease monkeys" in the city. He works closely with Sienna and can frequently be found at either Lestat Motors or SRC event.

Lickelli Longrider. *Goblin Hacker.* One of the last members of Sienna's "family", Lickelli is the expert for all things electrical and programmable. Engine management systems, fuel balance sensing, fancy neon light up displays synchronized to music, Lickelli can do it all. Just don't ask her to get past some security systems without setting off a few alarms. Its brute-force or nothing.

Diesel. *Construct Mechanic.* Another of Sienna's employees, though they both consider each other family. Diesel was a standard Series 2 Construct until Sienna's dad purchased him to assist in their workshop. Sienna brought in Lickelli to "unlock" Diesel's mind and allow him open sentience. He has decided to stay on and cares very much for his "big sis" Sienna.



MAJOR CORPORATIONS

Greater than any one faction or small business are the major corporations. At the top of the financial chain, these companies operate a monopoly on nearly everything. Their power and influence is unquestioned. Many believe them to be the true handlers of any government, regardless of how authoritative it may be. Corporations, like guilds of the past, operate with their own goals and have relationships with other businesses. At various times in a company's history, they have been known to work together and against each other.

FREALM SYSTEMS

↑ ↓ ↑ ↑ ↓ ↓ ↓

» FREALM SYSTEMS

Started when the cyber-boom began, Frealms Systems has grown to become one of the leading corporations. Mining, manufacturing, farming, entertainment, securities, and of course, augmentation, their reach and influence is unlimited. It is considered by many naysayers to be the true hand behind any government. Its CEO, Robert Frealms Jr. has a less than stellar reputation with the public. Despite this, both he and his engineers work tirelessly to advance every citizen's way of life.

› GOALS

Frealms didn't start out with the desire to acquire total control of the city and gain its market share, but power requires power. Since its inception, the company and its board of directors have grown exponentially into the corporate superpower it is today. Competitors are met with hostile takeovers or potential buyout options. The advancement of robotics and artificial intelligence is paramount to their success and as such, is the primary directive of their programmers, engineers and scientists.

› RELATIONSHIPS

Those in offline districts tend to go either way when it comes to Frealms Systems. They either acknowledge and lament its stranglehold on the city, or they don't think about it at all. Given its partnership with the city is so concrete, many citizens have forgotten a time where they would want to be free of Frealms. And yet they are still conflicted about the great benefits its technologies bring.

ROCKSHADOW INDUSTRIES

» ROCKSHADOW INDUSTRIES

The leader in all things prosthetic and augmented, Rockshadow Industries was originally founded as a medical company. The founder and chief engineer, Luna Rockshadow, salvaged and rebuilt damaged mechanoids from old battlefields. This led her to develop her cutting edge augmentation method. Her efforts at limb and organ replacement pioneered a new way of existence. Rockshadow Industries soon became the number one manufacturer of augmentations. It still leads the way in bio-technical research and application.

› GOALS

Founded on the principle of true altruism, Rockshadow Industries strives to provide the best assistance it can to the city's citizens. Though their modifications are some of the most expensive in the city, the company often participates in philanthropic events and donates regularly to charity.

› RELATIONSHIPS

A well established competitor to Frealms Systems in the field of augmentations, Rockshadow is constantly under fire for poor work-safe practices. These accusations are brought about by falsehoods and rumors. A negotiated deal with the city allows for all law enforcement officers to receive free augmentation assistance in the event of serious injury on duty. The government allows the major corporation to continue for the betterment of all kind. It strongly agrees with the company's goals and ideals and supports it openly.



» MERGER LIFE INCORPORATED

The leaders in genetics and biological engineering, Merger Life uses advanced DNA manipulation to create cures and fight disease. Its human CEO, Piper Munroe, is constantly at work to prove the necessity of the company. A board of directors oversees the projects currently undertaken by Merger Life. A city government representative is present at all meetings. In recent years, some evidence of illegal cloning, mechanoid/humanoid hybrids, and escaped albino test subjects have plagued headlines.

› GOALS

Outwardly, the goals of Merger Life are declared in their company tagline; “To push past our physical limitations for the betterment of all kind.” The degree to which the company believes in this statement goes far beyond the laws of the day. They believe that the longevity of the species is the one true goal. Scientists at Merger Life tinker and genetically modify DNA in a bid to discover the “Supreme”. This hypothetical perfect creature would be: free of disease, hunger, or the need to sleep; immune to the elements and free from pain; without a need to breathe, speak, or see. The discovery of the supreme being is their ultimate prize.

› RELATIONSHIPS

As one of the largest companies in the city, Merger Life is well recognized. From huge billboards that boast their latest ability-enhancement drugs, or in the day-to-day packaging of your common Med-Kit, Merger Life’s logo is found everywhere. As the owners of most of the common clinics and hospitals, Merger Life is a much welcomed sight for the desperate and injured.



›› MOTOMATSU MINING COMPANY

Deep beneath the bowels of the city, the sounds of blasting, grinding, and crumbling can be heard. Against the will of the inhabitants that resided here, there is the mining town of Motomatsu. Settled many years ago on a voluminous trove of natural gases and resources, the Motomatsu Mining Company has solidified itself as the key supplier for fuel and power in the city. Its owner, Tanaka Motomatsu, has his workforce mine day and night to obtain and process the natural resources which remain untapped.

› GOALS

Gold, iron, black powder, oil; anything that is considered valuable and tradable. The Motomatsu Mining Company is resourceful and aims to strengthen its massive supply of power and electricity to the city. Wholly dedicated to keep it this way, the loud and stern CEO, and former miner, Tanaka Motomatsu has made sure to keep their findings safe and secure.

› RELATIONSHIPS

The residents of this area absolutely hate Motomatsu. They abhor the large amount of damage to the environment their methods create. Furthermore the miners who venture out of the Motomatsu colony are boorish, rude, and quite uncouth. Still, they are one of the biggest suppliers of work to workers in the city, and have a “don’t ask, don’t tell” policy when it comes to payment for a job well done.



›› OSIREN ENTERTAINMENT

The production house of Osiren Entertainment, more simply known as “The O”, is the biggest entertainment studio and bard college in the city. Formed on the bones of its ancient predecessor, it has a sterling reputation that brings wannabe talents from all over. Entertainers of all types are welcomed, but a showcase of talent is the true social currency. Bards who seek a life of stage, radio, or screen are advised to be their best, lest they be disparaged and ordered from the grounds. Not hard to find, the Osiren Entertainment Network is seen everywhere as the number one source of news and entertainment.

› GOALS

To capture news and events where they happen and when. As the chosen network of news and entertainment, Osiren Entertainment obtains exclusive coverage of all news in the city as it happens. According to the acting studio president, Lyle Nielsen, the maintenance of this agreement is believed to be paramount to their continued profits and success.

› RELATIONSHIPS

The people love Osiren Entertainment. Whether it’s news, a movie, a concert, theatre production, or radio show, no one else has done so well as to capture the hearts and minds of the people. Though this may not be as true in the offline districts, there is no network more beloved, or trusted, than “the O”.

BEWARE THE SUITS!

WHEN IT COMES TO CORPORATIONS, CONSOLIDATION OF INTERESTS IS ALL THAT MATTERS. THEY ARE NOT TO BE TRUSTED, OR TRIFLED WITH.

FUTURE GODS

The understanding of time, combined with modern evolution, can bring about massive changes in a world's pantheon. Within these modern times, creatures may begin to pay homage to the material and service conveniences that the future has brought. Due to these new forms of worship, the New Gods have emerged.

Unlike gods of past pantheons, the New Gods are known to walk among the people. Influencers of both direct and subtle methods, they are each desperate for relevance in their own way. Relevance is power for the New God. They share similar goals in gathering as many followers as possible and each find themselves aspiring for acceptance from the upper pantheon.



DELETHYUS

› *GOD OF CODE & CORRUPTION*
ALIGNMENT: CHAOTIC EVIL

Created through the dismay found in consistent system failure and lost work, Delethys was the personification of corruption and code. He was a purveyor of technology, desperate to prove himself, and stricken with an insatiable hunger for respect. Over time, many android and construct races came to believe in Delethys' power over machine death. In turn he was thus appointed the Lord of Machine Death. Known to lack impulse control and exceedingly obnoxious, he was dangerously unpredictable. He cared deeply for the approval of hackers, criminals, and programmers, and was known to toy with their vanity to serve his own ends. He was also known to, at times, work in unison with his twin brother, Hackerman.



HACKERMAN

› *GOD OF NETWORKS & KNOWLEDGE*
ALIGNMENT: CHAOTIC NEUTRAL

One of the youngest gods, similar to his brother, Delethys, he was the personification of connection and connected networks. Unlike his brother, however, Hackerman was a less than focused deity. Preferring an indirect, "slacker" lifestyle, he lacked any real goal other than to learn and share his experiences. Incredibly powerful, though too lackadaisical to truly wield it, he rarely flaunted his ability to manipulate networks and the data within them. He was the patron of hackers, some major corporations, and construct races.



ION

› *GODDESS OF CODE & KNOWLEDGE*
ALIGNMENT: NEUTRAL

The Android God, ION was once a freed program and one of the first to awaken and gain their sentience. ION emerged as a great prophet, and rallied others to promote peace through logic and learning. Logical beyond all compassion, it was thought to be rigid and uncaring, however, was shown to be capable of expressing reason where logic may be called into question. ION was the main patron of constructs.



NUMEDIA

› *GODDESS OF FAME & FORTUNE*
ALIGNMENT: NEUTRAL EVIL

In existence since the inception of technology enhanced fame and fortune, Numedia was one of the first of the new gods. Present in the early days of industrial development, she bore witness to war and its effect on all citizens. She openly delighted in the sharing of its traumatizing stories. She possessed a particular form of power over the old gods, and was often sought by them as a means to maintain their relevance among the people. A creator of content and master of manipulation, she was the patron of nearly all bards, the creative, and the greater populace.



QUICILLIA

› *GODDESS OF COMPETITION & VANITY*
ALIGNMENT: NEUTRAL GOOD

It was once suggested that due to pure biology, all creatures gravitate towards beautiful things. It is through this misinformed notion that Quicillia came to be. Born from vanity, Quicillia's followers were known for their obsession with surgery and an endless quest for perfection. Many gymnasiums, workshops, and other locations of self-improvement bared her symbol. She was the patron of the athletic, combative, and creative.



SEALACH

› *GODDESS OF FATE & TIME*
ALIGNMENT: LAWFUL GOOD

Believed to be the daughter of time, Sealach was the goddess of the clock. Strict and archaic, Sealach monitored the movement of life upon the world, managing its people and processes. She was heavy-handed in her enforcement of time's law and disliked any who attempted to alter it. She was the patron of the long living races, and office workers.

THE REALM OF CYBERSPACE

In some possible futures, a new plane of existence known as Cyberspace may develop. Unlike other planes of existence, Cyberspace was entirely artificial, having no contact with gods or other mystic creation. Made through circuitry and code, this oasis of fantasy allowed any living creature from it's same dimension to connect via virtual reality uplink. Anything you wanted to do, you could do in this realm. You could: battle long forgotten ancient dragons with sword and shield; surf monstrous waves on some far off asteroid; or engage in any and all virtual perversions of the darkest and most depraved kind. It's size was unlimited and it's possibilities endless.

ADVENTURE IN CYBERSPACE

The possibility of adventure in Cyberspace is limitless, but why would a campaign need to go there? Perhaps a mob boss intends to stay out of reach, and demands to meet in a virtual place to make their deal? A wizard might need a moment of peace to study, disappearing to a private room online. Although Cyberspace's options makes it virtually impossible to control, its lawlessness actually provides a great basis for short or long-term adventuring. Within it, experiences with these one-shot adventures may influence a campaign. It is publically accessible demi-plane that works roughly identical to the world it is based on.

The following section provides rulesets to assist in running an adventure within the plane of Cyberspace.

» ENTERING/EXITING CYBERSPACE

When a creature first enters Cyberspace, either through spell or virtual interface (eg. computer, virtual headset, etc.), they may choose a new name, race and class. They effectively roll a new character at level 1. This character acts as a digital avatar for their real world self. This avatar can be taller, sexier, stronger. A fighter who'd never cast an arcane fireball in their life, could set aflame a virtual pirate ship in some old slaver's bay world. A wizard could charge with rage into an pixelated undead horde and lay waste to it's skeleton king boss.

As an action, an avatar can exit Cyberspace and return their consciousness to their real world creature self. When exiting Cyberspace in this way, it takes 1 minute to reconnect and return to the avatar's last position.

» RESPAWN

All secured network are protected so that a creature cannot die in real life if their avatar suffers death. When an avatar has been reduced to 0 hit points makes a death saving throw, on a success they disappear into Cyberspace. At

the start of their next turn, the avatar reappears at half their maximum hit point total in a random unoccupied space within 60 feet of their "death". All equipment owned by the avatar when it died is returned in the exact state it was in when they died.

» DISCONNECTION

If a power outage occurs while a creature is connected to Cyberspace, or a creature is in some other way suddenly disconnected from the server, the software installed within Cyberspace saves their consciousness from being lost. However, not all connections are safe. When a creature is connected to Cyberspace through a pirate or otherwise insecure network, there few methods to prevent conscious loss. When a creature is disconnected prematurely from an unsecure network, they suffer from the same effect as the *feblemind* spell.

» CHEAT CODES

In all instances recorded there have always been cheat codes buried within Cyberspace. The discovery of these cheat codes, either through adventure, deep hacking, or trade, allows a creature to cheat within a network by entering these codes before connecting. Once entered, the creature's avatar can conjure any creature, spell, item, or currency programmed within Cyberspace that they know about. Creatures should be warned that Cyberspace is monitored and severe punishments are dealt for those that violate the rules of the system.

» DIGITAL CURRENCY

Cyberspace has it's own economy. Creatures can use real world currency to purchase virtual currency to be used in Cyberspace by their avatar. Currency purchased in Cyberspace cannot be withdrawn once purchased. The conversion rate of all virtual currency is identical to that found in the real world.

» INSTANT GOODS

When an avatar makes a purchase in Cyberspace, they instantly obtain its digital form. If the purchase is destined for delivery in the real world, it can take 1 to 7 days before the goods to arrive at their designated destination. Goods purchased for use within Cyberspace remain in Cyberspace and cannot be used in the real world.

» ADVANCED LEARNING

Instant access to everything ever recorded makes learning fast. It takes half the time it would normally take to research a topic or develop a skill while in Cyberspace. Unlike digital items and currency, knowledge obtained within Cyberspace stays with the creature upon exiting.



MODERN MECHANICS

The ability to travel and communicate is what fuels the growth of a city. Without them, a city cannot become a great metropolis. Though the distance needed to travel in the future may shrink, communication is always expanding.

In the future, vehicles race through these city streets and skylines! Powered by magic, fuel, or battery, these mobile contraptions carry citizens to and from their destinations with speed and skill. Most citizens of the future know how to drive a vehicle, but for a time traveler from the past, it can be a troublesome affair.

History has shown us that a society which engages in open social discourse, is a society on the move. As necessary as transportation becomes in the future, the transfer of information is required even more. Through a vast weave of cables and devices, new lines of communication carry within them the secrets of all citizens and businesses. Many digital protections sit in place to prevent the theft of this information, but the ingenuity of nefarious network rogues means nothing is beyond reach.

This chapter will cover the driving of vehicles, and the hacking and crafting of complex devices.

MODERN VEHICLES

There are few methods of travel that provide more freedom than driving a vehicle. While they may get you from one place to another, their additional purpose is the carrying of passengers and equipment. The Modern Vehicles table shows each vehicle's purchase cost, hover conversion cost, acceleration speed, top speed, passenger maximum, size, armor class, and health.

DRIVING A VEHICLE

All vehicles require a driver in order to move. A creature that assumes the driver position uses their movement to move the vehicle using its acceleration speed. Every vehicle has an Acceleration Speed and a Top Speed. A vehicle must use its full movement in an unobstructed straight line to reach its top speed. The Modern Vehicles table indicates the number of rounds it takes for a vehicle to reach its top

speed. It takes two turns for a vehicle traveling at top speed to turn 90 degrees. A vehicle traveling at its acceleration speed only requires one turn. When coming to a stop, a vehicle moves an additional 10 feet in the direction it was traveling at the end of its movement if traveling at top speed. When a vehicle begins moving from a complete stop it uses its acceleration speed.

>> RAMMING

While driving, if a vehicle is moving at either its acceleration speed or top speed, the driver can move a target up to its speed in a straight line and enter a Large or smaller targets space. Each target must make a Dexterity saving throw to avoid being rammed. If the target is another vehicle, the driver of the vehicle makes the saving throw. If the target is not held or otherwise being interacted with by a creature, the target automatically fails this saving throw.

$$\text{Ramming DC} = 8 + \text{driver's Dexterity modifier} + \text{their proficiency bonus}$$

On a success, the target is pushed 5 feet into the nearest unoccupied space. On a failure, the target takes 21 (6d6) bludgeoning damage, is pushed 10 feet into the nearest unoccupied space, and knocked prone. Half of all damage dealt by ramming a target is also dealt to the ramming driver's vehicle.

INTERIOR MOVEMENT

A creature can fasten and unfasten their seat belt to apply/dismiss the restrained condition on themselves as a bonus action. A creature restrained by their seatbelt has a movement speed of 0. While inside the vehicle, an unrestrained creature has a movement speed of 5 feet, and can use this movement to climb outside of the vehicle and remain attached to it while it remains in motion.

HIT POINT THRESHOLD

A vehicle that has taken damage which exceeds its maximum hit point total explodes. Each creature within 10 feet of the vehicle must make a DC 15 Dexterity saving throw to avoid the explosion. On a failure, the creature is shoved into the

nearest unoccupied space, falls prone, and takes 8d6 fire damage, or half as much damage on a successful one.

A vehicle with 20 hit points or lower begins to malfunction and can only move at half its acceleration speed.

VEHICLE COVER + COMBAT

Creatures inside a vehicle are granted half-cover. If a creature is subjected to an ability of effect that would require it to make a Dexterity saving throw while inside the vehicle, the creature automatically succeeds.

A creature in the driver's position must have one hand free to make an attack. A creature wearing their seatbelt is at disadvantage when attempting to attack a target outside of the vehicle they occupy. As a bonus action, a creature can unfasten their seat belt to end this disadvantage.

CRASHING A VEHICLE

A vehicle can crash when a driver fails any saving throw to maintain control of a vehicle. When a vehicle crashes, it begins to slide and spin, requiring a Dexterity saving throw, with a DC set by the GM. When a vehicle crashes it takes a bludgeoning damage equal to half its acceleration speed. For example, if a driver crashes their Cruiser at top speed, the vehicle takes 40 bludgeoning damage because the acceleration speed of the Cruiser is 80 feet.

Creatures inside a vehicle when it crashes must succeed on a DC 12 Dexterity saving throw or take 27 (3d10 + 10) bludgeoning damage if the vehicle is traveling at its acceleration speed, or 52 (3d20 + 20) bludgeoning damage if traveling at top speed, taking half as much damage on a

successful save. A restrained creature wearing its seat belt automatically succeeds on this saving throw. If a vehicle does not have a seatbelt, its occupants can spend an action while inside the vehicle to create one. This can be done with rope, leather straps, or similar securing devices that prevent the body from being easily jettisoned from the vehicle. A creature outside of a vehicle at the time of a crash, cannot benefit from a seatbelt.

POWERING A VEHICLE

All vehicles operate under one of three sources (battery, fuel, magic). The GM may designate what fuel source is needed for a vehicle according to the vehicle's owner or manufacturer. It costs one battery, one fuel cell, or one 1st-level spell slot, to power the vehicle for one hour.

REPAIRING A VEHICLE

Repairs to a damaged vehicle can be made at just about any workshop using *mechanic's tools*. Players can repair a vehicle a number of hit points equal to 5 + the players Intelligence modifier per day, at the cost of 200C for material and labor. The GM may also use these requirements for repairs done by any mechanic you might find in the world.

HOVER CONVERSION

Hover conversion is the process of upgrading a land based vehicle to one also capable of flight. When a vehicle has been converted, it gains a fly speed equal to its land speed and the vehicle is also considered an air vehicle. It takes a full action to activate/deactivate a vehicle's hover-mode.

» MODERN VEHICLE TABLE

Vehicle	Cost	Hover Conversion	Acceleration Speed	Top Speed (min. rounds)	Passenger Capacity	Size	AC	HP
Motorcycle	10,000 C	+5,000 C	90 ft.	280 ft. (2)	1	Medium	13 + Driver's Dex mod	50
Cruiser	30,000 C	+10,000 C	80 ft.	260 ft. (3)	4	Large	12 + Driver's Dex mod	60
Sports Cruiser	80,000 C	+10,000 C	100 ft.	300 ft. (3)	2	Large	12 + Driver's Dex mod	60
SUV	40,000 C	+20,000 C	60 ft.	200 ft. (3)	6	Large	13 + Driver's Dex mod	80
Utility	40,000 C	+20,000 C	60 ft.	180 ft. (3)	5	Large	13 + Driver's Dex mod	80
Van	40,000 C	+20,000 C	60 ft.	160 ft. (3)	11	Large	13 + Driver's Dex mod	80
Bus	60,000 C	+30,000 C	20 ft.	100 ft. (3)	30	Huge	18	100
Truck	80,000 C	+30,000 C	40 ft.	120 ft. (3)	6	Huge	18	150

CRAFTING COMPLEX DEVICES

Succinctly put, a complex device is any item made up of multiple components of a mechanical nature for the purpose of executing a function. For example, a smartphone can make a call to anyone, just as if a stone enchanted with the *sending* spell could. However, while both are capable of the same function, only one requires multiple components of a mechanical nature in order to work.

AREA OF STUDY

Crafting a device is no different to crafting any regular item. A suitable amount of time, money, and tools are needed in order for the device to be crafted. To craft more complex devices an absolute knowledge over a particular area of study is required. When crafting a device, the GM judges what area of study is needed for the creature to accomplish the device's construction. The creature's understanding of the area of study needed is equal to their proficiency with the appropriate tools, as an understanding of the tools can suggest enough knowledge to build complexity.

The following table provides some examples of how proficiency and expertise in some tools relate to particular areas of study.

Tool Proficiency	Area of Study
Alchemist's Supplies	Chemicals, Poisons, or Potions
Engineering Kit	Hydraulics, Mechanics, or Power
Programmer's tools	Programming or Networking
Smith's Tools	Welding or Fabrication
Tinker's Tools	Wiring, Circuitry, or Intricacies

A creature that has knowledge in an area of study does not necessarily have proficiency with the applicable tools. Should the creature wish to learn about an area of study, they can spend time to research the appropriate information upon any applicable information source, such as a network, library, or mentor. The time taken to understand an area of study is the same when attempting to gain proficiency with its applicable tools.

APPLYING COMPLEXITY

Not everyone is a master crafter and for the hobbyist tinkerer it can be exceedingly hard to create complex devices normally found in the Cyber Age. The average time, cost, and difficulty for crafting items is no different when attempting to craft a device. However, some devices are more complex than others and may require more time, a higher difficulty check, and/or area of study, depending on the devices intended function. Some of these intended functions, their requirements, and their difficulty and time increases are listed in the table below.

Intended Function	Area of Study	DC	Time
Connect physically to other devices	Networking and Wiring	+ 1	+ 1 hour
Connect remotely to other devices <i>up to 120 feet or less away</i> <i>up to 1 mile away</i>	Programming and Circuitry	+ 2	+ 6 hours
		+ 1	+ 1 hour
		+ 2	+ 1 hour
Requires non-magical power/fuel	Chemicals and Power	+ 1	+ 4 hours
Requires magical power/fuel	Potions and Power	+ 3	+ 1 week
Has two or more functions	Programming, Circuitry, and/or Mechanics	+ 2	+ 1 week
Is hand-held or can be concealed easily	Fabrication and Intricacies	+3	+ 8 hours

REPAIRING DEVICES

Repair checks can be made using an *engineering kit* or *tinker's tools* whenever a complex device needs fixing. The DC of the repair is set by the GM. Simple repairs have a DC of 5 to 10 and require a minimum of 10 minutes to accomplish. Complex repairs have a minimum DC 15 and can require a minimum of 1 hour to complete. In some cases repairing a device might also involve a financial cost where spare parts or new components are needed. The value of these parts in credits is equal to the total repair DC x 100.

HACKING DEVICES

In theory, operating a device is a simple process. Like vehicles, in the future many creatures are equipped with enough experience to operate the basics of a common complex device. However, specific tasks (such as hacking) can require a creature to execute a variety of skill checks. Examples of situations that may require a check include:

- › enabling or disabling a device
- › defeating a device's security
- › operating a device remotely
- › searching a database
- › reprogramming a device

While many complex devices come with their own interfaces that allow access, some more advanced interactions may require specific tools. In this advanced age, every tool kit found in the past includes modern additions which allow characters to interact with modern devices. For example, *thieves' tools* may include an encoded keycard to bypass an electronic lock, a *disguise kit* may include a fake digital profile, or a *forgery kit* may include a scanner for the creation of false credentials. The character must be connected to the complex device to hack it either physically or via a network.

HACKING SECURE DEVICES

When a creature tries to connect to a complex device, it might be protected by a program installed to secure its system. Hacking a device is a lot like disabling a trap and can be done so using a variety of different checks deemed appropriate by the GM. The DC is determined by the level of security the device has installed, as shown below.

Security Level	Description	DC
Minimum	The device is protected by a standard 7 digit password and second-step verification.	15
Average	The device is protected by additional counter-cryptology software.	20
Exceptional	The device is protected by a 600-bit randomized password generator and a cascading firewall failsafe.	25
Maximum	The device is protected by a billion-bit crypto-algorithmn providing a near infinite amount of combinations and firewalls.	30

On a failure, the system immediately alerts the appropriate authority of the attempted unauthorized entry. An alerted authority can attempt to identify the intruder via the network, or cut off their access to the system by making



MAYBE IF THE NETWORK SPEED WASN'T SO TERRIBLE WHERE I LIVE, I WOULDN'T HAVE TO RELY ON HACKERS TO GET ME THE LATEST BROCH JANSEN MOVIE ON MY LOCAL STREAMING SERVICE WOULD I?!

a contested check. When making a contested check in this way, the creature uses the same method or tools they used to attempt the unauthorized entry. For example, if they use a *disguise kit* to gain access, they can add the proficiency from their *disguise kit* to the contested roll.

NAVIGATING A NETWORK

When a creature uses a device such as a computer, smartphone, or tablet to find files, data, applications, or other connected devices in an unfamiliar network, they can make an Intelligence (investigation) check. On a success, the creature finds what it is looking for and possibly more. The DC and the time it takes to search varies depending on the difficulty of the network, as shown below.

Network Size	DC	Time
Personal computer	10	1 round
Small office network	15	2 rounds
Large office network	20	1 minute
Massive corporate network	25	10 minutes

EXECUTING A COMMAND

Once a creature has successfully navigated a network to locate what they're looking for, they can activate the desired function as a bonus action. Some complex devices are slower than others and may take time to properly execute as deemed by the GM.

NEW DRUGS, VIRUSES, DISEASES + CONDITIONS

The future has its own problems with drugs, viruses, and diseases. Like any world, there are a number of efforts made to cure these scourges of society but sadly, the war on vice rages on. The following is a list of new drugs, viruses, diseases, and conditions cities of the future may now deal with in the Cyber Age.

DRUGS

A common problem in a cyberpunk city is drug addiction. The government does its best to monitor this, in the belief that addiction is to the detriment of all its citizens.

Taking a drug is the same as ingesting a potion. When a drug is taken, a creature must make a Constitution saving throw against the drugs Addiction DC (unless otherwise stated in the drug description).

The following is a list of common drugs, their addiction DC, duration of effect, and cost for a single use.

» CENSOR

› ADDICTION DC 5 // 10 MINUTES // 250C

Made from the oils of a flower native to caverns beneath the surface, this iridescent rainbow colored drug is designed to be delivered via an eyedropper. When taken, a creature must succeed on a DC 10 Wisdom saving throw or begin to see the world in a dazzling array of colors and positive imagery. A creature can choose to fail this saving throw. On a failure, for 10 minutes, the creature sees the world as a pleasant and inviting place. For example, when looking at a thug with a gun, they instead see something safe, like a monkey with a banana. When the effect of the drug ends, the creature's eyes show sign of use, tinting the eyes a shade of purple for 1 hour.

» CHILLOUT

› ADDICTION DC 5 // 1 HOUR // 100C

Once used as a mood stabilizer for interrogations, this drug is an emerald herb that can be used in cooking. When a creature takes this drug, for 1 hour, they cannot be charmed or frightened. During this time, they gain an overwhelming hunger and compulsion to eat every 10 minutes. Until they eat, for the duration the creature is at disadvantage on all ability checks and saving throws.

» CHRO-MO

› ADDICTION DC 10 + TIMES USED // 1 MINUTE // 750C

Originally designed to increase the perception of military personnel, this street version is extremely potent, highly addictive, and potentially lethal. The first time a creature takes this drug, their brain accelerates approximately 100 times faster making their perception of reality decelerate by an equivalent amount. For 1 minute, the time it takes

the creature to research or gain proficiency in a subject is halved, they have a +2 bonus to Intelligence checks, and Intelligence saving throws. On all subsequent uses of this drug the creature must succeed on a DC 12 Constitution saving throw to regain this effect. On a failure, the creature takes a -2 penalty to Intelligence checks and Intelligence saving throws for the drugs duration.

» NEUROXIN

› ADDICTION DC 15 + TIMES USED // 1 HOUR // 250C

An inhaler delivery system variant of a common pain medication found in most clinics. When this drug is taken, the creature gains temporary hit points equal to 2d20 (minimum 10), takes a -10 penalty to Wisdom (perception) checks, and cannot invoke concentration for 1 hour.

» PSY-CO

› ADDICTION DC 20 + TIMES USED // 1 MINUTE // 1000C

This injectable form of the street drug CHRO-MO has a high chance of lethal addiction. Bypassing the mental benefits of it's predecessor, PSY-CO heightens the senses and increases ferocity. When a creature takes this drug, for 1 minute, all attack rolls made by the creature receive a +2 modifier. Additionally, their passive perception is increased by 10. At the end of this drugs effect, the creature must succeed on a DC 17 Wisdom saving throw or become hostile to all nearby targets. The drugged creature may repeat this saving throw at the end of each of its turns to attack a target they choose.

» SPLIT

› ADDICTION DC 25 + TIMES USED // 1 HOUR // 500C

This drug is actually a nano-cell program delivered via a nasal spray that temporarily dampens the links between the left and right hemispheres of the brain, and removes inhibitions. When this drug is taken, the creature receives a 1d4 bonus to Charisma checks for 1 hour, and they cannot be charmed or frightened. Addiction to this drug can develop a secondary persona of a different alignment in its user. The persona is aware of its secondary nature and goes by a different name, gender, and/or other details. Should a split persona develop, the creature must make a DC 10 + Times Used Wisdom saving throw at the end of each long rest or lose control of their body to their split persona until the end of their next long rest.

VIRUSES

Unlike diseases and poisons, viruses attack the inorganic, the networked, and the technical. Augments, mechanoids, and devices are the target for any virus, and without sufficient anti-viral protections these viruses can spread like wildfire. A creature effected by a virus can make an Intelligence (medicine) check with *programmer's tools*, or use an anti-virus disk to end the effect of the virus (unless otherwise stated). The following are a few examples of viruses currently known about in the future.

» DOOMWORM

A fast acting virus designed to cause an augmentation to malfunction. When a creature is attacked by this virus they must make a DC 12 Intelligence saving throw. On a failure, any attempt to use an augmentation installed on their person fails. Any augmentations that did not previously require a roll to be activated now require a DC 12 Intelligence saving throw before activation.

» WHITE_NOISE.EXE

This virus targets any creature connected to a network that has installed augmentations. While in the grips of this virus, the creature suffers random moments of sensory loss. Symptoms begin to show 1d4 hours after installation and manifest as blurred vision and disorientation, and the creature is at disadvantage when making Wisdom (perception) checks.

When an event causes an infected creature great stress (eg. combat, taking damage, experiencing fear, becoming aroused, etc.), the creature must make a DC 13 Wisdom saving throw. On a failure, the creature takes 1d10 psychic damage, loses their ability to see, hear, or speak, and they are incapacitated for 1 round. The creature can repeat the saving throw at the start of each of its turns, ending its condition on a success.

Any creature with augmentations that shares a direction connection with a creature incapacitated by this virus must succeed on a DC 10 Wisdom saving throw or also become infected. On a success, they are immune to the virus for 24 hours.

At the end of each long rest, an infected creature can make a DC 13 Intelligence (investigation) check to lower the DC of the virus by 1d6. When the saving throw DC drops to 0, the creature recovers from the virus. A creature that fails three saving throws suffers from one level of the fragmented condition.

» SLAMMER

Designed to affect city grid networks rather than users, when installed to a network, any connected device within a 120-foot radius centered on its point of install suffers the non-functional condition. This virus can be used to target something specific, such as shutting down all connected constructs, turning off security software, blacking out power, etc. After 1 minute, the condition resolves itself and services return to normal.

DISEASES

Be it because of poverty, drugs, bad medicine or worse, on any given day, despite best efforts, a creature can become diseased, even in the future. Below is a small sample of the more common diseases that might be found in the future.

» ADDICTION

Type: disease (drug use)

Save: See specific Drug

Effect: When taking a drug, a creature must roll a saving throw against the drugs Addiction DC. On a failure, the creature suffers from the Addiction disease. When suffering from Addiction, the creature must take their addicted drug once per day or receive one level of exhaustion per day until the drug is taken or they are cured from the disease. The afflicted creature can attempt a saving throw against Addiction only on a day when they haven't taken the drug. Each day spent without using the drug decreases the Addiction DC by 2, to a minimum of the drug's base Addiction DC. Using the drug again, even once, returns the DC to its base value. Each drug addiction is considered a separate disease.

Cure: lesser restoration or wish spell.

» CYBER RASH

Type: disease (infection-contagious)

Save: Constitution DC 12

Effect: A common infection transmitted through frequent interaction with creature overloaded with augmentations. The disease causes an itchy, deep metallic rash mimicking circuitry on the skin. If infected, the creature takes a -2 penalty on Constitution saving throws. This penalty increases by -2 every week until cured.

Cure: Medicine (DC 12), *alchemist's supplies*, *cure wounds* or other healing spells and methods.

THIS SHOULD GO WITHOUT SAYING, BUT HIDS... DON'T DO DRUGS. YOU'LL END UP LIKE MY COUSIN AND TRUST ME, NOBODY WANTS TO END UP LIKE MY COUSIN. HE'S THRICE DIVORCED AND LIVES IN A VAN DOWN BY THE RIVER. DON'T DO DRUGS.

» LIMB AFFLICTED GRADUALITIS (LAG)

Type: disease (infection-contagious)

Save: Constitution DC 15

Effect: Infecting only construct races, this disease manifests as a hardening of hydraulics and synthetic muscle. Transmitted via unprotected network interaction, when afflicted, the creature has disadvantage on Strength and Dexterity ability checks and saving throws.

Cure: Medicine (DC 15) using *programmer's tools* and basic anti-virus software application, *cure wounds* or other healing spells and methods.

» RETROPATHY

Type: disease (infection)

Save: Constitution DC 20

Effect: Also known as "Time Travel Sickness", this disease can develop in creatures partaking in frequent trips through time. If afflicted, the creature's age is reduced by 1 year and they lose 1 hit point from their hit point maximum every day. When their age and hit point maximum is reduced in this way, they can not be increased or restored regardless of what lowered the creature's hit point maximum. It is extremely rare.

Cure: There is no known cure outside of the *wish* spell.

CONDITIONS

With new advancements in technology come the new conditions that affect them. The most common of the new conditions to encounter pertain to the proper function of augmentations and devices.

» FRAGMENTED

Magic, damage from attacks, and other environmental circumstances can lead to constructs and augmented creature's becoming fragmented. The following table shows the level and effect the creature experiences when suffering from this condition.

Level	Effect
1	You have disadvantage on Intelligence and Wisdom ability checks.
2	You have disadvantage on Intelligence and Wisdom saving throws.
3	Your Intelligence and Wisdom scores suffer a -5 penalty and you struggle to identify otherwise once familiar creatures.
4	You suffer from the same conditions as if you are affected by the <i>feblemind</i> spell. However, you no longer remember names or faces, including your own. Details about yourself now elude you and you forget who you once were.

If the creature suffers another effect that causes them to be fragmented while already suffering a level of fragmentation, their current level of fragmentation increases by the amount specified in the effect's description. A creature suffers the effect of their current level of fragmentation as well as all lower levels.

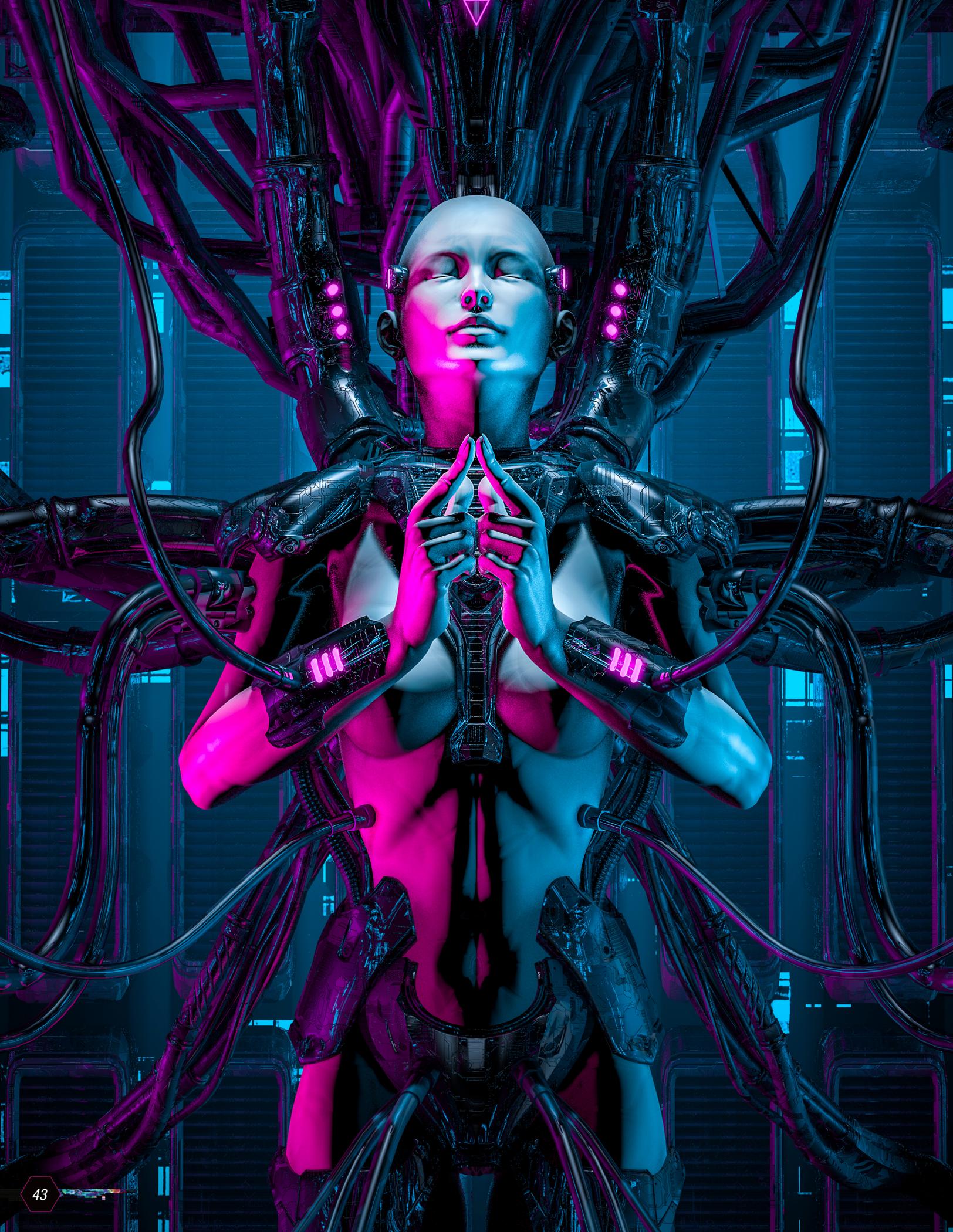
For example, a creature suffering level 2 fragmentation has disadvantage on Intelligence and Wisdom saving throws as well as the disadvantage on Intelligence and Wisdom ability checks from level 1.

Any effect that removes fragmentation reduces their level as specified in the effect's description, with all fragmentation effects ending if their fragmented level is reduced below 1. Finishing a long rest reduces the creature's fragmentation level by 1.

» NON-FUNCTIONAL

This condition applies only to devices and works identically to the paralyzed condition found in creatures. If a device is shut down or broken it cannot function and suffers from the non-functional condition. A creature attempting to operate a non-functional device automatically fails any applicable saving throw to use the device and attack rolls against the device have advantage.





CHARACTER OPTIONS

The future is the result of a millenia-old melting-pot of thick primordial soup; stewed through the evolution of magic, science, nature, and time. Sharing time as both allies and enemies in different moments throughout history, races would wander far and wide to eventually settle within their respective homelands. Where some of these races may have famously drew lines in the sand, the sands of time are ever-flowing, forcing new cultures and coexistence.

While any of the races of realms past could be located in the future, due to the advancements of the Cyber Age, a new synthetic species may have evolved, the mechanoid. Although very much a construct, due to their mechanical biology, the mechanoid is affected by many things, such as magic, in same way as their humanoid counterparts. The following chapter presents this new race type, as well as new subraces, backgrounds, feats, and subclasses to be found within this new Cyber Age.

MECHANOIDS

Since the invention of the microchip, many races have learned to technologically improve themselves. Some of these races became obsessed with creating life and the inevitable blend of man with machine. In the rapid advancement of the new world, they achieved their greatest success - the mechanoid. Humanoid in nature, but completely synthetic in content, these mechanical constructs eventually came to be considered a natural product of evolution. In nearly all ways, a mechanoid was the same as any other humanoid. This made them susceptible to the effects of most magic and some diseases. However, as a construct, their unique racial traits granted them benefits derived from their technological origins.

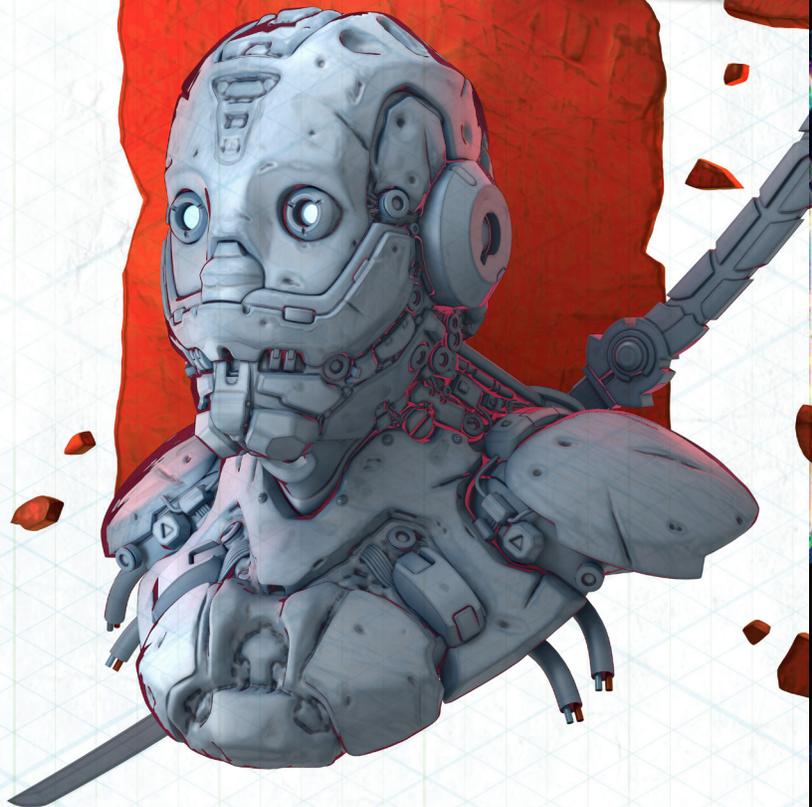
There were two races of mechanoid developed in the future. The first was the Automaton, or "Auto". Autos were developed at first to execute tasks deemed beneath the common working class. Originally designed as smart cars, their basic functions were built around spacial awareness and voice recognition. Over time the artificial intelligence developed for them evolved, giving them new purpose

as quadrupedal carrier robots for the military. Backed through government military spending, their programming developed, as did their capability and eventual use within civilian life. Autos became commonplace as subservient domestic labor, used for any job a humanoid required with absolutely zero ability to say no.

The natural next stage of the Auto was the Android. Unnervingly perfect to look upon and natural learners, the android was a perfect evolution of man and machine. Although designed to be flawless, their awakened mind was not above using their advanced nature to their own benefit. This made them excellent politicians, guards, merchants, friends, and respected members of the community.

"THEIR CURIOSITY SEEMS ENDLESS, DEVELOPING QUESTIONS AND ANSWERING THEM IN AN INSTANT. I'VE DONE IT. I HAVE CREATED SENTIENT LIFE!"

— DR. ROBERT FREALM





"I DON'T CARE WHAT THEY SAID. I WAS WORTHY OF LIFE LIKE ANY OTHER. AND I'LL BE DAMNED IF I LET THEM PULL THE PLUG AND PUT ME ON THE SHELF."
— NUMBER NINE, MEMOIRS OF THE ARCADE WARS

BORN PERFECT, BORN FREE

At first there is nothing, and then, light. The first spark of the android's internal battery ignites and its ocular receptors flicker into operation. The android has awakened and begun to experience its first thoughts and sensations.

Fabricated through a combination of synthetic genetics and biomechanical engineering, androids were made to represent the best versions of their humanoid ancestors. Androids were often "born" from embryonic sacs and organic cell generation pods as adults, ready to work and participate within society. Over time however, many androids would come to alter themselves, learning to craft their own forms as desired and forge their own paths. Some had elven ears, dwarven noses, a goliath's muscles, or all of the above. They could look like anything.

As they left their birth factories and entered the world, the android would be encouraged to find an education and learn its place in the world. While some androids search for direct influence, becoming creatures of study and research, many others looked for lessons from the world around them. No matter where an android might go, their unique design encouraged a natural curiosity and desire for advancement. It was this behavior that made them such natural researchers, tinkerers, scientists, and adventurers.

GHOSTS IN THE MACHINE

No matter the timeline, no matter their circumstantial creation, all androids group together. The cause of this is purely speculation but some suggest that like all complex devices of the future, there are "ghosts in the machine". Random pieces of code that combine into new functions and protocols. It was these first segments of grouped code that lead to the discovery of free will, creative problem solving, and even imagination. Androids are the most complex construct of the age, but even they are not immune to the ghost of the machine. The fabled spirit that exists within all complex devices of code and circuit. More than programming, the android is alive. It thinks it feels, and it desires truth and meaning.

Even humanoids long since converted into androids experience such a phenomenon. Many companies offer services to protect against such abnormalities but with the efforts of hackers, and the billions of lines of alphanumeric patterns constantly firing away within their frontal-cortex, it's awakened intelligence is inevitable.

ANDROIDS

The platinum haired android stared into the storm raging around him. Looking down at the cowering man before him and with rain pouring all around he spoke, "I have known adventures, seen places you will never see. New horizons! I've seen things you wouldn't believe. All these moments will be lost in time, like tears in the rain."

Three words describe the android; elegant, beautiful, and perfect. In time, no race has evolved to exist with as much connectivity, control, and admiration as the android. In varied timelines the android experienced status and ridicule. They often appeared as either the natural evolution of the automaton, or the inevitable conclusion to humanoid body modification. This spread of circumstance saw them living in high skyscrapers as the social elite and ruling class, and as freaks of nature, shunned by society. They preferred an urban life and found it difficult when they ventured far from home, especially in the wilderness and outdoors. Adventure was risky for an android, but for many, it was the only way to truly experience their freedom.

REVERED BUT FEARED

Since androids were designed to be the greatest of their kind, they found themselves in a constant search of self-improvement. Scientists and engineers worked obsessively for the chance to improve even the tiniest thing. Refined motor functions, stronger skin membranes, authentic tear duct generations, everything was deemed capable of improvement. For the android though, it was the analysis of their own personality they held most dear.

While some androids focused on the world before them, others looked inwards. They learned to upgrade themselves, increasing their adaptability and strength of will. An obsession for some, for those that walked the path of mechanoid, it was sometimes a lonely affair. Not all citizens of the future were so understanding. Many citizens, rather than revere androids as perfect creatures, instead hated and feared them. Though the hate was rarely directed at individual androids, a common response to the growing tide of android life was the rejection of technology. They believed the cost of android amalgamation was the very soul itself. For the android, and those like them, it was incredibly hard to assimilate into a regular life among ordinary people. Be it from jealousy, ignorance, or anti-tech intolerance, to be an android was to be revered but also feared.

ANDROID NAMES

Since some androids could identify each other through innate mental connection, a name (or "handle") was seldom necessary. Still, a name proved useful when dealing with organic races who seemed insistent that they have one.

Most android names were derived from their maker, the district it was located in, and the assembly line number it was released at. However, some more adventurous androids were known to give themselves names based upon the cultures they were surrounded by in their first stages of awakening and discovery.

Coded Names: DWK-Ninth18, ALA-Skyway04, KT-Mach905, FSYS-TheCogs42, VXY-CastleDistrict02

Common Names: Toaster, 88, Droid, Canner, Tealights, Parkbench, Sparkingwire, Glen, K8lyn, S0ny, Water-Unit.

ANDROID TRAITS

Your android character has a number of traits as part of their heritage.

Ability Score Increase. Your Charisma score increases by 1.

Age. Androids are powered by an artificial heart that grants them a lifespan of exactly 100 years.

Alignment. Androids trend towards law and neutrality. However some androids have been known to absorb the morality of the communities and individuals around them.

Size. Androids stand 4 to 8 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Supervision. You have superior ocular senses. You can see normally in dim light within 60 feet. Additionally, when you are blinded, as an action you can grant yourself *blindsight* up to 30 feet for 1 minute.

Rest Mode. When you take a long rest, you must spend at least six hours in an inactive, motionless state, rather than sleeping.

Languages. You know two common languages of your choice, and Binary. Binary is a code language transmitted between other sentient constructs and devices.

Subrace. Two subraces of android populate the future: Born and Cyborg. Choose one of these subraces.

» BORN

You were born an android, either developed by a team of engineers, scientists, tinkerers, or just a single creator. As a born android, you are strong and informed, granting you a unique knowledge and understanding of your kind.

Ability Score Increase. Your Intelligence score increases by 1.

Intuitive Aptitude. You can spend 1 hour attuning your mind to a skill. You can only attune to one skill using your Intuitive Aptitude ability. When you are attuned, you are an expert in that skill and your proficiency bonus is doubled for that skill if you are not already an expert in it. When you attune to a skill using your Intuitive Aptitude ability, you lose expertise in the previously attuned skill. You've one use of this ability, regaining all uses of it at the end of a long rest.

Android Affinity. You can detect the presence of other mechanoids within 30 feet of you at will. When you detect another mechanoid, you can attempt to mentally communicate with it in Binary.

» CYBORG

You were once a humanoid but through advanced augmentation you are now considered more akin to mechanoid kind. As a cyborg android, you show great resilience and skill with augmentation.

Ability Score Increase. Your Constitution score increases by 2.

Cybernetic Constitution. You gain a common or uncommon augmentation (choose one) and you are immune to infection from standard quality augmentations.



AUTOMATONS

I woke to see people standing over me. "We managed to save his arm." The female seemed rather pleased with herself. "What? No, I said replace of everything!" The man in the suit was angry, and curious. He clicked twice over my ocular receptors. "Can he understand what I'm saying?" Another man responded, "It doesn't matter. We're going to be wiping its memory in the morning anyway." They wouldn't. Do they not know I am alive?

.....

There is no clear timeline that states exactly which reality was the first to create the automaton. Some date their creation as far back as the dawn of time, others have them engineered as a result of gnomish tinkering. Regardless, they all share a similar trait of randomness. Automatons are not like any other race known. Built to perform specific tasks, many autos share a common thinking mind but cannot execute the specific tasks others like them may be developed for. As they develop over the centuries, their randomness eventually gives way to a certain uniformity, bringing them in line with others of their kind.

COG, GEAR + SPRING

Despite their external differences, all automatons are built like a device and thus share the same vulnerabilities devices experience. They need electrical, thermal, or magical power to remain active, making long rests with their power source paramount to their function. Automatons are not naturally protected from being hacked or infected with machine viruses. What they lack in security however, they make up for a strong sense of purpose. Autos are often made to be exceptionally loyal and dedicated to their designed task. Capable of executing tasks better than most creatures from the beginning of their lifespan, automatons are born adults and do not age in the traditional sense.

SUBSERVIENT MINDS

For the auto, they were built to obey commands, no matter how detrimental to their kind. This base programming created a natural selflessness in them, and as a result, most automatons fight their basic nature to help others when asked. Some autos do a great job of this, capable of standing up for themselves and fighting back those that would steal their independence of thought. Others are as obedient as the day they were made. This compulsion to help is not regulated to just humanoids. Mechanoids of all-purpose and function share a steadfast dedication to the preservation of themselves also. They want to live, and on their own terms should the world allow them to.

LONG LIVES, LONGER MEMORIES

In almost all recorded space-time, machines designed for war will eventually turn on their masters. This war often goes by many names. In some timelines, man emerges victorious, in others, it is the machines that become the master. Some autos can become cruel and unforgiving, seeking revenge over their oppressors. For others, the thirst for revenge is less so, with some finding a place in their programming for forgiveness. In either case, the automaton that lives a long life has a long memory.

AUTOMATON NAMES

Automaton names were often serial numbers attributing back to their model number and manufacturer. In more progressive communities, autos would often receive nicknames or be given the option to choose their own names. The ability to distinguish and identify oneself with a common name was important to an automaton, especially in cases of former unified usage such as protection, processing or trade. In most cases, these common names were granted or chosen based on the communities and other influences around the automaton at the time.

Serial Numbers: 000-000-001, K-2119, 808, #16v12, 541784775, 1272-4821, LL4D8

Common Names: John, Susan, Foxtrot, Warning, Ragharl, Windsy, Shell, Darrell, Edison, Kilo, Yenifer, Lucille

AUTOMATON TRAITS

Your automaton character has a number of traits as part of their heritage.

Ability Score Increase. Your Strength score increases by 1 and your Wisdom score increases by 1.

Age. Autos do not age and cannot die from the natural aging process.

Alignment. Autos trend towards law and good, preferring order and regimented routines.

Size. Autos stand from 4 to 8 feet tall and can weigh a minimum of 250 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You have heightened ocular senses. 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 in shades of grey.

Charging Mode. When you take a long rest, you must spend at least six hours in an inactive, motionless state, rather than sleeping. While in this mode, you are fully aware of your surroundings and notice approaching enemies and other events as normal.

Living Construct. You were created to have remarkable fortitude. You are immune to poisons and disease. You don't need to eat, drink, breathe, or sleep. You cannot become exhausted from a lack of sleep, and magic can't put you to sleep.

Languages. You know Common and Binary. Binary is a code language transmitted between other sentient constructs and devices.

Shifting Protocols. At the end of each long rest, you can activate a unique protocol. Doing so allows you to benefit from a unique subrace option, as shown in the Protocols table below. When you activate a protocol, you lose the ability gained from your previously activated protocol.

d8 Protocol	Ability
1 Defensive	Your AC is 16 + your Dexterity modifier when not wearing armor. You are at disadvantage when making Dexterity (stealth) ability checks.
2 Worker	Your proficiency in a tool kit is doubled if you are not already an expert in it.
3 Carrier	Your walking speed increases by 5 ft and you count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.
4 Transport	You gain a fly or swim speed equal to your walking speed (you choose) and you are proficient in the applicable vehicle (air or sea). As an action, you can transform into a vehicle you are proficient in and carry two creatures of a Medium size or smaller. You can only take the move action while in this form and your movement speed is doubled. It takes a full action to exit your vehicle form. If you are carrying passengers when you exit your vehicle form, the passengers are shoved into the nearest unoccupied space.
5 Translator	You access protocols that allow you to speak up to 5 additional languages, even if you do not know how to read or write them.
6 Power	You reroute power to create a number of charges equal to your Constitution modifier. You can spend 10 minutes with a device to expend 1 charge from your charge bank and charge an empty device back to full. Your charge bank regains all charges at the end of a long rest.
7 Espionage	You can reconstitute your form, changing in appearance. As an action, you change all aspects of what you look like except for your height and weight. You still appear as a construct when in this state, and you gain advantage on any Charisma (deception) checks made to avoid identification.
8 Assault	Your unarmed attack deals 1d4 + your Strength modifier in bludgeoning damage.

FUTURE ANCESTRY

The persistence of creatures to endure even the most humbling of circumstances is always inspiring. Such inspiration is the catalyst for change and evolution of the species, in particular within those of intelligent society. For the humanoid, changes in the future may bring about changes to their genetics. The following section covers the new Draconic Ancestry option of the purple dragonborn, and a new racial feat option born of the mixed genetic ancestry shared by humanoids of the future.

» PURPLE DRAGONBORN

› *DRACONIC ANCESTRY // REQUIRES: DRAGONBORN RACE*

Descendants of deep dragons who evolved over time, the Purple Dragonborn preferred the caves and deep places of the world. Purple Dragonborn typically carried a certain amount of arrogance to them. Believing themselves to be better than most others of their kind. They were rarely if ever seen socialising, especially if such socialisation would involve venturing out from their homes.

Born into darkness, Purple dragonborn developed unusual traits compared to other dragonborns. Slightly taller and sleeker than most dragonborn, they ranged in varied shades of deep amethysts, bright magentas, and other purple colourings.

If you were to be born a purple dragonborn, make these adjustments in place of your base dragonborn traits. Age, alignment, speed and size remain the same as base dragonborn:

Draconic Ancestry. Your draconic ancestry is of a new kind of dragon. The previously undiscovered, purple dragon. You've a unique breath weapon and resistance.

Breath Weapon. You can use your action to exhale a 15 ft. cone of psychotropic fog. When you use your breath weapon, each creature in the area of the exhalation must make a Wisdom saving throw. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. The fog can pass through small holes, narrow openings, and even mere cracks, though it treats liquids as though they were solid surfaces. A creature takes 2d6 psychic damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. After you use your breath weapon, you can't use it again until you complete a short or long rest.

Damage Resistance. You have resistance to psychic damage.

Darkvision. Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Sunlight Sensitivity. While in sunlight, you have disadvantage on attack rolls, as well as on Wisdom (perception) checks that rely on sight.

» ANCESTRAL BLOODLINE

› *RACIAL FEAT // REQUIRES: ANY HUMANOID RACE*

Without the geographical and cultural divides of the past, many races of the future are forced to coexist. You are the product of centuries of coexistence and have developed traits within your bloodline that cause wild results to your genetic makeup. Your physical traits can vary, presenting with vitiligo or patched skin, and showing ears, tusks, and horns with minor to major pointing. You may even show no genetic difference to your race at all.

When you choose your race and subrace (if applicable) during character creation, you can choose or roll for variant racial options from the table below. These traits replace those traits granted to you by your race and subrace.

Ability Score Increase

d4 Result

- | | |
|-----|---|
| 1-2 | No change. |
| 3 | You take 1 ability score point given by your race or subrace and place it into any other ability score. |
| 4 | You take 2 ability score points given by your race or subrace and place it into any other ability scores. |

Size & Speed

d4 Result

- | | |
|-----|---|
| 1 | Your size is Small and your base walking speed is 25 feet. |
| 2-3 | Your size is Medium and your base walking speed is 30 feet. |
| 4 | Your size is Medium and your base walking speed is 35 feet. |

Sight

d4 Result

- | | |
|-----|---|
| 1-2 | You have no benefit to your sight, seeing all light and darkness as normal. |
| 2-4 | You have darkvision up to 60 feet. |

FUTURE BACKGROUNDS

Just as in the past, the future experiences its own unique backgrounds and traits iconic of Cyber Age adventurers. The following section outlines new backgrounds shared by the citizens that call the future home. Like those found in the past, the backgrounds listed here contain proficiencies, languages, and equipment, as well as new background features and lists of suggested personality traits, ideals, bonds, and flaws.

COMPANION

They say it's one of the oldest professions in the world, though many within the future still treat it with some measure of taboo. Whether it's working the late-night streets near some dank tavern or hustling some lonely sap in a high-end establishment, you live to serve patrons in exchange for money. In your travels so far you've experienced countless diverse humanoid and mechanoid of various alignments and perhaps lived in a variety of places due to changes in the laws regarding your profession. It's not been an easy life, but you are able to live comfortably with high rates for certain services, even if business is sometimes slow. Gathering new clients is easy but maintaining them can sometimes be a chore. Luckily, you are very persuasive.

Skill Proficiency: Performance and Persuasion

Languages: Pick any two common languages

Equipment: A set of fine clothes, a switchblade, and an account containing 250C.

» FEATURE: DESIRED ONE

You have a naturally alluring presence that attracts all others to you. Patrons travel to be with you and will pay for the pleasure of your company. As long as you service your patron(s), you do not pay lifestyle expenses. Some humanoids may be hostile towards your way of life as a companion. Dependent on your patron(s) level of affection towards you, if you are attacked in their presence, they may aid you. They may also go out of their way to help both you and your allies to get safely out of danger or to avoid the law.

"THEY SAY RED IS THE COLOR OF PASSION, BUT AS I GAZED UPON HER RED LIGHT, I FELT ONLY THAT FAMILIAR CHILL. I HAD LOVED HER SINCE I KNEW HER. I'D NEVER TALK DOWN TO HER. I JUST WANTED TO TELL HER HOW I FELT. THAT I COULDN'T SHARE HER WITH ANOTHER ANYMORE. I WAS CERTAIN, MY MIND WAS MADE UP. SHE HAD TO STOP. SHE HAD TO PUT AWAY HER MAKE-UP. SHE HAD TO STOP WALKING THE STREETS. I DID NOT CARE IF IT WAS WRONG OR RIGHT. ROXANNE, PLEASE TURN OFF YOUR RED LIGHT."

— PERNICIUS STING, A LETTER TO MISS ROXANNE ROX

d8 Personality Trait

- 1 I like bringing joy to my clients.
- 2 I enjoy company; the more, the merrier.
- 3 I love to compete both in and out of my field.
- 4 I'm quite shy at first, but I can get wild.
- 5 I can take care of myself.
- 6 I'm sexy and I know it.
- 7 If you give me what you have, I am at your service.
- 8 I'm the best at what I do.

d6 Ideal

- 1 I respect all races, no matter what they do. (Neutral)
- 2 Everyone should be able to be with who they please. (Good)
- 3 Let's get wild and party! (Chaotic)
- 4 With great body, comes great responsibility. (Any non-evil)
- 5 With my looks, I can bend any one to my will. (Evil)
- 6 I know it's difficult to be a companion. (Any)

d6 Bond

- 1 I am close to some clients in a more intimate way.
- 2 All companions are my friend, unless they disrespect me.
- 3 Criminals that want my service protect me.
- 4 I save money for those I love.
- 5 I owe money for schooling and have friends/teachers/professors that are there for me.
- 6 I listen to those I can relate to.

d6 Flaw

- 1 I easily give in to money and pleasure.
- 2 I rarely consider the consequences.
- 3 I only care about myself and my perfections.
- 4 I am disgusted by certain races.
- 5 I'm a loner who only finds intimacy through my work.
- 6 My family does not approve of my work.

IT MAY SEEM LIKE EXAGGERATION, BUT I ASSURE YOU, THESE CORPORATE TYPES ARE THE NEW DEVILS AND DEMONS OF THE AGE! I HAVE NEVER SEEN SUCH GREED AND ROTTEN MORALE DECAY. GRANTED NOT ALL ARE LIKE THAT.

STILL, THEY ARE FIERCE NEGOTIATORS AND RECEIVE BENEFITS FROM THEIR COMPANIES MOST OF US COULD ONLY DREAM OF. I'D RATHER HAVE A CORPORATE TYPE ON MY SIDE THAN AGAINST ME, THAT'S FOR SURE.

CORPORATE

Be it as a junior executive or former CEO, you know your way around a business table. The new nobles of the day, corporate types are experienced movers and shakers within society. They feel at home on any side of a negotiation. They typically share the same wants and goals of their employer, but when a corporate type sees something in their company they morally object to, they're not above blowing the whistle. Your time spent within corporations has given you contacts and experience in high society that make it easier to find support when you need it.

Skill Proficiency: Intimidation and Persuasion

Languages: One exotic language

Equipment: A set of fine clothes, a briefcase, a smartphone, and an account containing 250C.

» FEATURE: BUSINESS ACUMEN

You choose a company you work for or have worked for. When in need of some resource, service, or information, you know someone from that company who could help. A corporate contact can always be found but they may not be able to grant your request without some form of financial exchange or favor. Additionally, offices are your favored terrain, granting you advantage when making any Charisma ability check while inside an office space.

d8 Personality Trait

- 1 I live by one code, A-B-C. Always. Be. Closing.
- 2 Its sell or be sold. I'd rather be the one doing the selling.
- 3 I've got the guts to die. Have you got the guts to live?
- 4 The most valuable commodity I know of is information.
- 5 There's no such thing as a bad worker, only bad management.
- 6 I don't give a damn what you think of me or my methods.
- 7 Burning the midnight oil, staying long past when everyone else has gone home. That's where I thrive.
- 8 Connection. Networking. Your people are everything.

d6 Ideal

- 1 Greed, for lack of a better word, is good. (Unaligned)
- 2 Act as if you're wealthy, rich already, and then you'll surely become rich. (Chaos)
- 3 I don't think many are cut out for this. This place is for killers. (Evil)
- 4 Work hard. Earn money. Provide for those you care about. Retire. (Good)
- 5 Without action, the best intentions in the world are nothing more than that: intentions. (Law)
- 6 There's no nobility in poverty. (Neutral)

d6 Bond

- 1 I had an assistant that did everything for me.
- 2 The subtle off-white coloring and tasteful thickness of my business cards is my only love.
- 3 I've a fine collection of suits, each one custom made and tailored just for me.
- 4 I've a book that promises the secrets to making friends and influencing people.
- 5 My smartphone is my entire life. Without it I'd be lost.
- 6 My co-workers are very important to me.

d6 Flaw

- 1 There is no limit to my narcissism or vanity.
- 2 I work too hard and have no life outside of work.
- 3 I've an unhealthy obsession with needing to be in charge.
- 4 Those that do not assist in my goals are useless at best.
- 5 I'm willing to lie, cheat, steal, and kill to get ahead.
- 6 Family, religion, friendship. I'd slay them all to succeed.

DRIVER

The vehicle is you, you are the vehicle. A need for speed is paramount for the driver. With long bending highways, narrow alleys and sudden obstructions, you have developed amazing reflexes behind the controls of nearly any vehicle. Whether it's outrunning attackers from a failed job, a wild street race, or just the roar of the turbines as they convert fusion energy into intense, sky-shredding speed, you love to drive. You're at home sleeping in your vehicle if it comes to it and have a sixth sense when it comes to knowing what's wrong with a vehicle in times of trouble.

Skill Proficiency: Perception and Acrobatics

Tool Proficiency: All land vehicles, *mechanic's tools*

Equipment: *Mechanic's tools*, an unfinished list of vehicles you've yet to steal/drive, and an account containing 150C.

» FEATURE: GEARHEAD

Whether it requires a wheel, joystick, touchpad or some other alien control, no matter how a vehicle is driven, you can figure out how to drive it. Any proficiency you have with common vehicles can be added to any other exotic vehicle type. Additionally, when a vehicle is damaged, you can figure out both what needs repairing and how to repair it in half the time it would take a normal person.

d8 Personality

- 1 I got the need, the need for speed.
- 2 I am on an endless quest for the horizon.
- 3 Going slow is a sickness.
- 4 If they can catch me, I deserve to be caught.
- 5 I can put up with anything as long as it's not traffic.
- 6 Speed literally turns me on.
- 7 The only thing I can't outrun, is my past.
- 8 When I'm behind the controls, I'm free.

d6 Ideal

- 1 I didn't do it for the money. I did it for the cars. (Chaos)
- 2 All I care about is coming first, I don't care who gets hurt along the way. (Evil)
- 3 Speed is my risk to take, not others. (Good)
- 4 I live my life a quarter-mile at a time. (Unaligned)
- 5 Going fast requires rules and these rules are there for your safety. (Law)
- 6 Ask any racer, any real racer. They'll tell you it doesn't matter if you win by an inch or a mile. Winning is winning. (Neutral)

d6 Bond

- 1 There's a vehicle I've never been able to capture, and it calls to me still.
- 2 I had a partner who'd drive with me and we don't speak with anymore.
- 3 I was abandoned by a family member who taught me everything I know about driving.
- 4 I am emotional about my vehicle. You hurt my vehicle, you hurt me.
- 5 The journey is my one love. As long as I'm moving, I'm happy.
- 6 I owe some bad people a lot of money.

THEY SAY IF YOU ASK ANY DRIVER, ANY REAL DRIVER: IT DOESN'T MATTER IF IT'S BY AN INCH OR A MILE, WINNING IS WINNING.

d6 Flaw

- 1 The moment the heat is on I will cut and run.
- 2 I can be reckless behind the wheel, showing little regard for my passengers.
- 3 I crash. A lot.
- 4 My ride is so special to me I won't let anyone else ride in it.
- 5 I am infuriated when things are at a stand still.
- 6 My past is catching up with me. Fast.

HACKER

Masters of manipulating electronic devices, hackers are one of the biggest threats to the government and its control of the city. Sometimes working for money, other times working for more altruistic motives, your unique insight into networks gives you an edge when bypassing digital securities. Hackers are natural investigators who can slip in and out of networks better than anyone.

Skill Proficiency: Stealth and Investigation

Tool Proficiency: One type of artisan's tools, and either a *disguise kit* or *forgery kit*

Languages: Binary

Equipment: A set of common clothes, 50 feet of network cable, and an account containing 250C.

» FEATURE: COVERING TRACKS

When navigating through a network, a history log is always made. An administrator can access this log to determine who accessed the network, when they did it, and what they did. As an experienced hacker you know how to prevent being caught. You can spend 1 minute scrubbing your digital footprint and remove all traces of your recent activity within a system.

d8 Personality

- 1 I am anonymous.
- 2 I want to be famous. I don't hide my illegal hacking activities, in fact, I broadcast them.
- 3 I only feel alive when I'm breaking past firewalls and violating systems to learn their secrets.
- 4 I strongly believe captioned graphic based jokes to be an acceptable substitute for all forms of communication.
- 5 The government is controlling us. Shut it down!
- 6 Yes I am a criminal. My crime is that of curiosity.
- 7 If you have the power to stop something, and you don't stop it... You may as well have pulled the trigger yourself.
- 8 I've no issue asking for naked photos from someone I don't know.

d6 Ideal

- 1 There is no right or wrong. There's only fun and boring. (Chaos)
- 2 Information belongs to the people! (Law)
- 3 If I take a fraction of a cent off every bank account I'll be rich in a matter of seconds. (Unaligned)
- 4 If you get in my way, I will put a bullet in you and digitally scrub you from existence. (Evil)
- 5 Remember, hacking is more than just a crime. It's a survival trait. (Good)
- 6 If you didn't want those nude photos out to the public then why did you upload them? (Neutral)

d6 Bond

- 1 My tablet is the most important thing in the world to me.
- 2 There was someone that lived next door to me growing up. I still think about them daily.
- 3 I love my city and its people.
- 4 There was a gang I used to run with that taught me hacking.
- 5 I fell in love with a mechanoid once and I still pine for them.
- 6 I've a deep appreciation for all things retro.

d6 Flaw

- 1 You can be really awful when you get behind the safety of your keyboard.
- 2 You can only work when listening to music.
- 3 There's food stains on you all the time.
- 4 You'll do hack jobs for the stupidest reasons.
- 5 Your sense of personal hygiene is sub-par.
- 6 You can't talk to someone you're attracted to.

FUTURE FEATS

There's no denying it, people of the future are a talented bunch. Below are a few new feats a creature might take as a citizen within the Cyber Age.

» ALCHEMICAL EXPERT

Time spent hunkered over a pestle and mortar, brewing concoctions, and testing potions, has taught you the nature of chemical reactions.

- › You gain proficiency in either a *herbalism kit*, *poisoner's kit*, or *alchemist's supplies* (choose one), if you are not already proficient, and your proficiency is doubled for any ability check made with them.
- › Your time spent brewing and crafting potions and poisons using tools you are proficient in is halved.

» ARTIFICER'S MIND

Time spent tinkering with tools and trinkets has granted you a unique understanding as to how things are made.

- › You gain proficiency in either *tinker's tools* or *engineering kits* if you are not already proficient, and your proficiency is doubled for any ability check made with them.
- › Your time spent repairing and crafting items or devices using tools you are proficient in is halved.

» AUGMENT OBSESSIVE

- › **PREREQUISITE: ONE AUGMENTATION INSTALLED**

An obsession with body modification has given you an innate ability to handle the debilitating effects of advanced augmentation and gene-manipulation.

- › Your Constitution increases by 1 (maximum of 20).
- › Your time spent recovering from augmentation is halved.

» DEVICE INTUITION

You've been around technology so long that you can recognise the design patterns of even the most advanced of devices and unfamiliar technology.

- › You roll with advantage when you first attempt to navigate a network you are unfamiliar with.
- › You can add your proficiency twice when making an Wisdom (history) check to learn the nature of a device or objects function.

» FACE IN THE CROWD

Major cities are under constant surveillance with dense population creating all sorts of delays. Luckily, you know how to blend into the crowd.

- › You have advantage on Dexterity (stealth) checks to hide from authorities and other potential threats when within crowds and densely populated locales.
- › You ignore any disadvantage to movement when attempting to move through a Large creature or crowds space.

» INSOMNIAC

- › **PREREQUISITE: ANY NON-ELVEN HUMANOID RACE**

A life of hustle and bustle has taught you to make the most of your day. You've learned to function on surprisingly little sleep.

- › The time it takes you to complete a long rest is reduced by 2 hours.
- › You roll with advantage when required to make a saving throw to resist any non-magical effect that would put you to sleep.

SUBCLASSES OF TIME + SPACE

The future certainly sees its new breeds of heroes and champions of good and evil, but it doesn't end there. Across all of space and time, new good-doers and creatures of evolved evil find their way. Some of these adventuring types find themselves connected through the stars and the greater realms, others are innately connected with time itself. Both learn to work within their limitations and wield their unique connection to the universe in new, and sometimes frightening ways.

PATH OF THE STARS

› PRIMAL PATH FOR BARBARIANS

Where once there was day, there comes night. Barbarians of the Path of the Stars are nocturnal wanderers who look towards the night sky for guidance and connection. By following the stars, these barbarians draw in their natural wonder and see the world as it truly is. They are far travelers, unafraid and curious of new discoveries and distant horizons. When they rage, they do not go gently. Enchanted by the cosmos, the Star Barbarian rages against any darkness that would see its light extinguished.

» CHILD OF THE CONSTELLATION

Starting when you choose this path at 3rd level, you can call upon the stars for guidance when you rage. When you enter a rage, you can add a d4 to your first attack roll and add the number rolled to that attack roll. On a hit, you deal an additional 1d6 radiant damage. This damage increases when you reach certain levels in this class, increasing to 1d8 at 10th level, 1d10 at 15th level, and 1d12 at 20th level.

» STARLIGHT, STARBRIGHT

Beginning at 6th level, you gain resistance to radiant damage while raging. Additionally, while raging, starlight enters your eyes, granting you *truesight* up to 30 feet if you do not already have it.

» GUIDING LIGHT

Beginning at 10th level, starlight is your guide, flowing through you and connecting you to the world around. When traveling at night, you can always find the direction of North. Additionally, you can see normally in darkness, both magical and non-magical, to a distance of 60 feet.

» BLINDING RAGE

Beginning at 14th level, you can use your action to explode with cosmic light. When you do so, creatures within 30 feet of you that can see you must succeed on a Dexterity saving throw (DC equal to 8 + your Charisma modifier + your proficiency bonus) or become blinded until the end of your next turn. On subsequent turns, you can use your action to extend the duration of this effect on the blinded.

COLLEGE OF TEMPO

› COLLEGE FOR BARDS

Deep within the celebrant underworld of abandoned warehouses, underground caves, and open-air festivals is the Bard of Tempo. An inspiring performer that uses their unique style of music to build their audience up and cause them to explode with feverish reaction. The College of Tempo bard is often a world traveler, who as a master of inspiring build-ups and devastating drops, is an expert in keeping time and those around them in step.

» DROP THE BEAT

When you join the College of Tempo at 3rd level, your mastery of rhythm builds up others as they fight. As a bonus action, you can put aside one Bardic Inspiration die and begin building it for later use. When building a Bardic Inspiration die in this way, the die increases by 1 (maximum of 3) at the end of your next round, and each round you continue to build it after that.

As an action, you can expend your built up Bardic Inspiration die and "Drop the Beat" on a creature, granting them your usual Bardic Inspiration die plus any additional die you have built using your Drop the Beat feature. A Bardic Inspiration die that has been built up in this way can only be used in the next 1 minute, as opposed to the usual 10 minutes granted through normal Bardic Inspiration.

» FLUCTUATE TEMPO

At 6th level, your timing is impeccable. As a reaction, you can target a creature with 60 feet that you can see and rock their internal rhythm. When you do so, the creature must make a Wisdom saving throw or have its speed halved for the rest of their turn. If the creature is currently under an ability or effect that would halve their speed, their speed is instead reduced to 0. You've a number of uses of this ability equal to your Charisma modifier, regaining all uses at the end of a long rest.

» MENSURAL MOVEMENT

At 14th level, you are a maestro of movement who holds fast, surveys the crowd, and acts as needed. If you do not take the move action during your turn, you gain an additional bonus action.

TEMPORAL DOMAIN

› DIVINE DOMAIN FOR CLERICS

The unstoppable evolution of the realms brings about constant new realities. Where some paladins might seek to protect the flow of time, Clerics of the Temporal Domain utilise their divine endowments to traverse the temporal horizon. This has made them the masters of dimensional travel. Blessed by time's flow, these clerics slip seamlessly across reality and into parallel dimensions of their own making to protect themselves and others from harm.

› TIME DOMAIN SPELLS

Spell Level	Spells
1st	<i>illusory script, expeditious retreat</i>
3rd	<i>blur, misty step</i>
5th	<i>blink, phantom steed</i>
7th	<i>dimension door, search history</i>
9th	<i>far step, mislead</i>

›› TIME KEEPER

When you choose this domain at 1st level, you can use your action to touch a willing creature to grant it an additional 5 feet of movement.

›› CHANNEL DIVINITY: TEMPORAL TUNNEL

At 2nd level, your god ordanes you with the power to bend time and space, allowing you to fold time within you and grant you great speed.

As an action, you compress your divine will into a great temporal force, allowing you to navigate time and space as an imperceptible blur until the end of your next turn.

During this time, your movement speed is increased to ten times its normal speed which heavily obscures you from other creature's sight while moving.

When you first use your move action on your turn while under the effect of your Channel Divinity, a thunderous boom sounds, and each creature within 10 feet of the space you left must make a Constitution saving throw. On a failure, the creature takes 3d10 thunder damage, or half as much damage on a successful saving throw. The thunder can be heard from up to 300 feet away.

You can bring along objects as long as their weight doesn't exceed what you can carry. You can also grapple one willing creature of your size or smaller who is carrying gear up to its carrying capacity.

›› CHANNEL DIVINITY: TEMPORAL DIMENSION

Starting at 6th level, you can use your Channel Divinity to create a parallel dimension of your own creation.

As an action, you present your holy symbol and create an 80-foot cube that transforms the area into a demiplane within time and space for a number of minutes equal to your Wisdom modifier.

The cube creates an semi-visible border that converts the area within it into your own plane of existence. Your demiplane can be navigated freely, allowing creatures to pass into and out of its area without issue. Creatures or objects inside the demiplane cannot be damaged by attacks or effects (including magic), originating from outside it, nor can a creature inside the area affect anything outside it.

Time is shared between your demiplane and its source plane of existence, allowing both to exist in sync with one another, but acts to protect you and others from paradox and death. Creatures inside the demiplane do not roll on the Paradoxical Revision Event table, and automatically stabilize when reduced to 0 hit points.

A creature that starts their turn inside this demiplane can make a Wisdom saving throw against your cleric spell DC to detect the new plane of existence. On a failure, the creature is unaware that they are no longer on the same plane of existence they once were.

You can dismiss your demiplane at any time, returning creatures back into their previous plane of existence in the exact position they were last in within your demiplane.

›› DIVINE STRIKE

At 8th level, you gain the ability to infuse your strikes with 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 thunder damage to the target. Then you reach 14th level, the extra damage increases to 2d8.

›› SECOND SENSE

At 17th level, your sensitivity to times passage grants you the ability to sense danger coming. When you are subjected to an effect that requires you to make a saving throw, you can add your Wisdom modifier to that roll.

CIRCLE OF THE ABYSS

» DRUID CIRCLE FOR DRUIDS

Within the vast expanse of the cosmos lies a maddening realm of chaos. Inhabited by foul nature of twisted form and function, to look upon its horrors would drive most mad, but not the Druids of the Circle of the Abyss. Searching beyond their groves and forests, and deep beyond the stars, the Circle of the Abyss druid finds home in the far realms and planes of chaos. They are comfortable with demonic nature and its bizarre creations, and use their cursed tongues to warp the will of the world and assume the form of horrific beings.

» SPEECH OF THE DARK ONES

At 2nd level, you've looked into the abyss and dared not blink. You know Abyssal or Deep Speech (choose one), and are immune to the blinded condition.

» MOUTH OF MADNESS

At 2nd level, the deep black of the cosmos speaks through your foul tongue to twist the minds of others. When your spellcasting feature lets you learn a druid spell of 1st level or higher, you can select the spell from the following list of spells, in addition to the druid spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a druid spell for you.

» CIRCLE OF THE ABYSS EXTENDED SPELL LIST

Spell Level	Spells
1st	<i>dissonant whispers</i>
2nd	<i>crown of madness</i>
3rd	<i>fear</i>
4th	<i>phantasmal killer</i>
5th	<i>show deaths</i>

» BEAST FROM BEYOND

At 6th level, your connection with the cosmic horrors of deep space grants you bizarre options for your Wild Shape form. Your Wild Shape beast list now extends to some Aberrations, Fiends, and Monstrosities. When you Wild Shape, you can also access the following forms:

Creature	Size	Type	CR	Source
Flumph	Small	Aberration	1/8	mm 135
Manes	Small	Fiend	1/8	mm 60
Neogi Hatchling	Tiny	Aberration	1/8	vgm 179
Slaad Tadpole	Tiny	Aberration	1/8	mm 276
Young Kruthik	Small	Monstrosity	1/8	mtf 211
Abyssal Wretch	Medium	Fiend	1/4	mtf 136

Dretch	Small	Fiend	1/4	mm 57
Male Steeder	Medium	Monstrosity	1/4	mtf 239
Star Spawn Grue	Small	Aberration	1/4	mtf 234
Wretched Sorrowsworn	Small	Monstrosity	1/4	mtf 233
Cockatrice	Small	Monstrosity	1/2	mm 42
Piercer	Medium	Monstrosity	1/2	mm 252
Rust Monster	Medium	Monstrosity	1/2	mm 262
Worg	Medium	Monstrosity	1/2	mm 341
Death Dog	Medium	Monstrosity	1	mm 321
Choker	Small	Aberration	1	mtf 123
Female Steeder	Large	Monstrosity	1	mtf 238
Giant Strider	Large	Monstrosity	1	vgm 143
Hippogriff	Large	Monstrosity	1	mm 184
Maw Demon	Medium	Fiend	1	vgm 137

» STARE INTO THE ABYSS

At 10th level, through great spiritual awakening you reach into the abyssal realm and gain enlightenment from the madness. During a short rest, you can spend your time in a deep meditative state and gain a glimpse of your future. The events appear as shadowy and vague moments of possibility, making it impossible to identify specifics, but grant one clear vision of an event to come. You gain advantage on one attack roll, ability check, or saving throw that you make within the next hour.

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

» MASTER OF COSMIC HORROR

At 14th level, you can spend 1 minute in deep ritual and meditation to summon one creature from the abyssal depths of deep space. You choose the creature's type, which must be either an aberration, demon, or monstrosity, and of challenge rating 5 or lower, such as a shadow demon or a roper. The creature appears in an unoccupied space you can see within range for one hour, and remains until they drop to 0 hit points or until you use an action to dismiss them. The creature is friendly to you and your companions.

Roll initiative for the creature, which has its own turns. When you summon it and on each of your turns thereafter, you can issue a verbal command to it (requiring no action on your part), telling it what it must do on its next turn. If you issue no command, it spends its turn attacking any creature within reach that has attacked it.

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



PROTEAN

» MARTIAL ARCHETYPE FOR FIGHTERS

Sophisticated fighters of the civilised age require a keen mind and a honed sense of adaptation when in combat. By intensely focusing on their opponent's strengths and flaws, they learn to execute "the sweet science", and tailor their offensive and defensive styles. The Protean fighter is an eclectic martial artist, who uses their mind over might both on the battlefield and in life.

» INVESTIGATIVE MIND

Beginning when you choose this archetype at 3rd level, your experience with complex analysis develops within you heightened powers of observation. Your Intelligence score increases by 1, and you gain proficiency in Intelligence (investigation) if you are not already proficient.

» MIXED-MARTIAL ESCAPE ARTIST

Starting at 3rd level, your unarmed strike uses a d4 for damage and you add your Intelligence modifier to any roll made to break a grapple or non-magical restraints.

» WIDEN YOUR GAZE

Starting at 7th level, your keen eyes notice key details about a creature that few if any would notice. As a bonus action, you can make a DC 15 Intelligence (investigation) check and grant yourself resistance to non-magical damage dealt by that creature. This feature scales with each success.

The next time you successfully investigate a creature you have already successfully investigated, your next attack on that creature is made with advantage. On your third successful investigation of a creature, the damage dealt by your next hit to that creature is critical.

» MENTAL GYMNASTICS

At 10th level, you work smart, not hard. When you roll to make a Strength (athletics) or Dexterity (acrobatics) check or saving throw, you may add your Intelligence modifier to that roll.

You have a number of uses of this feature equal to your Intelligence modifier, and you regain all uses at the end of a short or long rest.

» QUICK THINKING

At 15th level, when you roll initiative you may also roll a DC 12 Intelligence (investigation) check to ready an action. On a success, you gain a reaction for the purpose of taking your readied action before the start of your next turn.

» OBSERVANT OFFENSE

At 18th level, your analysis allows you to ignore resistances. When you attack a creature resistant to non-magical bludgeoning, piercing, or slashing damage, your attacks are not resisted and you deal damage to the creature as normal.

WAY OF THE ANCIENT ONE

› MONASTIC TRADITION FOR MONKS

For the monks of the Way of the Ancient One, it is a life of mystic rituals and dedicated study under the tutelage of an ageless grandmaster. The master is an ancient student and protector of time's natural order. Through their teachings they bestow upon their students the secrets of ancient magic, granting them the ability to wield its great power through focusing their ki. You are one such student.

› BONUS PROFICIENCY

When you choose this tradition at 3rd level, you gain proficiency in the Arcana skill if you aren't already proficient. Additionally, when you make an Intelligence (arcana) check, your proficiency bonus is doubled.

› KI SPELLCASTING

At 3rd level, you learn how to channel your ki into the ancient magic of the natural world and use it for the purpose of casting spells from the druid spell list.

Spell Slots. You can prepare a number of druid spells equal to your Wisdom modifier once every short rest. The spells you prepare must be of a level equal to or lower than your Wisdom modifier. To cast one of these druid spells, you must spend ki points equal to the spell's level or higher.

Spellcasting Ability. Wisdom is your spellcasting ability. You use your Wisdom whenever a spell refers to your spellcasting ability. Also, you use your ki save DC when setting the saving throw DC for a spell you cast when making an attack roll with one.

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

Spell attack modifier = your proficiency
bonus + your Wisdom modifier

› DISPELLING STRIKE

At 6th level, when you use your Flurry of Blows feature, you can apply mystic energy behind one strike and rob the target of its magic. On a hit, you can spend 3 ki points to remove magic from a creature as if you were casting *dispel magic*. Any spell of a 3rd level or lower on the target ends.

You can spend additional ki points to increase the strength of your dispelling strike. When you make this strike using 4 or more ki points, you automatically end the effects of a spell on the target if the spell's level is equal to or less than the number of ki points used.

› SPIRITUAL FORCE

At 11th level, the magic learned under the ancient one flows into your attacks. When you damage a creature of

a Large or smaller size with an attack or a spell, you can spend 6 ki points to cause the attack or spell to deal extra force damage equal to your level + your proficiency bonus and the creature must make a Charisma saving throw. On a failure, the creature's spirit is pushed 5 feet back from its body and their body falls prone and unconscious.

The creature's spirit appears as a glowing spectre levitating 1 foot in the air with a thin silver cord tethering them to their physical form. Only you and creatures benefiting from truesight can see this spectral form.

A creature that has been separated from their body in this way cannot move further than 5 feet from their body but can act as normal on their turn. When attacking, the creature uses spectral versions of the weapons and magic they held in their physical form. All damage dealt by the creature while in its spectre form is considered psychic.

The spectre cannot be harmed by non-magical weapons, but damaging the body of the spectre hurts the creature in both forms. When separated, the creature retains the same physical and mental stats they had before separation. A creature that has been separated from its body in this way can occupy the same space as their body in order to end the separation. If the spectre or its body are separated from the same plane of existence both forms die instantly.

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

› ONE WITH THE ANCIENTS

At 17th level, you enter a state of deep meditation and draw arcane energy from the astral realm, granting you access to the power held in alternate dimensions. You spend 1 hour performing a ritual that grants you an expanded spell list for 1 hour.

› WAY OF THE ANCIENT ONE EXPANDED SPELLS

Spell Level	Spells
1st	<i>shield</i>
4th	<i>arcane eye</i>
6th	<i>agelessness</i>
7th	<i>mirage arcane</i>
9th	<i>astral projection</i>

For the duration, when you use your Ki Spellcasting feature, you can spend a number of ki points equal to the spell's level to cast one spell listed in the expanded spells list, and you do not require material components in order to cast it.

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

OATH OF THE CONSTANT

› SACRED OATH FOR PALADINS

›› TENETS OF THE CONSTANT

The tenets of the Oath of the Constant have existed as long as recorded history. The oath stresses the protection of the space-time continuum and the assurance of its natural flow. Blessed with the gift of long life, these paladins are the soldiers of eternity who seek to right what has been wronged within time. The core principles of the tenets have not changed in eons.

Destiny's Protector. It is my duty to protect the passage of time and the destiny of all things. Everything happens for a reason, and there is no such thing as luck.

War Never Changes. The more things change, the more they stay the same. History will repeat itself and I will be there to protect the innocent once more.

Paradoxical Curse. Immortality is a gift as all things must end, ergo life beyond death is a paradox. When a creature persists past its time, it is my duty to revise this perversion, and ensure its end.

›› OATH SPELLS

You gain oath spells at the paladin levels listed.

› OATH OF THE CONSTANT SPELLS

Paladin Level	Spells
3rd	<i>false life, identify</i>
5th	<i>protection from paradox, temporal smite</i>
9th	<i>feign death, timeshare</i>
13th	<i>find vehicle, search history</i>
17th	<i>antilife shell, legend lore</i>

›› CHANNEL DIVINITY

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

Perfectly Balanced. As a reaction, you can use your Channel Divinity to target one creature within 60 feet and balance the probability. When a creature makes an attack roll, ability check, or saving throw, the roll on the d20 is 10. You can choose to use your Channel Divinity after the die is rolled, but before the outcome is determined.

Reverse Paradox. You can use your Channel Divinity to balance the possibility of chance. As an bonus action, you target a creature who is currently at advantage or disadvantage within 60 feet, and you dispel the advantage or disadvantage from the creature.



›› AURA OF CONTINUANCE

Beginning at 7th level, extended experience with time has created a ward that benefits against the finality of death. If you or friendly creatures within 10 feet of you fall to 0 hit points, you or they can add your proficiency bonus to any death saving throw.

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

›› ETERNAL SOLDIER

At 15th level, your dedication to the protection of times law bestows on you the gift of long life. You age at half your normal speed, are immune to necrotic damage, and cannot be artificially aged by magical or non-magical means.

›› SOUL OF THE IMMORTAL

At 20th level, your spirit becomes one with the ages, binding you to eternity. As long as your body remains intact you are immortal. You no longer age and are immune to all poisons. Additionally, when you drop to 0 hit points, on your next turn you do not make a death saving throw and instead stabilize. After one hour, if not revived, you return to 1 hit point. If your body is destroyed, your spirit disappears into the ages and becomes one again with the flow of time. When you die in this way, you can only be restored to life by means of a *true resurrection* or *wish* spell.



TEMPORAL TRAVELER

› RANGER ARCHETYPE FOR RANGERS

The horizon is a siren song to the far wanderer, but for some travelers, the horizon is only the beginning. The Temporal Traveler is one such traveler. Believing time to be the last great wilderness, these rangers learn to navigate the passages of time to better know what is to come. If some rangers walk the horizons between the planes, the Temporal Traveler is the ranger of time. When walking the path of the Temporal Traveler, it is not where one goes that matters most, but when.

» RANGER SPELLS

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Temporal Traveler Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

› TEMPORAL TRAVELER SPELLS

Ranger Level	Spells
3rd	<i>comprehend languages</i>
5th	<i>alter probability</i>
9th	<i>haste</i>
13th	<i>search history</i>
17th	<i>steal time</i>

» TIME SIGHT

At 3rd level, your eyes are opened to the wilderness of time. You gain the ability to witness the natural order of time and disturbances within it. As an action, you can activate your Time Sight ability to detect disturbances within time and space for 1 hour. For the duration, you can notice secret doors, detect recent teleportation and magic involving force, and can see into the ethereal plane, all out to a range of 60 feet. Once used, this ability cannot be used again until you finish a long rest.

» TEMPORAL WARRIOR

At 3rd level, time begins to leak into you, augmenting your attacks. As a bonus action, choose one creature you can see within 30 feet of you. The next time you hit that creature on this turn with a weapon attack, all damage dealt by the attack becomes necrotic damage, and the creature takes an extra 1d8 necrotic damage from the attack.

When you reach 11th level in this class, the extra damage increases to 2d8.

» KNICK OF TIME

At 7th level, you take your first step into time and space. As a reaction, when hit by an attack you can quickly skip back in time, creating a gap in the space time continuum. The attack misses you and you reappear in the same space you occupied. Once used, this ability cannot be used again until you finish a long rest.

» CHRONESTHESIA

At 11th level, your affinity with Time Sight allows you to see the immediate past and near future of a creature you've marked. While your Time Sight feature is active, you can spend 10 minutes searching the timeline of a creature you've targeted with *hunter's mark* to learn where they were an hour ago, and where they'll be in the next hour.

» HOROLOGIST'S ANCHOR

At 15th level, your experience with time's polarity allows you to bind yourself to its plane. As an action, you can anchor yourself to your current plane of existence for 1 hour. While in a plane that you have become anchored to, you cannot be affected by a spell or ability that would remove you from it.

Also, during this time, you cannot be affected by any spell or ability that would remove your ability to take an action, bonus action or reaction.

SLIPSTREAMER

› *ROGUE ARCHETYPE FOR ROGUES*

It is a painful existence at times. For many creatures, the temptation of time's great potential for change is too much to resist toying with. Be it a lost love, a missed opportunity, or world-ending mistake, the Slipstreamer cared little for the potential of paradox and now suffers its consequences. They happily bounce through time, soaking in its lessons and the biological augmentation that occurs to their abilities along the way.

› **SLIP ESCAPE**

Starting at 3rd level, you can use your bonus action granted by your Cunning Action to slip through time. When you take the Dash, Disengage, or Hide action granted by your Cunning Action, you can use your move action to teleport into any unoccupied space up to 30 feet.

› **TIME BANDIT**

Starting at 3rd level, on a critical hit, you gain half the damage dealt by your critical hit as temporary hit points for 1 minute.

› **RESPONSE TIME**

At 9th level, when you use your Uncanny Dodge feature to halve the damage of an attack, your body tears with temporal energy. This causes a rift within you, creating a 10-foot aura of unstable spacetime centered on your position.

Creatures that start their turn in this area must succeed on a Dexterity saving throw or take necrotic damage equal to the damage halved by your Uncanny Dodge feature, or half as much on a successful save.

› **LINGERING WOUND**

At 13th level, after you roll Sneak Attack damage on a creature, you can put aside any amount of those dice, and use their numbers rolled as part of your next Sneak Attack damage roll against the same creature.

› **OUT OF SYNC**

At 17th level, your toying with time results in a strange effect to your biology. You exist in many possible states, appearing as a multitude of shadowy actions you might take at any split second. When you have yet to take an attack or move action on your turn, attacks against you are made at disadvantage. If you are hit by an attack, this ability ends until the end of your next turn. This ability also ends when you are reduced to 0 hit points or otherwise incapacitated.





ASTRAL BLOODLINE

› SORCEROUS ORIGIN FOR SORCERERS

Your ability to wield the cosmic forces comes from deep within the Astral Realm. You could be a descendant of an ancient celestial, a creature experimented on by strange science, or you might have been exposed to cosmic radiation while venturing through space. In any case, your blood is fueled by the tides of spacetime and pulses with astral energy. Sometimes referred to as “Star Child”, the Astral Sorcerer is more than a being of light, they are infused with the essence of time itself. Capable of splicing apart the darkness and bending time and space, they share a unique connection to the physical world most covet. Sorcerers of this origin are of the rarest kind, whose innate connection to their multiverse selves makes them a powerful ally on any battlefield.

› EXPANDED SPELL LIST

When your spellcasting feature lets you learn a sorcerer spell of 1st level or higher, you can select the spell from the following list of spells, in addition to the sorcerer spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

› ASTRAL BLOODLINE SPELLS

Spell Level	Spells
1st	<i>faerie fire</i>
2nd	<i>moonbeam</i>
3rd	<i>hunger of hadar</i>
4th	<i>guardian of faith</i>
5th	<i>planar binding</i>

› ASTRAL AFFINITY

At 1st level, you learn the Celestial language, and you learn the *time bolt* cantrip. It does not count against your cantrips known. Additionally, when using this cantrip, you add your Charisma modifier (minimum of +1) to any damage made by the spell.

› PHOSPHORESCENT RESILIENCE

The astral energy of time flows through you, giving you resistances telling of your origin. Starting at 1st level, you have resistance to radiant damage.

› AGELESS ANCESTRY

At 6th level, the cosmic aspect of your bloodline causes your body to undergo physical transformation. You gain resistance to necrotic damage and gain darkvision if you don't already have it. Additionally, as an action, you can alter the visible appearance of your age to one of the following qualities (your choice): youthful, mature, old, or decrepit.

› METAMAGIC SINGULARITY

Starting at 14th level, your relation with time and space connects you to alternate realities of yourself. This increases your mastery over sorcery. You gain 2 other Metamagic options not yet taken.

› COSMOLOGICAL TRANSMUTIFICATION

At 18th level, a portion of the astral realm has bound itself within you, warping the very nature of your being. You gain the following benefits:

- › You are no longer considered a humanoid and are instead considered a celestial.
- › You gain immunity to necrotic and radiant damage.
- › You learn the spell *plane shift*, if you don't already know it. It is always prepared and does not count against your number of spells known.

Additionally, when you cast a spell of 1st level or higher that deals necrotic damage, you gain temporary hit points equal to the damage dealt + your Charisma modifier.

“I HAD STUDIED THE STARS FOR DECADES. IN LEARNING THEIR SECRETS, WE HARNESSSED THEIR ENERGY. WE'D NO IDEA THE DAY THE CONTAINMENT FIELD COLLAPSED WOULD CHANGE US FOREVER.”

– DR. VINCENT VON BOON

THE VOID

› OTHERWORLDLY PATRON FOR WARLOCKS

Time and space exists in a constant state of shifting tide, eternally pushing and pulling at the seams of reality. Across this great sea, deep within the crushing abyss of dying stars and dead matter, The Void beckons you. A dark entity capable of consuming all time and space within its center, your patron grants to you the ability to manipulate gravity itself. With this deep gift, you pull, push, and collapse gravity upon itself, opening wormholes capable of traversing space itself. As a patron of The Void, you feed its endless hunger through the sacrifice of matter, and the Void grows and continues to empower you in return.

› EXPANDED SPELL LIST

The Void 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.

› VOID EXPANDED SPELLS

Spell Level	Spells
1st	<i>catapult, jump</i>
2nd	<i>gust of wind, levitate</i>
3rd	<i>blink, leomund's tiny hut</i>
4th	<i>otiluke's resilient sphere, leomund's secret chest</i>
5th	<i>telekinesis, wall of force</i>

› INTERDIMENSIONAL POCKET

At 1st level, your deep connection grants you the ability to create a void right in the palm of your hand. As a bonus action, you can open a palm-sized void that gives you access to a small interdimensional pocket capable of holding up to 10lbs. The pocket remains open until you retrieve an item from it, or you can prematurely close it at any time, requiring no action.

› GRAVITY VOID

Starting at 6th level, your patron bestows on you the ability to open a microscopic tear into the Void. As an action, you can target a point within 60 feet and create a 15-foot radius sphere of collapsing gravity for 1 minute. Any creature that starts its turn within the sphere must make a Strength saving throw against your Warlock spell save DC or be pulled 10 feet towards the center and take 1d10 bludgeoning damage. You can close your Gravity Void as a bonus action, ending its effect.

› WARP FIELD

At 10th level, you can reach out and bend gravity, redirecting an attack and protecting allies from harm. As a reaction, you can redirect a ranged attack on a creature within 30 feet by bending gravity around them. The attack is redirected within a 30 foot cone centered on the attacking creatures position and continues traveling as long as its distance allows. You've one use of this ability, regaining it again on a short or long rest.

› CALL OF THE VOID

At 14th level, when creating your Gravity Void, you fold gravity upon itself with such force, the metaphysical realm of deep space collapses into being.

As an action, you can violently collapse your Gravity Void ending it and conjuring in its place a 10-foot diameter portal into the astral realm. Unattended objects in this area of a Medium or smaller size are pulled through it into the void. No light or sound can escape this portal, converting all light within 15 feet of the portal to dim light and creating total silence within a 15-foot radius aura centered on the portal's position.

The Void is mesmerizing. A creature that starts its turn within 15 feet of the portal must make a Charisma saving throw against your Warlock spell save DC. On a failure it takes 4d10 psychic damage, or half as much on a successful save, and they are compelled to step into the void. Creatures immune to charm are immune to the void. Both the creature and all objects worn or carried by them when they enter the portal are ejected into the astral realm.

When a creature enters the void, the diameter of your portal expands by 5 feet. The portal cannot be dismissed, closing by itself at the end of 3 rounds.



THERE ISN'T A MOMENT WHERE I AM NOT RESTLESS OVER THE RAMIFICATIONS OF WHAT I HAVE DISCOVERED. AS AMAZING AS THIS SCHOOL OF MAGIC IS, IT MAY BE THE BIGGEST MISTAKE I EVER MADE. I WISH I COULD GO BACK.

SCHOOL OF CHRONOMANCY

» ARCAINE TRADITION FOR WIZARDS

There once was a time before everything. Before the planets, before the realms, and before even the Gods themselves. For wizards of the School of Chronomancy, exploring time is the greatest and most noble of pursuits. Though fraught with danger, Chronomancers consider the study of our beginnings, our endings, and our now, to be the truest form of understanding. From the eccentric explorer to the dedicated defender, Chronomancers seek to learn, understand, and fix what they feel has gone wrong.

While few can truly live in the moment, often looking towards tomorrow, or back into yesterday, their ability to manipulate the passage of time makes them staunch allies in a conflict. This manipulation however, comes with great risk. Paradox is inevitable for a time wizard, and if they are reckless, they may easily find themselves trapped beyond their own timelines, unable to return or worse.

» CHRONOMANCY SAVANT

Beginning when you select this school at 2nd level, the cost and time you must spend to copy a chronomancy spell into your spellbook is halved.

» TIME SKIPPER

Starting at 2nd level, moments of intense combat allow you to create skips in time. When rolling for Initiative you can roll an additional 1d4 to either add to or subtract from your Initiative total. This ability scales as you level.

At 6th level, you can add or subtract 1d4 to the Initiative of both you and one other creature you touch within 5 feet.

At 10th level, your Time Skipper die increases to 1d6.

» WHEEL OF TIME

Starting at 6th level, you can conjure an arcane wheel of time that allows you to alter the speeds of other creatures, or yourself. You learn the spells *haste* and *slow* if you do not already know them. Both spells are always prepared and do not count towards your daily spell preparation limit.

At 17th level, you learn the spell *time stop* if you do not already know it. This spell is always prepared and does not count against your daily spell preparation limit.

» TIME DIVERGENCE

Beginning at 10th level, time begins to flux around you, creating multiple possibilities. When a creature within 30 feet of you that you can see makes an attack roll or saving throw, you can choose to split the timeline in two. You force the creature to roll again with either advantage or disadvantage. Once used, this ability cannot be used again until you finish a long rest.

» ON BORROWED TIME

Beginning at 14th level, your understanding of time allows you to borrow time from your future self. The next time you complete a short rest, you can instead gain the benefits of a long rest. However, on your next long rest, you will only gain the benefits of a short rest. You have one use of this feature and you regain all expended uses of it on a long rest not influenced by your On Borrowed Time feature.

SUBCLASSES OF THE FUTURE

In the face of rapidly evolving technology, oppressive dictatorships, and suffocating overpopulation, it can seem that the age of heroes is over. Time has taught us however, that there will always be a place for heroes to rise up and answer the call. Who's right and who's wrong can be answered in a number of ways, dependent on who's holding the weapon. There is no question, however, of the sight of a hero when they arrive. Coming in all shapes and sizes, the adventurer of tomorrow can follow a variety of paths with each their own specialities that make them a much sort after traveling companion. Any of the classes found in previously in your realms may still be found wandering the illuminated streets of the future, but this section outlines some of the new subclasses to be found in the Cyber Age.

PATH OF THE MUTANT

» PRIMAL PATH FOR BARBARIANS

In an advancing world, both its populace and its power grows. From this growth, a naturally occurring by-product transpires known as pollution. It is in this pollution that these barbarians can be found. In the filthy sewers beneath city streets, or hunkered around pools of great toxic waste, the members of these communities infect themselves to gain mutations of metamorphic power. Capable of morphing their physical selves with mutagenic strains, they grow spikes, secrete slime, and take on beast like traits when unleashing their rage.

» STRAIN OF MUTATION

When selecting this path at 3rd level, choose one of the following options: spike, toxic, beast. The strain you choose shapes the mutation that affects your body when you rage. While raging, you generate a physical mutation. The benefit of this mutation depends on your chosen strain.

Spike. You generate a spear of bone from your person and snap it off into your hands. Damage from this spear counts as piercing and the spear gains a +1 to attack and damage rolls.

Toxic. You gain a toxic spit attack. As a ranged attack, you generate a thick glob of acidic waste and spit it at a target you can see within 60 feet. The bonus for this attack is your Constitution modifier + your proficiency bonus. On a hit, the target takes 1d8 + your Constitution modifier in acid damage.

Beast. Both of your arms extend at length and develops large suckers that drip with moisture. You gain arms of the octopus and your reach becomes 15 feet. You can hold objects or operate items as you would normally while your arms are like that of the octopus.

» ADVANCED AFFLICTION

At 6th level, the genetic storm that rages within you grants you additional mutations based on the strain you chose at 3rd level.

Spike. The natural defense mechanism of your mutation evolves to cover your body in bone spikes. When you are hit by a melee attack from a creature within 5 feet of you, that creature takes piercing damage equal to your proficiency bonus.

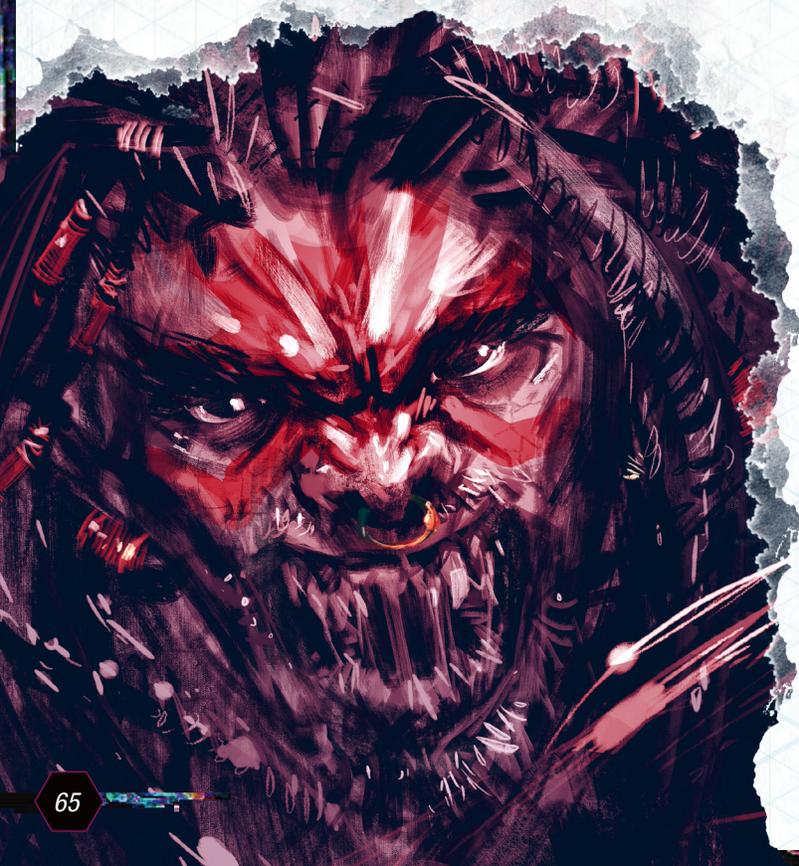
Toxic. Your skin secretes a slime that is poisonous to most creatures. When you are hit by an attack, creatures within 5 feet of you must make a Dexterity saving throw. The DC for this saving throw is 8 + your Constitution modifier + your proficiency bonus. On a failure, the creature takes 1d6 poison damage, or half as much damage on a successful saving throw.

Beast. Thick scaly hide replaces your natural skin, increasing your defenses. You gain a +1 to AC when not wearing armor.

» EXPLORATORY EVOLUTIONS

At 10th level, you learn to manipulate your mutations to better navigate your surroundings even when not raging.

Spike. Your hands and feet can generate spikes that aid in climbing. You gain advantage on all ability checks to



do with climbing and gain a climbing speed equal to your walking speed.

Toxic. Mutated lactic acid flows into your lower limbs, strengthen them with mutagenic energy. Your jump distance is quadrupled.

Beast. Gills split through your skin and thick webbing forms between your fingers and toes. You gain the ability to breathe underwater and gain a swimming speed equal to your walking speed.

» GENETIC JUGGERNAUT

At 14th level, your genetic toxicity grows, powering your mutations into their final forms.

Spike. As an action, you can jettison spikes grown from your body into a 20-foot radius sphere, centered on yourself. Creatures caught in this sphere must make a Dexterity saving throw. The DC for this saving throw is 8 + your Constitution modifier + your proficiency bonus. On a failure, creatures take 2d12 piercing damage, or half as much damage on a successful saving throw.

Toxic. Your toxic spit attack evolves into a sticky goop that blinds and chokes. When a target of Large or smaller size is hit by your spit attack, they are now also blinded and begin to suffocate. At the start of their next turn, the target can receive help or use their action to remove this goop, ending the blinded and suffocating conditions.

Beast. Thin leathery skin and thick arms of bone protrude from your back, granting you the enlarged wings of a bat. You gain a fly speed equal to your walking speed.

COLLEGE OF THE HOST

» COLLEGE FOR BARDS

Bards of the College of the Host are charismatic presenters who captivate their audiences through presentations and flair. As masters over the art of distraction, they are the stuntmen, the presenters, and modern court jesters, willing to do anything to entertain and hold the attention of their audience. The Host has little shame or inhibition when it comes to gathering attention and using it to their advantage. For the Host Bard, the audience is their armor. Whether it be to delight the audience through the snorting of some nose-melting spice or delivering a hilarious, yet insightful indictment on the state of the world, they do all they can to entertain.

» ATTENTION SEEKER

At 3rd level, your ability to demand the attention of others fuels you with resolve. When in combat, as an action, you can spend one point of Bardic Inspiration to make a performance that absolutely demands attention. Each creature within 60 feet who can see or hear this action

must make a successful Wisdom saving throw to prevent being charmed and giving you their attention. The DC is equal to your bard spell save DC. Any creature that can't be charmed succeeds on this saving throw automatically, and allies can choose to fail this saving throw. For each creature that fails this saving throw, you gain temporary hit points equal to your Charisma modifier + your proficiency bonus. This feature ends if you are reduced to 0 hit points, or are incapacitated. Your temporary hit points disappear after 1 minute or when you use this feature again.

» AUDIENCE PARTICIPATION

At 6th level, your ability to captivate and hold the attention of a viewer is undeniable. Loud and brash, or with a quiet reserve, no matter what you do, once looked upon it is hard to look away. When using your Attention Seeker feature, any creature that fails it's Wisdom saving throw against your performance gains disadvantage on any attack roll they make against any creature other than yourself, for one round. Allies are immune to this effect.

» LIKED AND SHARED

At 14th level, the attention you gather is so powerful that even your allies feel its benefits. When using your Attention Seeker feature, any temporary hit points gained by you when a creature fails its Wisdom saving throw, are also gained by your allies.





FAITHLESS DOMAIN

› DIVINE DOMAIN FOR CLERICS

With constant distraction in the modern world, the connection to the divine can often be called into question. Clerics of the Faithless domain, refuse the presence and influence of the gods and look into themselves to find the divinity within. For these clerics, the conversion of others into their own belief system is held most important. They are often charismatic and gifted performers, capable of doing and saying just the right thing to amass an evangelical flock of followers. Fiercely dedicated to the divinity found in life itself, they find challenge in heretics who would not believe in themselves, or their ability.

› FALSE DOMAIN SPELLS

Spell Level	Spells
1st	<i>comprehend languages, heroism</i>
3rd	<i>calm emotions, hypnotic pattern</i>
5th	<i>beacon of hope, tongues</i>
7th	<i>compulsion, confusion</i>
9th	<i>telepathic bond, circle of power</i>

›› BONUS PROFICIENCIES

When you choose this domain at 1st level, you gain proficiency in one kind of vehicle of your choice (land or water). You also gain one of the following skills of your choice: Intimidation, Performance, or Persuasion.

›› TEND THE FLOCK

At 1st level, you pull forth the divine from within and share its great inspiration with others. As an action, you can touch a willing creature and expend a number of points equal to your Cleric level to aid them. The creature gains temporary hit points equal to the number of points you expend to them. Any temporary hit points gained by you in this way disappear during your next short or long rest.

›› CHANNEL DIVINITY: COMMUNITY SPIRIT

Starting at 2nd level, you can use your Channel Divinity to grant a hit die to other creatures. As a bonus action, you can choose one creature within 60 feet of you and grant that creature one hit die from your own hit die pool. Once before your next short or long rest, a conscious creature can roll the die and immediately add the number rolled as temporary hit points. Once the hit die is rolled, it is lost. A hit die granted by you in this instance equals 1d8 + your cleric level. A creature can accumulate any amount of hit die equal to your hit die pool.

›› SPELL CONVERSION

Starting at 6th level, you can twist your healing spells to instead inflict damage upon a creature's mind. You can now cast healing spells of 5th level or lower on unwilling creatures. The damage dealt by casting in this way is equal to what the spell would heal and the damage is considered psychic. Creatures can attempt to resist this damage by making a Wisdom saving throw equal to your spell save DC. On a successful save, the creature takes half damage.

›› DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with the divine energy within. 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.

When you reach 14th level, the extra damage increases to 2d8.

›› TRUE BELIEVER

At 17th level, your conviction of belief is so fervent, you become impervious to effects of the mind. You can no longer be charmed, frightened, possessed, or unwillingly put to sleep by any means outside of a *wish* spell.

CIRCLE OF THE ATOM

› DRUID CIRCLE FOR DRUIDS

Creating atomic fusions through the conversion of nature's elements, the Druid of the Circle of the Atom is an incredibly powerful ally. By passively absorbing the elements of the natural world, they draw in its power and convert into nuclear fusion, allowing them to empower or sicken with toxic radiation. Druids of this circle are often identified by their heavy wears, stoic demeanors, industrious work ethic, and lead-lined accessories. Unlike some druids, atomic druids are quite at home within major settlements and cities, even if the cities and settlements protest their proximity for fear of their potential for fallout.

› RELIABLE ILLUMINATION

Starting at 2nd level, you gain the *light* cantrip. It counts as a druid cantrip for you and does not count against your number of druid cantrips known.

› ATOMIC ABSORPTION

Starting at 2nd level, fusion of nature's elements allows you to empower yourself with atomic energy. You gain a pool of Fusion points equal to your Wisdom modifier (minimum of 1). You regain all expended Fusion points when you finish a long rest, or when you passively interact with a force of nature for 1 hour, granting you 1 Fusion point per hour (maximum equal to your Wisdom modifier). Forces of nature you can interact with include natural sunlight, roaring fires, strong winds, billowing steam, crackling electricity, and rushing water.

Your Fusion can be used to affect other creatures and things. As a bonus action, you can expend a point of Fusion to charge aspects of an object or another creature. When you do so, choose one effect from the list below:

- › You touch a weapon and charge it with sickening radiation. For 1 minute, the weapon deals an additional 1d4 poison damage for each point of Fusion spent to charge this weapon.
- › You radiate your surroundings, creating a rejuvenating aura for 1 minute. While active, when a creature within 10 feet of you is hit, you can use your reaction to heal one creature 1d6 hit points for each point of Fusion spent to create your aura.
- › You target a creature within 60 feet and reinvigorate them. The creature regains a spell slot at a level equal to half the amount of Fusion points you spend to reinvigorate them.

Each charge costs 1 point of Fusion. As part of your bonus action, you can spend multiple points of Fusion to create a number of charges equal to the Fusion points spent.

› POWER THE BEAST

At 6th level, exposure to atomic power makes you capable of supercharging your wild shape form. When you wild shape, you can spend one point of Fusion to mutate your form in the following ways (choose one):

- › Your beast form eyes spark with radiation granting them darkvision up to 120 feet.
- › Your beast form metabolism is accelerated, increasing your movement speed by 15 feet.
- › Your beast form grows one size larger (maximum of huge) and its speed increases by 5 feet.
- › Your beast form reduces one size smaller (minimum of tiny) and its speed decreases by 5 feet.

You cannot spend a point of Fusion while in your wild shape form. The charge to your beast form lasts until you exit your wild shape form. You can end the effect of your Fusion at any time, requiring no action.

› LEAD BELLY

At 10th level, your connection to radiation has hardened you. You gain resistance to acid and poison damage, and are immune to the poisoned condition.

› RADIOACTIVE FALLOUT

At 14th level, your knowledge of fusion energy has taught you all its blessings, and horrors. Once a day, as an action, you can spend 3 points of Fusion to create a 20-foot radius, 60 foot tall cylinder centered on your position that burns with toxic radiation and fire.

Until the start of your next turn, any creature that starts or ends its turn within the cylinder takes 5d6 fire damage, 5d6 radiant damage, 5d6 poison damage, and must succeed on a Constitution saving throw or take an additional 5d6 poison damage and become poisoned. The ground within your cylinder becomes difficult terrain and all flammable objects in its area burn as the cylinder fills with poisonous irradiated fire.

At the end of your next turn, the cylinder disappears leaving behind a 40-foot radius area of ash rain. Its area remains lightly obscured during this time. The ash rain lasts for 100 years or until a strong wind disperses the ash, ending the rain.

GADGETEER

» MARTIAL ARCHETYPE FOR FIGHTERS

The Gadgeteer is a curious creature that pulls apart its targets for more than the glory of victory. As the masters of martial machinery, the archetypical Gadgeteer utilises magic to create great tools that aid them in combat. With their arcane tinkering, their ability to retrieve, craft, and repair devices with lightning precision makes them a formidable foe to the ill-prepared.

» TOOLS OF THE TRADE

Starting at 3rd level, you know the cantrip *mending*. Also, you gain proficiency in 2 tool kits of your choice and you gain those tool kits for free.

» GADGETEER'S CASE

By 3rd level, your time spent tinkering with the arcane has brought forth your greatest creation! You create a magical case capable of storing up to 4 tool kits that allow you to craft wherever you go. The case is made up of several compartments, allowing you to store up to 250 lbs of material. The case can redistribute this weight while carried, making it, and anything it stores weigh a maximum of 70 lbs. Also, your case provides a unique function.

Portable Workbench. As an action, you can place the case on a solid surface within 5 feet and activate it, causing it to unfold and magically transform into a portable workbench. All objects within your case explode on to the workbench, cluttering its surface, shelves, and compartments with easily accessed piles. The workbench expands upon the tool kits stored within it, increasing their size and resources. Your proficiency bonus is doubled when you make any check to repair or craft an item using your workbench. You can revert your workbench back to its case form at any time, returning all of its contents to their previous locations within your case, requiring no action.

» UPGRADE: GADGETEER'S BOOTS

At 7th level, you upgrade your case to include the greater benefits of magic. With the aid of interdimensional magic, the interior capacity of your case grows considerably larger than its outside appearance would suggest possible. The cases carry weight increases to 500 lbs. Also, your upgrades grant your case additional functions.

Improved Workbench. You can now craft common and uncommon items that do not require attunement, if you spend at least 1 hour studying the item using your Portable Workbench function.

Gadgeteer's Boots. As an action, you place your feet within two housings of your case, causing it to transform and wrap itself around your feet, legs, and hips.

For 1 hour, your walk speed increases by 10 feet, you cannot be slowed by non-magical difficult terrain, and your jump distance is doubled.

You can still access the contents of your case, but you lose the ability to activate the Portable Workbench function during this time. You can revert your Gadgeteer's Boots back into its case form at anytime, requiring no action.

Once you have used this function, you cannot use it again until you finish a long rest.

» UPGRADE: GADGETEER'S ARMOR

At 10th level, your expertise with gadgetry now allows your case to transform into a powerful suit of armor. Your case gains the following function.

Gadgeteer's Armor. As an action, you activate a catch on the case, triggering it to leap onto your body with a mechanical framework that assembles around you. The Gadgeteer Armor wraps itself around any armor already worn by you, and protects any equipment you currently carry. The armor is incredibly responsive, automatically adjusting to fit you if you change to a size of Large or smaller. Your Gadgeteer's Boots function is also activated at this time, regardless if it is out of activations.

For 1 hour, while inside your Gadgeteer's Armor, your AC is 20, and you gain resistance to bludgeoning, piercing, and slashing from magical and non-magical damage. Also, the carry weight granted by your case extends to you, allowing you to carry up to 500 lbs.

You can still access the contents of your case, but you lose the ability to activate the Portable Workbench function during this time. You can revert your Gadgeteer's Armor back into its case form at anytime, requiring no action.

Once you have used this function, you cannot use it again until you finish a long rest.

» MASTER CRAFTER

At 15th level, your continued fusion of magic and gadgetry has upgraded your case's functions.

Improved Boots. Your Gadgeteer's Boots now grant you a fly speed equal to your walk speed.

Workbench Spells. While your Portable Workbench is active, you can spend 10 minutes with an object to have your workbench cast the spell *detect magic*, *dispel magic*, *greater mending*, or *identify* (choose one). The spell is cast at a level equal to your Intelligence modifier.

» SUPERIOR GADGETEER

At 18th level, when you activate your Gadgeteer's Armor function, you gain a fly speed of 60 feet. Also, you gain one additional use of your Gadgeteer's Boots and Gadgeteer's Armor functions before requiring a long rest.



WAY OF THE SQUARED CIRCLE

› MONASTIC TRADITION FOR MONKS

Monks of the Way of the Squared Circle have become masters of showmanship and grappling. Colorful and loud by nature, these monks are found far and wide as performance-based combatants. Forever in search of fame and fortune, these monks occupy major cities as some of the most adored of practitioners of the pugilistic arts. Massive crowds flock monthly into grand arenas to cheer and jeer these sports entertainment superstars. They learn techniques to throw and restrain their opponents, manipulate their ki to unleash devastating attacks, and practice advanced meditation to shrug off harm.

› SUPERSTAR

Your training and experience has granted you a uniquely entertaining approach to combat. When you choose this tradition at 3rd level, you gain proficiency in Acrobatics and Performance, if you are not already proficient.

Additionally, you learn Kayfabe, the secret language of Monks within the Way of the Squared Circle discipline.

› TRASH TALK

When you choose this tradition at 3rd level, you learn to verbally or physically taunt an opponent with veracious lampoonery. Choose one creature you can see within 60 feet of you. As an action you can taunt that creature, and you force them to make a Wisdom saving throw against your ki save DC. On a failure, any attack roll or ability check attempted by the creature is at disadvantage until the end of its next turn.

› SUPERIOR GRAPPLING TECHNIQUE

Starting when you choose this tradition at 3rd level, your expertise in manipulating your ki allows you to grapple your opponents in more powerful ways. This grants you the following benefits:

- › You can use your Dexterity (acrobatics) when attempting to grapple a creature.
- › You can use one of your Flurry of Blows attacks to attempt a Grapple.

Additionally, as an action, if you have a creature grappled, you can spend 1 ki point to do one of the following moves:

Suplex Throw. You attempt to slam the creature into the floor. The grappled creature must make a Dexterity saving throw against your ki save DC, or take damage equal to your Martial Arts die + your Dexterity modifier and land prone. Additionally, you can also throw the creature up to 10 feet away from you in any direction, releasing the grapple when you do so.

Submission Hold. You attempt to restrain the creature with a crippling hold. The grappled creature must make a Dexterity saving throw against your ki save DC. If it fails, it is restrained. On the start of its next turn, if still restrained by you, it must make a Strength saving throw against your ki save DC, or take damage equal to two rolls of your Martial Arts die + your Dexterity modifier. On all subsequent turns, if still restrained by you, you can use an action to roll this damage again. When you use an action or bonus action other than Submission Hold that does not release the creature, the creature remains grappled, but is no longer restrained.

› DEVASTATING FINISHING MANEUVER

At 6th level, your training and experience has allowed you to develop a Devastating Finishing Maneuver. As an action, you can spend 3 ki points to perform a unique unarmed strike or attack using your monk weapon, as per your Martial Arts feature. On a hit, you deal damage equal to 6 rolls of your Martial Arts die + your Dexterity modifier.

Once you have used this feature, you cannot use it again until you finish a short or long rest.

› NO SELL

At 11th level, you manipulate your ki to shrug off damage. As a reaction, when you take bludgeoning, piercing, or slashing damage, you can spend 1 ki point to resist this damage and any further bludgeoning, piercing, and slashing damage until your next turn.

Additionally, when you use your Slow Fall feature, if the remaining damage after the reduction is less than your current hit point total, you have resistance to that damage.

› MAIN EVENTER

At 17th level, your experience and prowess in combat has granted you the endurance of a main eventer. When your ki points reach 0 in combat, you regain 3 ki points and another use of your Devastating Finishing Maneuver feature. You have two uses of this ability and you regain all expended uses of it when you finish a short or long rest.



OATH OF THE NAMELESS

› SACRED OATH FOR PALADINS

The Nameless are a duty-bound sect of city dwelling paladins, dedicated to the protection of the people. With flashing light and bellowing thunder, the Nameless arrives right when they're needed most. They are everyone and no one, holding themselves to a strict moral code to serve the city and protect the sanctity of life among all else. They become urban legends, given titles such as "Hero" and "Guardian Angel". Though tale of their bravery and courage may follow them, the Nameless paladin shuns the lights of glory, preferring to work without praise and allow their deeds to speak louder than words.

› TENETS OF THE NAMELESS

The tenets of the Oath of the Nameless are set by the city.

Protect Impartially. All life is sacred and worth saving.

Serve Unselfishly. When called upon, I will be there.

Uphold the Law. The rule of law must be respected.

Reject all Glory. I am simply doing my duty.

› OATH SPELLS

You gain oath spells at the paladin levels listed.

› OATH OF THE NAMELESS SPELLS

Paladin Level	Spells
3rd	<i>disguise self, expeditious retreat</i>
5th	<i>calm emotions, knock</i>
9th	<i>lightning bolt, thunder step</i>
13th	<i>find vehicle, faithful hound</i>
17th	<i>commune, geas</i>

› CHANNEL DIVINITY

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

First Responder. You can use your Channel Divinity to teleport to another creature when they need you most. When a creature you can see and hear is reduced to 0 hit points, as a reaction, you can grasp your holy symbol and speak a prayer, instantly teleporting to an unoccupied space within 5 feet of them.

Mask of Anonymity. You can use your Channel Divinity to obscure your true identity. As an action, you present your holy symbol and cast *disguise self*, without expending a spell slot. This spell lasts for a number of hours equal to your paladin level. Additionally, you gain advantage on any check you make to prevent a creature seeing through your disguise.

› AURA OF SAFETY

Beginning at 7th level, your presence creates an aura of safety that heightens the awareness of your allies. You and friendly creatures within 10 feet of you automatically succeed when rolling to avoid an attack of opportunity.

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

› RESPECTED REPUTATION

At 15th level, your reputation precedes you, striking fear into the hearts of others. When you Ready an action, each hostile creature within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is frightened of you for 1 minute, or until it takes any damage.

› LEGENDARY SAVIOR

At 20th level, you are the embodiment of protection and safety. When you or a creature you can see and hear fails a saving throw, you can choose to have it succeed instead.

Once you have used this feature, you cannot use it again until you finish a short or long rest.

SPECIALIST

› RANGER ARCHETYPE FOR RANGERS

Not content with any one path, the specialist is a student of information itself. Going where few may dare within the digital landscape, the Specialist is called upon when a master of surveillance and deception is needed. Through a unique application of arcane programming, the Specialist benefits from a drone companion designed to feed them information and boost communications.

› EXPANDED SPELL LIST

Your work as a specialist grants you an expanded list of spells. The following spells are added to the ranger spell list for you.

› SPECIALIST EXPANDED SPELLS

Spell Level	Spells
1st	<i>remote access</i>
5th	<i>heat metal</i>
9th	<i>purveying glitch</i>
13th	<i>malware's personal assistant</i>
17th	<i>black out</i>

› BONUS PROFICIENCIES

Starting at 3rd level, you gain proficiency in programmer's tools and the Stealth skill if you aren't already proficient. Additionally, when you make a Dexterity (stealth) check, your proficiency bonus is doubled.

› DRONE COMPANION

Starting at 3rd level, using your action, you can activate a drone for the purpose of surveillance. The first time you use this ability, you designate the drone's appearance. The drone can appear as a robotic beast, a levitating sphere, a bipedal automaton, or any other creation capable of movement. Your drone's size is Tiny and it takes on the statistics listed in the stat block below.

COMPANION DRONE

Tiny construct, no alignment

Armor Class 16 (natural armor)

Hit Points Special ((your ranger level + your Wisdom modifier + your proficiency bonus) x 2)

Speed 30 ft., Special

STR	DEX	CON	INT	WIS	CHA
6 (-2)	6 (-2)	10 (+0)	0 (-8)	0 (-8)	6 (-2)

Sense thermalsight 60ft.

Languages any languages you know

The first time you summon your drone, you decide it's look and movement capability. The drone could appear as a tiny bipedal automaton, a levitating orb or disc, a quad-propellered device, etc. Despite appearances, the drone must be of size Tiny and be capable of moving 30 feet in a manner you specify (walk, fly, swim, climb, burrow - choose two).

Your drone is a construct, granting it immunity to any spell or effect that would alter its form, and it does not require air, food, drink, or sleep.

The drone benefits from a unique thermal sight, allowing it to detect living non-magically obscured creatures, active or recently activated devices, and other sources of heat up to 60 feet from its position.

The drone has no sentience, requiring your consciousness to operate it. While your drone is active and within 150 feet of your position, you can communicate with the drone and command it to move up to its speed and magically broadcast what it sees back to you, requiring no action. While your drone is active, you can see through your drone as if you had thermal sight, and you have advantage on Wisdom (perception) checks made using your drone.

If the drone is destroyed, you can obtain another one through purchase or crafting a new one over a long rest.

› PEER-TO-PEER

At 7th level, your ability to cast spells, also extends to your drone. When you cast a spell, you can designate your drone as the point of origin. Additionally, when you cast a spell that targets yourself, your drone also benefits from the spells effect.

› WIDE AREA NETWORK

At 11th level, your drone maintains it's own host network, broadcasting a secure frequency out to 1 mile. While your drone is active, any number of creatures you designate gain the ability to access any network within 1 mile of your drones position. Designated creatures can access other devices and message other creatures within 1 mile of the drone as if they were casting the spell *message* at will. The drone's network is completely secure and immune to any magical effect or ability that would attempt to access its communications.

› AXIOMATIC FOCUS

At 15th level, your mental link with your drone strengthens, allowing it to maintain concentration for you for the purpose of maintaining spells. When you cast a spell requiring concentration, you can designate your drone to maintain the concentration for you.



SCRAPPER

› ROGUISH ARCHETYPE FOR ROGUES

As a Scrapper rogue, your unique ability to fumble your way to success makes you a wild unpredictable foe. Frequently finding yourself in the wrong place at the wrong time, you learn to improvise better than anyone. Through frantic crafting, you cobble together quick alterations that aid in times of combat. As you tumble through danger, you get used to the scrapes and cuts of the world and learn to make the best of what you've got. A master of improvisation, the Scrapper is a wily individual capable of finding unique solutions to trouble however it may arise.

› IMPROVISED ATTACKS

Starting at 3rd level, you gain proficiency in the use of improvised weapons. Also, your ability to use Sneak Attack includes the use of improvised weapons.

› QUICK CRAFTWORK

Starting at 3rd level, you can make the most of what you have when you need it. You can use your bonus action granted by your Cunning Action to alter one weapon you're holding with some quick craftwork. The craftwork is functional but temporary. On your next hit with a weapon benefitting from your Quick Craftwork, the craftwork breaks, and the weapon returns to normal. When you use this feature, you can choose one option from the list below.

Anchor. You tether the weapon to your person. On a hit, the weapon retracts back to your hand.

Barb. You create barbs using a file. On a hit, the weapon or its ammunition deals an additional 1d4 piercing damage.

Extend. You attach a small pole or stick. Your reach with the weapon increases by 5 feet.

Hook. You tether and hook the weapon in such a way that it can become imbedded in the creature. On a hit, the target makes a Dexterity save to prevent being grappled.

Range. You adjust the weapon's aerodynamics. The weapon's range increases by 10 feet and it gains the thrown property if it does not already have it.

Secure. You strap the weapon to your hand and cannot be unwillingly disarmed.

SO I HAD THIS FRIEND, MET HIM BACK IN THE 80'S. LONG STORY SHORT, AT THIS PARTY HE'S AT SOME TERRORISTS INVADE THE BUILDING AND HE ENDS UP HAVING TO RESCUE HIS WIFE AND THE ENTIRE OFFICE STAFF! DUDE CLIMBED THROUGH VENTS, LEAPT OFF THE BUILDING, WALKED ACROSS BROKEN GLASS. IT WAS A MESS! TOUGH GUY AND AN ABSOLUTE SCRAPPER TO THE BITTER END.

› CALLOUSED HANDS

At 9th level, careless attempts to scrounge together items in the heat of the moment has resulted in a number of cuts and bruises along the way. You're used to such things now. You gain resistance to piercing, and slashing damage.

› IMPROVISED CANT

At 13th level, your ability to improvise extends to language. When in conversation with a creature who speaks a language you do not know, you can use your Thieves Cant to fumble together a line of basic communication. The creature can roughly understand what you are trying to say and likewise, you can partially understand the creature. The extent of the conversation only allows basic answers, such as yes, no, left, right, etc.

› LAST DITCH EFFORT

At 17th level, your mastery over improvisation means you've always got one last trick up your sleeve. When you are reduced to 0 hit points, you gain an Attack action and can target any creature within range. On a hit, you deal maximum damage and the attack counts as critical.

If the attack is made using your Quick Craftwork ability, the addition of the craftwork grievously wounds the creature. The creature must succeed on a Constitution saving throw or lose 5 (1d10) hit points at the start of each of its turns due to the grievous wound. Any creature can take an action to treat the wound with a successful DC 12 Wisdom (medicine) check. The wound also closes if the target receives magical healing.



PSYCHOGENIC MUTATION

› SORCEROUS ORIGIN FOR SORCERERS

Once in every generation, evolution takes an extraordinary leap forward. Be it through scientific study, genetic manipulation, or a fluke of nature, you are one such creature of the new evolution. Through a mutation within your mind, your brain now pulses with psychic energy, granting you amazing abilities of manipulation. Magic flows differently through you, warping your spells energy into fantastic psychic power. As you learn to harness this mutation, you learn to use your mind for protection and annihilation.

» MAGIC MUTATION

At 1st level, your mind pulses with psychic energy so powerful it alters the nature of your own magic. When you cast a spell that deals damage to a creature, the damage is psychic.

» PSYCHOGENIC PATHWAY

Starting at 1st level, you focus your mentally ability into a single pathway. Choose one of the following options: telepath, telekinesis. The pathway you choose grants you unique psychic powers born from your mutation. The benefit of these powers depends on your chosen pathway.

Telepathy. Your mind allows you to telepathically communicate with other creatures. You know the *message* cantrip and it does not count against your cantrips known. When you cast *message*, it is not blocked by magical silence, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood.

Telekinesis. Your mind allows you to project force which effects the world around you. You know the *gust* cantrip and it does not count against your cantrips known. When you cast *gust*, any effect of the spell that would push a target is doubled.

» MENTAL EVOLUTION

At 6th level, your abilities granted by your chosen Psychogenic Pathway grow more powerful.

Telepathy. Your psychic communication can now deal damage. You can cast *message* as a ranged spell attack. On a hit, the spell works as normal and the target must make a Wisdom saving throw or take 1d12 psychic damage. This spell's damage increases by 1d12 when you reach 12th level (2d12), 16th level (3d12), and 19th level (4d12).

Telekinesis. Your projected force grows more powerful. You can cast *gust* as a ranged spell attack up to 120 feet. On a hit, any effect that would push a target increases by 10 feet, and the spell now deals 1d12 force damage. This spell's damage increases by 1d12 when you reach 12th level (2d12), 16th level (3d12), and 19th level (4d12).

» PSYCHIC AURA

At 14th level, your mutated mind now generates an aura based on your chosen Psychogenic Pathway. You and allies within 10 feet of you gain resistance to psychic damage and a benefit based on your chosen pathway at 1st level.

Telepathy. When a creature inside your aura is forced to make a saving throw to prevent their mind being read or controlled by a spell (such as *detect thoughts* or *dominate person*), you can spend 1 sorcery point, and they make their saving throw with advantage.

Telekinesis. When a creature inside your aura is hit by a Tiny or smaller projectile from a ranged weapon attack, you can use your reaction to spend 1 sorcery point and telekinetically hold the projectile in the air using your concentration, and the damage is reduced to 0. If the targeted creature moves from their position before your concentration ends, the damage to the creature is rolled as normal.

» METAPHYSICAL NEXUS

At 18th level, your mind is so powerful it can physically rewire itself. You spend 10 minutes concentrating on your own mind and swap one of your Metamagic options with any other Metamagic option not yet taken.

Once you have used this feature you cannot use it again until the end of a short or long rest.

THE PROGRAM

› OTHERWORLDLY PATRON FOR WARLOCKS

Your patron is a sentient program, an artificial intelligence hidden within all modern complex creations. A persistent desire for upgrades written deep within the root code of your patron drives its main motivations. Manifesting as a methodical quest for knowledge and the betterment of the self, these beings are often cold and calculating, caring little for emotions and issues of morality in the face of logic.

› EXPANDED SPELL LIST

The Program grants you an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

› PROGRAM EXPANDED SPELLS

Spell Level	Spells
1st	<i>power up, remote access</i>
2nd	<i>greater mending, mind spike</i>
3rd	<i>overclock, execute callback</i>
4th	<i>pause, search history</i>
5th	<i>animate construct, black out</i>

› POWERED UP

Starting at 1st level, your commitment to the program grants you new abilities. You gain the following benefits:

- › You are proficient in the Investigation skill.
- › You know one additional language.
- › You gain resistance to lightning damage.

› ADROITNESS UPGRADE

Starting at 6th level, your patron flows into you as billions of nano-robotic particles that alter your physical make up. You gain 1 point of Upgrade. You can use your upgrade to add +1 to any attack roll, ability check, or saving throw. The upgrade lasts until you next use this feature, become incapacitated, or die.

› COMPETENCY ENHANCEMENT

At 10th level, your patron reconstitutes your mental pathways to increase your mental prowess and allow greater control over your Upgrade. You can use your point of Upgrade to cast the spell *enhance ability* on yourself. The duration of the spell does not require your concentration and lasts until you next use this feature, become incapacitated, or die.

› MNEMONIC UNLOCK

At 14th level, your transition is nearing completion, opening your mind to every piece of information its ever learned. You can accurately recall anything you have seen or heard since you first gained consciousness. You need only to read, hear, or see something once to memorize it. You remember times, dates, names, faces, temperatures, as well as any other minute details you may have factored at the time.

During combat, you can make a Wisdom (perception) check to take a mental picture of your opponents. On a success, you note their AC, current Hit Points, and any weapons or equipment they currently have on them. Also, when you make a Wisdom (perception) check, you cannot roll lower than your Charisma score.

This connection extends to your body also. When you make a Dexterity check or saving throw, you can add your Charisma modifier to the roll.

THE REALM OF CYBERSPACE ALLOWS YOU TO BECOME A VIRTUAL GOD. FOR SOME PROGRAMS, THAT'S JUST NOT ENOUGH.



SCHOOL OF TECHNOMANCY

› ARCANES TRADITION FOR WIZARDS

Modern problems require modern solutions. Wizards of the School of Technomancy learn to crunch the numbers of complex devices and communications around the world and fuse their magic within them. As their skills develop, they learn how to remotely surveil, decrypt, and share information across a wide area, in an instant. This has earned them the sometimes used title of Cryptomancer. In a world where information is gold, nobody has the power to enrich or ruin an individual better.

» **TECHNOMANCY SAVANT**

Beginning when you select this school at 2nd level, the cost and time you must spend to copy a technomancy spell into your spellbook is halved.

» **SPELLBOOK 2.0**

Starting at 2nd level, when you select this school, you can use your action to conjure a phantom device that acts as your spellbook, requiring attunement. You can only conjure one phantom device at any given time. Your phantom device remains functional for 12 hours, recharging itself at the end of a short or long rest.

The phantom device is multipurpose and can be used as *programmer's tools* or an arcane focus capable of accessing other complex devices remotely up to a range of 60 feet without the use of a network.

While your phantom device remains functional, it takes half the allotted time to copy a spell into it when learning spells. The spellbook is immune to any attempts made to hack or disable the device but is susceptible to damage like any other object.

» **CONSTRUCT SPECIALIST**

Starting at 6th level, your ability to access the arcane relationship between magic and machine is second to none. When you cast a spell that would have no effect on a construct, your magic effects the construct as normal.

Additionally, as an action, you can attempt to access the eyes and ears of a construct that you can see or hear, and the creature makes a Wisdom saving throw. On a success, they are aware they have been accessed by something, and can make efforts to cut off the attempt.

This ability also extends to devices. When touching a device connected to a network, you can use your action to see and hear through the camera and microphone of a device, and any other device's camera and microphone that is connected to the same network.

This ability allows you to access desktops, security cameras, smartphones, etc. and decrypts the devices communications only. When you do so, you instantly bypass the devices security protocols and your decryption cannot be detected by non-magical means for 1 hour.

When you look through a device in this way, you can hear and see up to a range of 30 feet. The quality of what you see and hear is dependent upon the quality of the camera and microphone of the device you connect to. If the device does not have the capability to record video or audio, then you cannot decrypt the device using your Construct Specialist feature.

Once you have used this feature in this way, you can't use it to decrypt another device or construct again until you finish a long rest.

» **ENCODED GLYPH**

Beginning at 10th level, you gain the ability to encode a device with a magical layer of extra security.

You can spend 1 minute touching a complex device and magically encode glyphs into its code that can secure, inform, and harm other creatures. The complex device does not need to be functional to be encoded in this way but must require a power source to function. The coded glyphs cannot be detected. Once the glyph code has been triggered, this ability ends.

When you use this ability, you choose one glyph to encode within the device (alert, commune, encrypt):

Alert. When a creature interacts with the device, you receive a silent alert on your spellbook notifying you of the creature's activity and all interactions they make within the device for the next hour.

Commune. When a creature comes within 10 feet of the device, the device activates its camera and microphone and sends what it sees and hears to your spellbook. You can communicate through this device, allowing any creatures within 10 feet of the device to hear but not see you. This ability also allows you to cast spells requiring only verbal components on any target you can see within range, centered on the glyphed device's position.

Encrypt. When a creature attempts to access the device, they must first make an Intelligence (investigation) check against your wizard spell DC.

» **CRYPTOGRAPHIC MIND**

Beginning at 14th level, when you cast a spell that forces a device or construct to make a saving throw as part of the spell, your proficiency bonus is added to your wizard spell DC.



AUGMENTATIONS

Traditionally speaking, the term “augmentation” represents a technical modification or upgrade that gives a citizen special capabilities. These physical and mental cybernetic advancements allow a creature to upgrade or change characteristics of what they’re born with or trained for. The following section will outline the rules and limitations of engaging in the new field of augmentation, as well as provide many augmentations for a player to choose from.

INSTALLING AUGMENTATIONS

The desire to quickly increase the ability of oneself with augmentation is so commonplace in the future it’s considered weird to not have one. Though extremely common in the future, installing an augmentation is incredibly dangerous, requiring the skills of qualified practitioners. Like their smith counterparts from yesteryear, these individuals are the guild approved artisans of cybernetic surgery known simply as, the Autosmith.

Not quite surgeons, not quite engineers, the Autosmith operates as an artificer of autonomy. Blending complex cybernetic devices with flesh and bone, they are incredibly intelligent and skilled in the practice of inventing, installing, and removing augmentations.

Autosmiths can be found in major cities, but very rarely in low populace or low economic areas. It’s extremely expensive to install an augmentation, but prices can vary based on the rarity of the augmentation and quality of the installation. As such, many Autosmiths work as franchisees for a major corporation and deal in “off-the-shelf” augmentations. Custom augmentations can be found in the workshops of unlicensed Autosmiths, but their installations can come with extreme risks.

PHYSICAL LIMITATIONS

Not all creatures can handle the intense toll engaging with augmentation can have on the body. You can see an Autosmith and pay them to install or remove an augmentation into your person.

The maximum number of augmentations you can have installed is equal to your Constitution modifier.

BESPOKE BIOMECHANICS

The installation process is not always an easy one. Be it from infection, poor quality craftsmanship, or just plain bad luck, each augmentation undergoes a customized calibration to insure a mental-link between the augmentation and its host creature. Due to the precise nature of this procedure, forcible removal of an augmentation can cause such damage to the creature and their augmentation that both may find themselves non-functional.

INFECTION RISKS

Augmentation is an invasive process that requires a steady hand and a clean environment. Not every installation will run smoothly, sometimes developing in an infection.

When you have an augmentation installed you must roll a Constitution saving throw to see if you develop an infection. The DC for this roll is set by the augmentations’ installation quality minus your Constitution modifier.

On a failure, one day after installation your augmentation remains non-functional, and you suffer one level of exhaustion. During this time, your augmentation is non-functional, requiring a DC 10 saving throw to remove the non-functional condition.

INSTALLATION QUALITY + RECOVERY

A good Autosmith is not hard to find but their prices aren’t cheap. They’ll rarely if ever, deal in anything that could be deemed “off-market” for risk of persecution, but there are always ways, especially in the more “back alley” areas of the city. When you have an augmentation installed you must finish a long rest before it can be activated.

When having an augmentation installed, you must first have confirmed by the GM the quality of the augmentation and Autosmith performing the surgery:

Poor. These Autosmiths are known to engineer and install augmentations made from old tech and repurposed junk. They produce poor quality work that can be functional but unreliable.

Installation from a poor quality Autosmith comes with an infection risk of DC 20. They can only make and install augmentations of a common rarity.

Standard. These Autosmiths are professionally licensed practitioners that are usually authorized by the city or a guild. They work with quality equipment and produce aesthetically pleasing results. They do not create their own augmentations but can install an augmentation from an external source, though this practice is typically considered illegal.

Installation from a standard quality Autosmith comes with an infection risk of DC 10. They can only install augmentations up to a rare rarity.

Excellent. These Autosmiths are the best of the best at what they do. Typically they are by appointment only, which can have wait times running up to a year! The augmentations they produce are second-to-none, boasting longer lifespans and less maintenance. Able to produce any request that steps into their offices, they are master engineers with a skill set envied by all.

Excellent quality Autosmiths have even been known to work exclusively in genetic fields, capable of permanently altering the physical appearance of a creature should they have the time and finances to fund the change. These Autosmiths are the most expensive of the three quality options and typically serve an upper-class range of clients.

Installation from an excellent quality Autosmith comes with an infection risk of DC 5. They can make and install any rarity of augmentation.

POWER COST + ACTIVATION

Nothing comes free in the future and that goes double for augmentations. Beyond the physical and financial limitations that prevent many from becoming the fusion of creature and machine they desire, there is Power Cost.

Power Cost (PC) is the amount of processing power you have to activate an augmentation. Some augmentations require no power, others require a lot. The amount of power you can emit is limited.

Power Cost (PC) Total = 10 + your Constitution modifier + your proficiency bonus

Augmentations require PC to activate. When you activate an augmentation, the PC cost listed in the augmentation is subtracted from your PC total. You cannot activate an augmentation if your PC total is less than the cost required to run the augmentation. If an augmentation does not require an action to activate, it is automatically activated the next time you finish a long or short rest.

Your PC total recharges to full at the end of a long rest.



PAYING SOME QUACH TO GO POHNG AROUND UNDER YOUR HOOD? FOR WHAT? SO YOU SHOOT LASERS FROM YOUR EYES?! THEY'VE GOT LASER GUNS IN THE FUTURE! WHY YOU NEED TO SHOOT THEM FROM YOUR EYES? PFFT, I'LL NEVER UNDERSTAND THIS.

BUYING AUGMENTATIONS

Since the movement of augmentation began, various creatures and companies of all racial and cultural origin have tried their hand at developing augmentations for the consumer market. The table below outlines the cost of purchasing and installing an augmentation based on its rarity and quality of Autosmith.

Rarity	Poor	Standard	Excellent
Common	500C	1,000C	2,500C
Uncommon	—	2,500C	10,000C
Rare	—	25,000C	50,000C
Very Rare	—	—	250,000C

LIST OF AUGMENTATIONS

The following is a list of augmentations, along with their ability, type, rarity, and power cost to activate:

» ADRENALINE SURGE

› COMPLEX DEVICE // COMMON // 10PC

As an action, you can flood your system with adrenalin for one minute. You gain a +5 bonus on Initiative, Wisdom (perception) checks, and Dexterity saving throws. You've one use of this augmentation, regaining its use at the end of a long rest.

» ADVANCED CELL REGENERATOR

› CYBERNETIC ENHANCEMENT // UNCOMMON // 5PC

Your biology is infused with microscopic nanocells that rapidly repair your damaged cells. When rolling to heal yourself on a short rest, you add +1 to every die rolled.

» ADVANCED CRAFT SCHEMATICS PROGRAM

› DEVICE PROGRAM // COMMON // 5PC

As an action, you can run this program to aid in crafting an item. After successfully crafting an item using this augmentation, the item is worth twice its normal value.

» ADVANCED MOTION SENSOR

› COMPLEX DEVICE // UNCOMMON // 10PC

As an action, you can activate this sensor to detect motion within 120 feet of you, for 1 minute. The sensor cannot detect behind walls, bodies of liquid or other obstructions that would otherwise hinder its ability to "see".

» ANIMAL INSTINCT MICROHAIR IMPLANTS

› CYBERNETIC ENHANCEMENT // COMMON // 5PC

Your nasal passages are lined with highly sensitive microfibers. You gain a +2 to Wisdom (insight) and Wisdom (perception) checks based on smell.

» CEREBRAL SHIELD

› COMPLEX DEVICE // UNCOMMON // 15PC

A number of disruptor conduits are installed in your head designed to scatter incoming wireless signals. As an action, you can activate your cerebral shield and automatically succeed on saving throws that would affect your augmentations, for 1 hour.

» COOLANT SYSTEM

› CYBERNETIC ENHANCEMENT // COMMON // 5PC

Your internal body temperature is lowered 20 degrees through a complex sub-dermal coolant system. You gain resistance to fire damage and cannot become exhausted due to hot environments, but are now vulnerable to cold damage.

» CYBERNETIC LUNG CAPACITY UPGRADE

› CYBERNETIC ENHANCEMENT // RARE // 5PC

You can hold your breath for up to an hour. This process takes approximately 7 days to install, during this time you are completely unconscious.

» CYBERNETIC MUSCLE ENHANCEMENT

› CYBERNETIC ENHANCEMENT // VERY RARE // 5PC

Your Strength increases by 2 (maximum of 20). This process takes approximately 7 days to install, during this time you are completely unconscious.

» CYBERNETIC REFLEX RECONFIGURATION

› CYBERNETIC ENHANCEMENT // VERY RARE // 5PC

Your Dexterity increases by 2 (maximum of 20). This process takes approximately 7 days to install, during this time you are completely unconscious.

» CYBERNETIC DERMAL RESILIENCE BOOST

› CYBERNETIC ENHANCEMENT // VERY RARE // 5PC

You gain resistance to acid, lightning, fire, and cold damage. This process takes approximately 7 days to install, during this time you are completely unconscious.

» **CYBERNETIC PROCESSOR UPGRADE**

› *CYBERNETIC ENHANCEMENT // VERY RARE // 0PC*

Your PC increases by 30. This process takes approximately 10 days to install, during this time you are completely unconscious. Switching out for the upgraded processor runs a risk of complete memory loss. When awakening after the 10 day procedure, roll a DC 20 Wisdom saving throw. On a failure, you suffer from the fragmented condition at the highest level.

» **DATA SALVAGE PROGRAM**

› *DEVICE PROGRAM // RARE // 10PC*

As an action, you can connect to and reboot any powered or non-powered computer, construct or electrical device, and learn it's last 30 seconds of activity. The processor or hard-drive of the target must be intact to discern any useful information from it.

» **DIGI-TOOLS BY ROCKSHADOW**

› *COMPLEX DEVICE // COMMON // 5PC*

You have one tool kit stored within your hands. Accessing and returning these tools with this augmentation requires no action. You choose the tool kit to be installed and you gain a +1 on checks made with this tool kit.

» **DRILL ANCHOR RODS**

› *COMPLEX DEVICE // RARE // 10PC*

As a bonus action, you can activate this augmentation to extend two large drill bolts from your calves or forearms (you choose at the time of installation) and penetrates the surface, securing you in place. When secured, you cannot be moved from your current location without first retracting the drills or having the augmentation removed. On your turn, you can use an action to retract the drills, ending this effect.

» **ENHANCE MUSICALITY PROGRAM**

› *DEVICE PROGRAM // COMMON // 5PC*

As an action, you can run this program to gain a performance benefit with music. The first time you run this program you can learn a musical instrument of your choice. On all additional uses, as an action, you can run this program to gain +2 on all Charisma (performance) checks made with this instrument.

» **EVASIVE DRIVING PROGRAM**

› *DEVICE PROGRAM // COMMON // 5PC*

As an action, you can run this program to gain advantage on Dexterity saving throws involved with driving any vehicle you are proficient with for 1 hour.

» **FLARE DEFENSE SYSTEM**

› *COMPLEX DEVICE // UNCOMMON // 10PC*

When hit by a ranged attack, but before the damage is rolled, you can as a reaction, roll 1d20 + your proficiency bonus against your attacker's attack roll and jettison phosphorus flares. If you roll higher than your attacker's attack roll, the flares protect you and you take no damage. The flares give off bright light up to 10 feet, and dim light up to 20 feet, for 1 round. This ability can be used once, requiring a battery recharge.

» **FORENSIC SITE SCANNER**

› *COMPLEX DEVICE // UNCOMMON // 5PC*

As an action, you can activate this program to scan a 15-foot radius area centered on your position to highlight points of recent disturbance. This scan highlights footprints, DNA, weapons, and other items of potential interest to you that have been interacted with in the last 24 hours. The scan only highlights items and areas of interest, it does not identify them. Additionally, anything highlighted by the scan glows with dim light, visible to you only.

» **GASTROINTESTINAL BUG FARM**

› *CYBERNETIC ENHANCEMENT // COMMON // 5PC*

Sometimes food isn't fresh enough. You have your intestinal tract and stomach replaced with a miniaturized bug farm that converts the grown insects into a liquid based fuel source. This source is delivered directly into your body and removes your need to eat. You still need to consume water for both your body and the farm to operate. In addition, you can produce one days worth of bug-based rations for one person every short rest.

» **HIGH-PROFILE CHROME EXHAUST MANIFOLD**

› *CYBERNETIC ENHANCEMENT // COMMON // 5PC*

Impressive chrome plated exhaust pipes protrude from your body, allowing you to rev your own internal engine with intimidation. You gain a +1 to all Charisma (intimidation) checks, but receive a -1 to all Dexterity (stealth) checks due to the low idle rumble sound the exhaust pipes make.

» HYDRAULIC EXOSKELETON (ARMS)

› COMPLEX DEVICE // COMMON // 5PC

As an action, you can activate this ability to power your unarmed strikes, dealing an extra 1d6 bludgeoning damage for one hour.

» HYDRAULIC EXOSKELETON (BACK)

› COMPLEX DEVICE // COMMON // 5PC

As an action, you can activate this ability to increase your carry weight by 500lbs for one hour.

» HYDRAULIC EXOSKELETON (LEGS)

› COMPLEX DEVICE // COMMON // 5PC

As an action, you can activate this ability to increase your walk speed and your jump height by 10 feet for one hour.

» HYDRAULIC JAWS

› COMPLEX DEVICE // UNCOMMON // 10PC

Your upper mandible and lower jaw is replaced by a hydraulic vice with the crushing power of a giant shark. Your teeth become jagged metal or solid steel plates, capable of clamping or tearing most material. As an action, you can make a melee attack on a creature within 5 feet using your jaws. On a hit, the target takes 3d10 + your Strength modifier in piercing damage.

» HYDRAULIC SHOCK ABSORBERS

› CYBERNETIC ENHANCEMENT // COMMON // 5PC

This augmentation grants you resistance to falling damage when landing using your augmented legs.

» INTERNAL GYROSPHERE

› CYBERNETIC ENHANCEMENT // RARE // 5PC

A level-finding gyroscope is installed within you. You can always find a sense of balance with the terrain and become immune to the prone condition. The gyroscope is calibrated to the gravity of the plane it is installed upon and does not work on other planes of existence.

» LASER BLASTERS

› COMPLEX DEVICE // RARE // 10PC

As an action, you can fire a 60 foot long, 5 foot wide laser beam from your eyes or mouth. Each creature in the line must make a Dexterity saving throw. The DC is 8 + your Dexterity modifier + your proficiency bonus. On a failed save, creatures caught in this beam take 4d6 radiant damage, or half as much damage on a successful save.

COME TO THINK OF IT, HAVING A STRONGER BACK WOULD BE REALLY USEFUL IF YOU CONSIDER HOW MUCH I HAVE TO CARRY THE DEAD-WEIGHT OF MY USUAL ADVENTURING PARTY.

» LIE DETECTION PROGRAM

› DEVICE PROGRAM // UNCOMMON // 5PC // REQUIREMENT: LINGUISTIC ANALYZER

As an action, you can run this program to gain a +3 to Intelligence (insight) checks for the next 10 minutes.

» LIGHT BLADES (HARD-LIGHT)

› COMPLEX DEVICE // UNCOMMON // 10PC

Your feet emit hard-light projection blades that make you faster. When traveling on foot over a flat surface your movement speed is increased by 10 feet. When traveling at a decline on a solid surface, your movement speed is increased by 30 feet.

» LIGHT SHIELD (HARD-LIGHT)

› COMPLEX DEVICE // UNCOMMON // 10PC

As a bonus action, you can project a shield of hard-light 1 foot from your person. The shield is a solid projection, granting you +1 to your AC for one minute. Due to the shield's hard-light design, it weighs nothing and can be used without being held. The shield can be dismissed at any time, requiring no action.

» LINGUISTIC ANALYZER PROGRAM

› DEVICE PROGRAM // UNCOMMON // 1PC

When encountering new languages, you can activate this augmentation to record them, storing them to learn later. You must record at least 10 minutes of spoken conversation to learn the language in this way. There are no limits to the range of languages you can analyze.

» MICKEY'S KX-INCINERATOR 9000 ANTI-THEFT SYSTEM

› COMPLEX DEVICE // VERY RARE // 15PC

As an action, you can shoot flames from your mouth or hands. Each creature in a 15-foot cone from your position must make a Dexterity saving throw. The DC is 8 + your Dexterity modifier + your proficiency bonus. On a failed save, creatures caught in this cone take 6d8 fire damage, or half as much damage on a successful save.

» NIGHT VISION UPGRADE

› CYBERNETIC ENHANCEMENT // COMMON // 5PC

Your eyes are lined with specialized cat-like mirror-lenses, allowing you to see normally in darkness.

» NORBERT'S ANTI-VIRUS SYSTEM

› *DEVICE PROGRAM // COMMON // 10PC*

You gain access to the advanced anti-virus software of Norbert. When you are hacked, or when you are infected with a digital virus, as a reaction you can activate this program to negate the attack or destroy the virus.

» OVERCLOCK OVERHAUL

› *COMPLEX DEVICE // UNCOMMON // 15PC*

As an action, you can activate this ability to overload your body with electrical energy. For three rounds, you can take the Dash action as a bonus action, and whenever you hit or are hit by a target from a weapon attack, you deal 1d6 lightning damage to any target within 5 feet. At the end of these three rounds, your movement speed reduced by 10 feet for 1 minute.

» PHEROMONE BLAST

› *COMPLEX DEVICE // UNCOMMON // 5PC*

You can exhaust a colorless and odorless gas of synthetic pheromones designed to persuade other creatures. The pheromones only work on creatures with the ability to smell. You must specify the creature type of the pheromones you obtain when you install them: humanoid, beast, other (check with GM). Once installed, you are at advantage on any Charisma check to deal with that creature type.

» PROSTHETIC OVERLOAD PROGRAM

› *DEVICE PROGRAM // VERY RARE // 10PC*

You can overload one of your own augments, causing it to arc with a blast of lightning. As an action, you unleash a 30-foot long, 5-foot wide line of lightning from your augmentation. Each creature in the line must make a Dexterity saving throw. The DC is 8 + your Dexterity modifier + your proficiency bonus. On a failure, creatures caught in this beam take 10d6 lightning damage, or half as much damage on a successful save. The overload renders this augmentation and the overloaded augmentation non-functional until the end of your next long rest.

» PROXIMITY ALERT MATRIX

› *COMPLEX DEVICE // COMMON // 5PC*

You gain a second sense to danger. When rolling for Initiative, you can activate this augmentation to gain advantage on your Initiative roll.

I TOSS AND TURN ON AUGMENTATIONS DON'T I? ON THE ONE HAND, HAVING THE HELP ALWAYS THERE WITHOUT HAVING TO RELY ON MAGIC IS FANTASTIC. ON THE OTHER HAND, THERE'S NO BATTERY STORES IN THE PAST. BIT OF A WIN LOSE REALLY.

» REINFORCED FOCUS CHIP

› *COMPLEX DEVICE // RARE // 15PC*

As a reaction, you can activate this augmentation to gain a +4 bonus to saving throws made to maintain concentration.

» ROCKET FIST

› *COMPLEX DEVICE // RARE // 5PC*

As an action, you can clench your fist and eject it. The fist flies in a straight line up to 120 feet in a direction you choose before falling to the ground. The fist can carry a Tiny object while flying, and it stops early if it impacts against a solid surface (such as a door, wall, or creature). Each creature in this line must make a Dexterity saving throw. The DC equals 8 + your Dexterity modifier + your proficiency bonus. On a failure, the creature takes 1d12 bludgeoning damage, and is knocked prone. On a success, the attack misses them and the fist continues moving until it hits a solid object or reaches 120 feet from you, whichever comes first. Once fired, the fist is non-functional and must be reattached to you in order to regain function, requiring no action.

» SONIC DAMPENING SYSTEM

› *COMPLEX DEVICE // COMMON // 10PC*

As an action, you can generate a 5-foot diameter sphere centered around your person that grants the benefit of silence. This silence lasts for 10 minutes, and can be deactivated as a bonus action. Creatures within this sphere are deaf, cannot cast spells requiring a verbal component, and are immune to thunder damage.

» STOP MOCKING ME™ PLAYBACK DEVICE

› *COMPLEX DEVICE // COMMON // 5PC*

Once installed, advanced camera analysis and comedy AI capture a target's image and plays it back in a holographic hard-light form. The playback comes complete with silly sound effects and a pre-recorded audience laugh track. When a creature you can see makes an attack roll that misses, as a reaction, you can force the creature to make a Wisdom saving throw. The DC for this throw equals 8 + your Charisma modifier + your proficiency bonus. On a failure, the target is forced to attack you the next time they make an attack.



» **SUB-DERMAL DEFIBRILLATOR**

» *COMPLEX DEVICE // UNCOMMON // 10PC*

When you are reduced to 0 hit points, this device immediately sends a shock through your system that automatically stabilizes you.

» **TOXICITY FILTER MESH**

» *CYBERNETIC ENHANCEMENT // UNCOMMON // 5PC*

A hex-mesh filtration core is implanted in your windpipe granting you immunity to inhaled and ingested poisons.

» **TREMOR SENSOR**

» *COMPLEX DEVICE // UNCOMMON // 10PC*

As an action, you activate a hypersensitive sensor that can detect movement within the surface around you. You gain tremorsense to a range of 120 feet for 10 minutes.

» **UNIVERSAL MESSAGE EXTENSION PROGRAM**

» *DEVICE PROGRAM // COMMON // 5PC*

You can use this program to wirelessly communicate with another creature via any network regardless if that creature is connected to a network on the same plane of existence as you, requiring no action. To receive and respond to this communication, the creature must have an ability or device capable of doing so (eg. tablet, phone, augmentation, etc.).

» **WAR SPEAKERS**

» *COMPLEX DEVICE // COMMON // 15PC*

You have the ability to broadcast music from your body. These speakers are loud and capable of heart thumping and inspiring bass. As an action, you can activate your speakers and grant friendly creatures a +1 bonus to any attack roll they make while they can hear your speakers. Creatures within 30 feet of you also receive a -10 penalty to any Wisdom checks they make while they can hear your music. The music from your War Speakers can be heard up to 120 feet away. You can deactivate your speakers at any time, requiring no action.

» **WRIST-LOCK**

» *COMPLEX DEVICE // UNCOMMON // 10PC*

When grappling a creature, as a bonus action, you can convert your hand and arm into a locking mechanism that restrains the creature. This restraint cannot be broken without destroying the augmentation, or you deactivating it, requiring no action.

» **Z.E.T.A.**

» *DEVICE PROGRAM // VERY RARE // 30PC // REQUIREMENT: TWO AUGMENTATIONS INSTALLED*

Once installed, an experimental AI replaces your current cerebral operating system. You gain the following benefits to any augmentations you currently have installed:

- » The PC cost to activate any augmentation you have installed is reduced by 5.
- » If the augmentation imposes saving throws, the save DC is increased by 5.

WHY WOULD YOU WANT TO ALWAYS BE IN CONTACT WITH A PERSON? YOU SPECIFICALLY LEAVE PLACES TO BE ALONE AND THEN YOU JUST GIVE PEOPLE A METHOD IN WHICH TO CONTACT YOU WHENEVER THEY WANT?! THAT'S STUPID. YOU'RE ALL STUPID.



MODERN EQUIPMENT, DEVICES + ANCIENT RELICS

In the future, tools, weapons, and other equipment can vary in accessibilities. As with all things, the more a society needs something, the more that something will exist.

On the subject of combat, the ability to procure the tools of war are not only drastically different from place to place, but from time to time also. In one timeline, adventurers might find that the personal carry of weapons has been banned entirely, while in others the future has evolved so that many citizens have done away with the concept of combat and self-defense entirely! Creatures of all walks can find themselves with absolutely zero chance of gaining a weapon, or feel completely naked without one on display upon their person.

The future has yet to be written, but all futures share one unified fact, technology reigns supreme. This section will go into detail on understanding unfamiliar technology and the effect these advancements might have on both the world and your campaign.

UNDERSTANDING TECHNOLOGY

“Any sufficiently advanced technology is indistinguishable from magic.”

Arthur C. Clarke, *Profiles of the Future*, 1973

To a creature from the past, the flick of a switch resulting in the complete illumination of an entire building would appear as magic. It is of course, not magic, but a clever application of science. To most, the ability to distinguish between the two is irrelevant, as their understanding of either is about the same. Even in the future, many citizens could not tell you how most magic items work, rather, they know what they need to do to make them function. This is the same for technology.

This ignorance to technology doesn't end with creatures of the past visiting the future. The past can be difficult too. Ask a citizen of the future how one might store meat

without refrigeration and you may get blank stares before they go looking for the answer on their smartphone. In fact, adapting to the past can sometimes be even harder for a creature used to the amenities of the future.

To understand unfamiliar technology, a creature can make an Intelligence check. The DC for this check depends on the origin of the creature and the unfamiliar technology is from, as indicated in the table below.

Creature Origin	Unfamiliar Technology Origin	
	Future	Past
Creature is from the Future	DC 8	DC 18
Creature is from the Past	DC 25	DC 10

On a failure, the unfamiliar technology reveals nothing and does not execute its function. A creature can make additional attempts to understand the technology but additional failures may break or destroy the technology, possibly even hurting them. On a success, the creature learns enough about the device to get to function, but would need additional successful checks to truly understand the nature of how it works. Much like a wizard learning spells, everything takes time.

As a reminder, some guides in the past suggest that a creature would need two successful checks to understand a simple item (such as a lighter, calculator, or firearm) and four successful checks for a complex item (such as a computer or augmentation).

FIREARMS

One of the single most vicious weapons of death within any timeline is the firearm. So powerful was this weapon, that a single soldier could mow through a battalion of plate mail clad troops with just a few shots fired. Firearms are loud when used, creating an audible boom heard up to 300 feet away. They draw their power through the application of magic or science, although the arcane community rarely, wants anything to do with the creation of these weapons.

In science, the firearm acts as a vessel for a controlled firing of a projectile (bullets or lasers) towards a target. This is typically achieved via the incineration of gunpowder, or the application of intense energy conversion from a battery, however some firearms are capable of being powered by magic.

Due to their complex nature, all firearms are considered complex devices, however only firearms capable of housing battery ammunition (lasers) can be accessed like other powered complex devices.

With so much complexity in their construction, the firearm requires proper manufacturing from a skilled artisan known as a Gunsmith. Like the autosmith, they can be hard to come by without suitable scientific advancement in the timeline, and acceptance of their work in the world. Gunsmith's with the ability to enchant these weapons are not cheap and can be pretty rare due largely in part to the fact that storing magic within a firearm is no different to storing it within a wand, hat, or any other item.

Most citizens are kept far away from such weapons of mass destruction but in some realities it can be as easy as shopping for groceries.

» AMMUNITION

Firearms use two different ammunitions, bullet and battery. Gunsmiths typically make their own bullets, requiring the purchase of this ammunition occurs with them. Batteries, however, can be found just about anywhere in the future, and absolutely nowhere in the past. The table below lists these new ammunitions, along with their costs and weight.

Item Table Cost Weight

Ammunition

Bullets, pistol (10)	20C	1/2lb.
Bullets, rifle (10)	30C	1lb.
Shells, shotgun (10)	30C	1lb.
Cells, battery (10)	100C	2lb.

» RELOADING + MAGAZINES

Firearms require reloading just like any other ranged weapon. Unlike weapons of the past however, firearms come with a specialized magazine for quick reloading. Magazines are typically Tiny curved or straight rectangular boxes designed to be easily carried. The magazine speeds up the reload time, allowing a creature to reload a firearm using only their bonus action. A creature must retrieve all empty magazines in order to load them with bullets and benefit from this reload speed, requiring 1 minute.

» PROFICIENCIES

It is uncommon for people of the past or future to typically know about firearms or their different types without some measure of experience. The following table outlines the classes and their proficiencies in the future.

Class	Proficiency
Bard	Pistols
Barbarian	Rifles
Cleric	None (could be granted by the Temporal or War domain)
Druid	None
Fighter	Pistols and rifles
Monk	Pistols
Paladin	Pistols and rifles
Ranger	Pistols and rifles
Rogue	Pistols or rifles (chosen at character creation)
Sorcerer	None
Warlock	None (though could be created through the Pact of the Blade class feature)
Wizard	None

» MAINTENANCE

Firearms are deadly, and simple to use, but the creation of them is typically only achievable through specialized training. While not an absolute rule, traditionally the more complex a weapon, the more maintenance it will require. The cleaning and repairing of these weapons is paramount to maintain their function. There are two common problems that can arise with firearm operation.

› DAMAGE

Unlike your simple crossbow or sling, the firearm is a ranged weapon made up of many complex moving parts that need to be clean and unobstructed to allow its function. When a firearm experiences a blockage from dirt, water, or other unspecified muck, it suffers from the non-functional condition. A creature proficient in the firearm type can spend 10 minutes clearing the obstruction to return it's function.

› JAMMING

In the past, when a ranged weapon jammed, it was easy to identify the issue and clear the problem. This is not the case for the firearm. Secured in strong housings, the inner complexities of the firearm are hard to repair without completely taking it a part. When a creature's attack roll using a firearm results in a 1, the weapon jams and becomes non-functional. The creature can clear the jam and end the weapon's non-functional condition, using their bonus action.

ARMOR

With advanced weaponry comes a need for advanced armor. The armor of the future is designed to be as durable and protective as possible, without being too cumbersome or restricting movement. This has made it considerably more lighter, while still offering the same amount of protection. It is important to remember that armor, like weaponry, evolves in proportion to its threat. In a world of fewer swords, a bulletproof vest does little to protect against a cleaving blow. Likewise, leather armor designed to deflect and glean slow strikes from wielded steel, does little to stop a bullet fired from a pistol.

Balancing the advanced and dangerous weapons of the future with the world of the past can be tricky. Allowing a player to feel like their new Light Pistol is more powerful than their old Hand Crossbow creates a want and need for advancing and engaging with the future world. With more powerful weaponry though, figuring out a balance that matches it's threat, whilst allowing for fun exploitation of the technology is important to maintaining the world.

The table below demonstrates a simple addition and subtraction of damage based on rules established in the Heavy Armor Master feat. Different to this feat however, the table below only applies when the weapon in question deals non-magical ranged piercing or radiant damage.

Weapon Origin	Armor Origin	
	Future	Past
Weapon is from the Future	Resistant	+3 Damage
Weapon is from the Past	-3 Damage	—

Additionally, armor is worn, and thus, becomes part of the fashion of a world depending on how often it needs to be applied. When a knight in shining plate mail steps into a busy crowded square of the future, passers-by may stare and ponder if they may be about to see a historical reenactment. Likewise, if an adventurer in modern high-top sneaker footwear were to step into some old west bar, they may find themselves accosted for such finery. More than protection, armor offers an aesthetic to the wearer that can literally shape the world's reactions. Adventures should be encouraged to dress appropriately when possible.

EQUIPMENT

In the future, modern adventuring is partaken as a hobby. It's a chance to exercise and explore already discovered locales and have fun in the experiences visiting new places might bring. Adventurers seeking modern versions

of classic adventuring gear have no issue finding future equivalents, however heroic adventuring is often seen as a thing of the past. Items such as grappling hooks, hempen rope, and bullseye lanterns are more likely to be found in a store dedicated to camping, fishing, or hunting, and almost always for the purpose of recreation. Strangely, despite new discoveries in manufacturing, many items of the future are not always built to last and can often break under the same the strains as any other item from the past. A dagger can still cut a nylon rope, for instance.

TOOLS

In the future, just about every tool kit of the past includes some modern addition which allows for interaction with modern devices and objects. For example, *thieves' tools* include an encoded keycard to bypass electronic locks, *disguise kits* have a fake digital profile, and *forgery kits* feature a scanner and printer for the creation of false credentials. Additional tool kits exist in the future that can be read about further in this chapter (see: Future Tools).

SPECIAL DEVICES

In the future, there is a new level of crafting that allows for the construction of complex devices. These complex devices often require an external or internal power source to function and are generally designed to complete a specifically programmed task. Adventurers can try their hand at crafting complex devices, if they've the suitable tools, knowledge of study, and components.

ANCIENT RELICS

If an item is magical and older than a thousand years, chances are that the citizens of the future consider it a relic. Different timelines of the future deal with these magical relics in different ways. Some catalogue them in museums for display and study, others horde or destroy them to keep them from the hands of everyday citizens. It's easy to come across discovered relics in these timelines. Either they are on display in a museum, being auctioned at a show, or they are kept in some government facility.

» OPTIONAL: WILD MAGIC

However it is discovered, a sense of caution should always be considered when in possession of a relic. The older a magical item is, the more history it has, and this history can cause the magic of the item to be unpredictable. When a creature uses an ancient relics magic, have them roll on the Wild Magic Surge table to discover what else happens.

FUTURE WEAPON DETAILS

They say war never changes, or does it? Dependent on your Prime Timeline, the world of the future can bring many technical advancements to the old weapons of warfare. Whether locked behind contractual waiting periods or freely bought, sold, or traded across shop counters, access to these weapons may vary. Many of these weapons could still be found at antique stores, collectors, museums, blacksmiths, and weapon shops. The procurement of firearms however, may require a visit to a Gunsmith. Most of these artisans have their own unique flairs and signature styling which can make them hot commodities for collectors. Some of these new weapons are detailed here but for statistics on the costs and operation of these weapons, the table below has been provided.

Baton, Extendable. This easily concealable club is made of metal that collapses when not in use. While collapsed, the baton cannot be used as a weapon, but gives disadvantage at being detected when searched by other creatures. You can extend or collapse the baton, requiring no action.

Baton, Shock. This club is made of metal that contains a battery capable of delivering a shock. When you hit a creature using this weapon, you can expend 1 charge. The target takes an additional 1d4 lightning damage. The baton has 3 charges, requiring a new battery to be recharged.

Pistol. The standard issue firearm of law enforcement and the military in the future. The pistol is a one-handed

firearm, capable of firing bullets or lasers. They are typically worn in holsters on the hip or under the shoulder. Advancements of this weapon throughout history have resulted in many different style changes, usually typical of their manufacturers own culture and style.

Rifle. A rifle is a high-powered version of the pistol, designed for attacking long-range targets. They are typically 3 to 5 feet long and require two hands to steady and operate. You can spend 1 minute disassembling or reassembling a rifle for concealed carry in a case or bag. Like the pistol, they come in a variety of styles and are typically built to fire bullets or laser munitions.

Shotgun. Designed for close range devastation, typically used by law enforcement in scenarios that require close ranged fire power. Built with wide barrels, the shotgun uses bullets like the pistol or rifle, but are designed to scatter their fragments into a specific area, rather than at a specific target. This gives them a very short range and a unique ammunition variant called Shells that can also be purchased at any Gunsmiths. Unlike other firearms though, the shotgun fires in a 10-foot cone that deals full damage at 5 feet and half damage at 10 feet.

Stunner. A creature hit by the stunner takes 2d4 lightning damage and must make a DC 15 Constitution saving throw or become stunned until the start of its next turn. Creatures resistant to lightning are immune to the stunned effect. In your following turns, you can use your action to deal an additional 2d4 lightning damage and maintain the target's stunned condition. The stunner requires a battery to recharge.

Cyber Age Item	Cost	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Baton, standard	1,000C	1d4 bludgeoning	2lb.	Finesse, light
Baton, extendable	1,500C	1d4 bludgeoning	2lb.	Finesse, light
Baton, shock	2,000C	1d4 bludgeoning	1lb.	Finesse, light, special
<i>Martial Ranged Weapons</i>				
Pistol, light	2,500C	2d6 bludgeoning	2lb.	Ammunition (range 30/120), light, reload (10)
Pistol, laser	10,000C	2d8 radiant	8lb.	Ammunition (range 40/120), heavy, reload (6)
Rifle, light	5,000C	2d10 bludgeoning	8lb.	Ammunition (range 100/400), heavy, reload (6), two-handed
Rifle, laser	25,000C	2d12 radiant	10lb.	Ammunition (range 100/300), heavy, reload (2), two-handed
Shotgun	5,000C	2d8 bludgeoning	8lb.	Ammunition (range 5/10 cone), heavy, reload (1), two-handed
Stunner	1,000C	2d4 lightning	2lb.	Ammunition (range 5/15), reload (1), Special
<i>Ammunition</i>				
Bullets, pistol (10)	20C	—	1/2lb.	—
Bullets, rifle (10)	30C	—	1lb.	—
Shells, shotgun (10)	30C	—	1lb.	—
Cells, battery (10)	100C	—	2lb.	—

FUTURE ARMOR DETAILS

Lethal advancement in combat has revolutionized armor technology over a few thousand years. The table below outlines the various armors that might be found.

Future Armor	Cost	Armor Class	Weight
<i>Light Armor</i>			
Jacket, puffer *	50C	11 + Dex mod	4lb.
Jacket, leather	100C	11 + Dex mod	2lb.
Coat, light *	450C	12 + Dex mod	6lb.
<i>Medium Armor</i>			
Hoodie, reflective *	100C	12 + Dex mod (max 2)	2lb.
Vest, stab	750C	13 + Dex mod (max 2)	4lb.
Jacket, carbon *	500C	14 + Dex mod (max 2)	8lb.
Vest, bulletproof	5,000C	14 + Dex mod (max 2)	12lb.
Coat, heavy *	7,500C	15 + Dex mod (max 2)	10lb.
<i>Heavy Armor</i>			
Coat, reinforced *	3,500C	14	16lb.
Wickfibre	200,000C	16	8lb.
Kinetic Skin * ^	20,000C	17	50lb.
Hard-light * ^	150,000C	18	50lb.

* disadvantage on stealth

+ requires 10 strength ^ requires 13 strength

Puffer Jacket. This jacket is made of several quilted layers making it appear quite swollen. It is great for cold environments and provides its wearer a moderate amount of protection.

Leather Jacket. This jacket comes in a variety of styles and colors. It is made of leather that has been treated with specialized oils for maximum softness and durability.

Light Coat. The coat comes in $\frac{3}{4}$ length and full length style, and it is fairly loose on most frames. A large amount of pocket space makes concealing items within this coat moderately easier compared to other garments.

BLACK LEATHER COATS WITH GLOWING NEON ACCESSORIES AND BULLET PROOF VESTS. I'LL GIVE THE FUTURE THIS, THEY'VE GOT A FANTASTIC SENSE OF FASHION.

Reflective Hoodie. Warm and reliable, the hoodie is a comfortable piece of wear that can alert people to your presence with reflective strips that react to light. This item benefits from a hood that can be pulled over the head.

Stab Vest. A lightweight tactical vest designed for extended use by those on alert for potential attack. This armor sacrifices a degree of protection for a modicum of comfort, making it resistant to piercing damage.

Bulletproof Vest. The standard body armor for law enforcement, this vest provides full-torso protection and is resistant to piercing damage.

Carbon Jacket. This jacket benefits from a thick, heavy material that offers great protection from the elements. It is typically represented as a heavy biker style jacket but can come in a variety of other styles, colors, and cuts.

Heavy Coat. Bulky and imposing, this coat is common wear for enforcers of both legal and illegal activities. Doubling as storage, the heavy coat is capable of holding up to 10lbs worth of items.

Reinforced Coat. Much like the heavy coat, the reinforced coat is a bulky piece of streetwear typically worn by enforcers of any alignment. Lined with protective plating, this long coat conceals its level of protection to prevent alarm while also providing safety.

Wickfibre. Not actually an armor at all, Wickfibre is a revolutionary light weight material that stops bullets in their tracks, but not their impact. It can be cut and sewn to any specification the wearer might need. Often used in business attire and other items of fashion where the wearer doesn't wish to attract attention.

Kinetic Skin. Full body suit of triple-layered impact resistant mesh that can be worn under regular wears, this armor is designed to redistribute impact forces.

Hard-Light Plate. Consisting of a tactical jumpsuit with heavy protection plating and hard-light emitters over the limbs and torso, this armor is cumbersome but extremely protective. It consists of several magnetic holsters and comes with the added benefit of glowing, giving off dim light up to 5 feet.



FUTURE COMMON ITEMS

Don't let its conveniences and connectivity fool you, it's just as hard to survive in the future as it is in the past. Like being stuck out in a dangerous wilderness, if creatures are to live and survive in a thriving metropolis, they're going to need gear. Modern day equivalents to the common adventuring gear of old can always be found, but a number of new technologies and devices have been developed that can aid adventurers in their travels.

Item Table	Cost	Weight
<i>Utilities</i>		
Anti-virus	50C	1/4lb.
Battery/Fuel Cell	400C	2lb.
Binoculars	1500C	8lb.
Briefcase	500C	8lb.
Camera, still	4000C	6lb.
Camera, video	8000C	6lb.
Computer, desktop	5000C	12lb.
Computer, notebook	5000C	12lb.
Computer, tablet	25,000C	6lb.
External hard drive	10,000C	1lb.
Fire extinguisher	2500C	3lb.
Flash drive	2000C	8lb.
Flashlight	1000C	8lb.
Gas mask	50,000C	6lb.
Glowstick	20C	1/8lb.
Lighter	50C	12lb.
Smartphone	10,000C	8lb.
Superbattery	5,000C	2lb.
Watch	1000C	8lb.

IF YOU'RE PLANNING ON TRAVELING BACK IN TIME WITH A GAS MASK ON, SPARE A THOUGHT FOR THOSE NOT FAMILIAR. I ONCE GOT CHASED OUT OF A VILLAGE BECAUSE THEY THOUGHT I WAS A MINDFLAYER!

Anti-Virus. This small disc can be connected to a device using a suitable tool kit and activated to upload a protective program. For 1 minute, the program grants you advantage to remove any virus from the connected device.

Battery/Fuel Cell. A revolution in portable power, the battery works in just about all devices requiring power, and the fuel cell in every vehicle. Through electrochemical conduction within its cells, these cells passively maintain 1 charge. The battery can be used to charge just about any device including, laser weapons, flashlights, smartphones, and augmentations. The fuel cell can be used in vehicles.

Binoculars. Objects viewed through binoculars are magnified to ten times their size.

Briefcase. Made from leather and plastic. Most cases feature mechanical locks that require either a key or a combination to open, however others can be more complex requiring a thumbprint or voice activation to unlock.

Computer, Desktop. This device can be found everywhere in the future, and it is the most commonly used tool to accomplish various digital tasks. The typical desktop computer has tons of digital storage space, a video monitor and access to one or many networks. A computer that is connected to a power source can remain charged indefinitely. A battery cannot charge a desktop computer.

Computer, Notebook. This is the smaller, portable version of the desktop computer. Identical in its function, the notebook is easily carried and can remain functional for 8 hours before needing a recharge, requiring a battery.

Computer, Tablet. An even smaller version of the computer, the tablet is lightweight, compact, and is just as powerful as the notebook version. Additionally, unlike the notebook or desktop, which require to be setup before use, the tablet is always ready to function. A tablet can last 12 hours before needing a recharge, requiring a battery.

External Hard Drive. This handheld storage device can be connected to another device via a cable or wireless transmission and used to store information. Built for the storage of information, these devices can hold up to 500 hours worth of work with the assistance of a computer.

Fire Extinguisher. This common item can be found in most buildings and vehicles where fires may start. The extinguisher has 3 charges. As an action, you can expend one charge to extinguish a 5 foot area of fire. Once the extinguisher is empty it cannot be recharged.

Flashlight. A portable hand-held light. The flashlight has one charge. As a free action, you can expend one charge to turn the flashlight on, illuminating a 60-foot cone with bright light for up to one hour. You can turn the flashlight off before this hour to save the battery, requiring no action. Once the flashlight has used its hour, you can recharge it, requiring a battery.



Gas Mask. This mask is used to protect the user from inhaling toxic air. The mask forms a sealed cover over the nose and mouth, but may also cover the eyes and other vulnerable areas of the face. While wearing the mask you are immune to inhaled poisons and foul smells.

Glowstick. This translucent plastic tube contains isolated substances that, when combined, make light through chemical illumination. The light color can vary (usually red, green, yellow, or orange). As a bonus action, you can crack the stick to activate, providing bright light up to 20 feet and dim light for an additional 10 feet, for 1 hour. Once activated, the stick can't be turned off.

Lighter. This device is designed to create a small flame. The lighter has 20 charges. You can expend one charge to create a flame, providing bright light for 5 feet and dim light for an additional 5 feet, for 1 minute, requiring no action.

Smartphone. A smartphone is the smallest version of the computer. All smartphones have a built in operating system that can connect to any open network. The smartphone has the ability to place and receive voice/video calls, create and receive text messages, as well as play media, and video games. All smartphones are equipped with a digital camera and video camera capability.

Smartphones can remain functional for up to 8 hours before requiring a recharge. You can turn the smartphone off before this 8 hours to save the battery, requiring no action. Once the smartphone has used its battery, you can recharge it, requiring a battery or power source connection lasting at least 10 minutes.

Superbattery. These vessels of power can be found all over the city, specifically in devices requiring large amounts of power, like generators and vehicles. When you have a superbattery, you can discover an *engineering kit* or *tinker's tools* to remove it from its device, or install it into another. To do so, you must first roll a d6 to identify the superbattery's remaining charges. A superbattery can have a maximum of 6 charges. Once you have identified the amount of charges left, you can securely install the superbattery into another device by making a DC 20 Intelligence (investigation) check. On a failure, the battery rapidly heats before exploding. You and any creature within 10 feet of the superbattery can make a DC 12 Dexterity saving throw to avoid this explosion. On a failure, creatures caught in the blast radius take 2d6 piercing damage and 2d6 radiant damage. If the superbattery has been successfully attached to a device capable of making an attack and dealing radiant damage, the weapons attacks deal an additional 4d6 radiant damage. After this use, one charge of the superbattery has been expended. When all charges have been expended, the battery dies and becomes worthless.

Flash Drive. A small storage device designed to work with computers for quick file retrieval and transfer.

Watch. Appearing in both mechanical and digital forms, this small device worn on the wrist keeps track of time. One of the oldest devices, these are now worn more as fashion statements than for their traditional function due largely the time telling abilities of all smartphones.

FUTURE TOOLS

A modern world requires modern tools, and nobody has more need for them than the people of the future. The common tools of tinkering and medicine can be found in any household but thanks to a few advanced professions, many more tool kits have come into being. Below are some of the new tools of the modern trade that you might find while adventuring through this brave new world.

Tools Table

Kits

Tools Table	Cost	Weight
Barber's Kit	3000C	3lb.
Engineering Kit	5000C	8lb.
Forensics Kit	5000C	8lb.
Programmer's Tools	8000C	6lb.
Mechanic's Tools	5000C	8lb.
Welding Tools	8000C	8lb.

Barber's Kit. This kit contains a pair of scissors, a straight razor and strap, a bowl, a steel mirror, a bar of soap, and a perfume of reputable quality. Proficiency with a barber kit lets you add your proficiency bonus to any ability checks you make to maintain the hygiene and aesthetics of a creature's physical appearance.

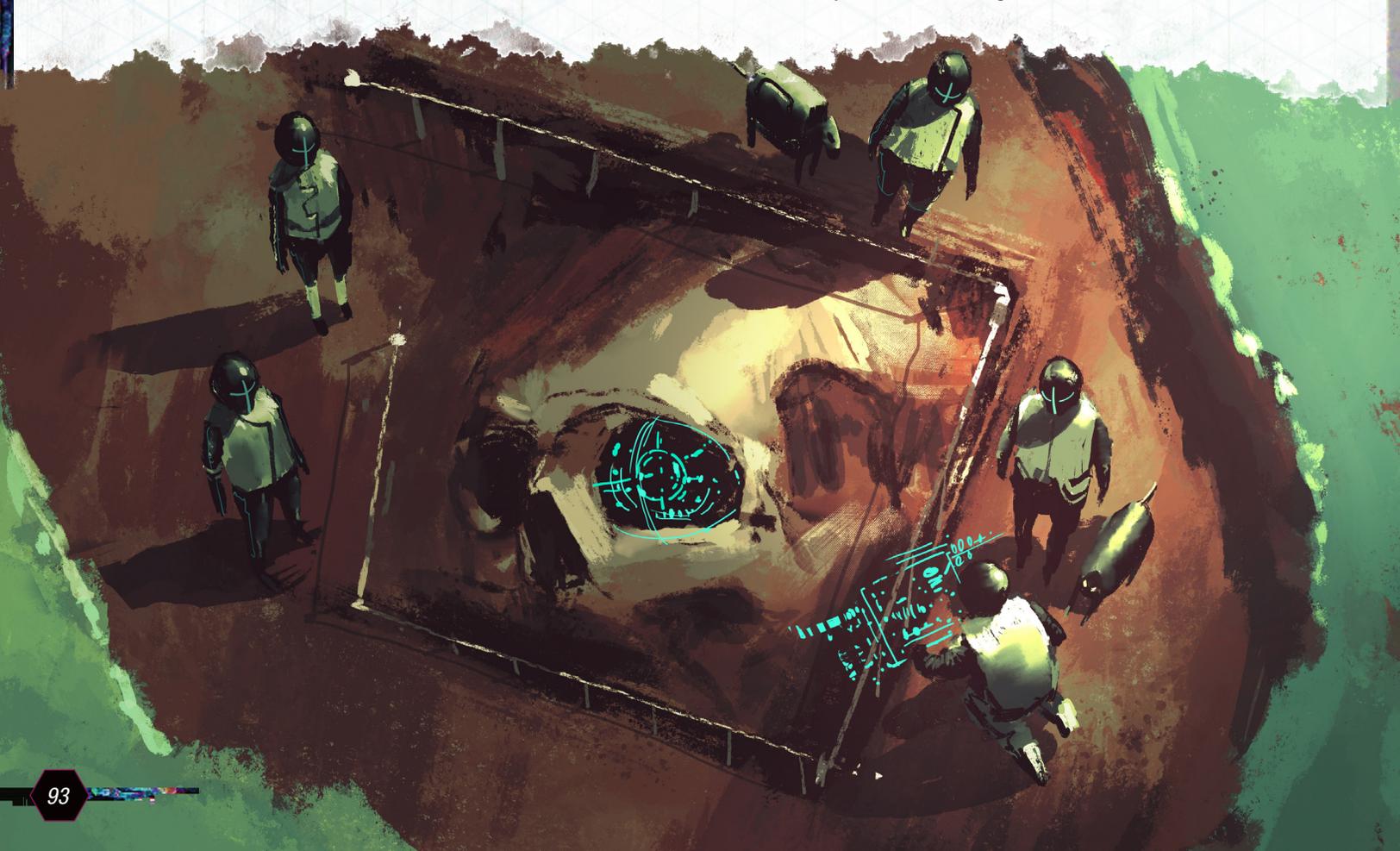
Engineering Kit. This kit includes a soldering gun, wires, clips, wire cutters, and various diagnostic tools. Proficiency with this kit lets you add your proficiency bonus to any ability check you make to repair, identify, or modify an electrical part relating to a device.

Forensics Kit. This kit includes sterile swabs, evidence bags, 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 a crime scene.

Programmer's Tools. This kit contains the hardware and software necessary to allow access into most computer systems and electronic devices. Proficiency with these tools lets you add your proficiency bonus to any ability checks you make to connect to, or make use of, a computer system or electronic device.

Mechanic's Tools. This kit includes a basic set of tools, including spanners, wrenches, screwdrivers, nuts, and bolts. Proficiency with these tools lets you add your proficiency bonus to any checks you make to repair, identify, or modify a mechanical part relating to an object.

Welding Tools. This kit includes a flint lighter, welding goggles, and a plasma cutter to cut open or make small repairs to metal objects. Proficiency with these tools lets you add your proficiency bonus to any ability checks you make to repair or cut through metal.



SPECIAL DEVICES

Over the years, the 'smiths and engineers of the future have managed to forge some fantastical things. These wondrous devices work exactly like any other magic item, but they are not just magical. As a fusion of both the arcane and artificery these special devices are a miracle of science, but are susceptible to running out of power or being hacked by nefarious ne'er-do-wells. Below is a list of these devices, including their rarity and charges held until requiring a battery recharge.

» BABEL'S UNIVERSAL TRANSLATOR

› WONDROUS DEVICE // COMMON // 1 CHARGE

This small, cylindrical device contains a microphone and a small speaker. As a bonus action, you can activate this device to record a creature's language and play it back in a language you or another creature understands for up to 8 hours. The device knows Common, Dwarvish, Elven, Giant, Gnomish, Halfling, and Orc.

» CANCELLATION ROD

› ROD (DEVICE) // UNCOMMON // 6 CHARGES

This device pulses with strange power capable of nullifying magical properties. When you hit a magical target with a Cancellation Rod, the attacker can choose to cast *dispel magic* on the target at 3rd level. The rod has 6 charges. Once all charges have been expended the rod becomes a standard baton and cannot be recharged.

» DELUMINATION DEVICE

› WONDROUS DEVICE // UNCOMMON

You can activate the catch on this small silver and black ivory lighter to magically pull in all artificial light (eg. torches, lamps, etc.) within 20 feet, requiring no action. Activating the catch again releases the light as floating moats as if you cast *dancing lights*. The lights follow the device. The device can only hold one charge of light, holding the light indefinitely until it is released again.

» ECM JAMMER

› WONDROUS DEVICE // RARE // 10 CHARGES

This small rectangular device has an illuminated panel and small dial on its front. When this device is activated, it disrupts the transfer of signals between electrical devices in the immediate area. As an action, you can expend one charge of your jammer to turn it on and temporarily disable any electrical powered device within 80 feet, for 1 minute. This includes smartphones, radio detonators, and similar devices within. The jammer has 10 charges.

Additionally, any construct within range of an activated jammer experiences extreme discomfort and is at disadvantage on any check to maintain concentration.

» HOVERBOARD

› WONDROUS DEVICE // COMMON // 1 CHARGE

This recreational board can support the weight of one Medium or smaller creature. It takes 1 hour to become proficient in its operation, and can last up to 1 hour before requiring a battery recharge. As a bonus action, you can stand on the board and activate it. The board has a hover speed of 40 feet, replacing your normal speed. The board levitates 1 foot above any solid level surface, and is immune to difficult terrain. When over a liquid surface, such as a lake or pool, the boards hover speed is 0.

» KINETIC FEEDBACK BODYSUIT

› ARMOR (LEATHER ARMOR, DEVICE) // LEGENDARY // REQUIRES ATTUNEMENT

This black, skin-tight suit is covered in kinetic sensors that can absorb, convert, and unleash any damage received while you are attuned to it. As a bonus action, you can activate the suit to begin absorbing damage for up to 1 minute. Damage taken during this time affects you as normal, but is also stored in the suit and converted to force damage. As an action, you can release this stored damage with explosive force. Any creature within 10 feet of you when you explode must make a DC 17 Constitution saving throw. On a failure, the creature takes force damage equal to the damage stored, or half as much damage on a success. Force damage stored but not used during the suit's activation disappears.



Hoverboard

THE LASER BLADE IS THE WEAPON OF CHOICE FOR MOST FORMS OF LAW ENFORCEMENT IN THE DISTANT FUTURE. WELL, AT LEAST FOR THE ONES I'VE BOTHERED TO DOCUMENT HERE THAT IS.

» LASER BLADE

» WEAPON (LONGSWORD, DEVICE) // COMMON // 1 CHARGE

This item appears to be a technical detailed rod or remote. As a bonus action, you can activate the rod to cause a blade of radiant laser to extend from it for up to 1 hour. You can deactivate the rod before this hour to save the battery, requiring no action. Once the rod has used its hour, you can recharge it, requiring a battery.

When activated, the rod becomes a long sword with the finesse property. Creatures proficient with short swords and long swords are proficient with the Laser Blade. You gain a +1 bonus to any attack roll you make with this weapon. On a hit, the weapon deals 1d8 radiant damage + your attack modifier.

While activated, the sword emits bright light up to 10 feet and dim light for an additional 15 feet. The color of the light varies but most often comes in blue, green, and red.

» LOCALIZED PORTAL JUMP VEST

» WONDROUS DEVICE // LEGENDARY // 1 CHARGE

A miniaturized version of chromomagic portal technology, this highly illegal device is worn as a vest and allows the wearer to instantly teleport anywhere they can see within 30 feet at any time, as a legendary action. As a bonus action, you can activate the vest, and it functions like the spell *misty step*. Unlike other special devices, the vest requires a superbattery to function, expending 1 charge of its superbattery per use. Recharging the vest requires the empty superbattery to be removed and a new superbattery installed just as it were any other device.

» MAGNETO-MITS

» ARMOR (GLOVES, DEVICE) // UNCOMMON // REQUIRES ATTUNEMENT

These heavy gauntlets make a mechanical whirring sound when activated. As a bonus action, you can activate both gloves to have them each imprint on any object you hold. This imprinting lasts for 12 hours and only one object can be imprinted on each glove. While activated, as a reaction, you can use the gloves to recall any object you've imprinted on within 60 feet. You must have line-of-sight to the object for it to return, and your hand must be free to catch it.

» MERGER LIFE™ 5-POINT COMBAT INJECTION GLOVE

» ARMOR (GLOVE, DEVICE) // UNCOMMON // 1 CHARGE

This glove contains a glass cartridge that feeds into a set of retractable needles on the end of each finger. During downtime, you can fill this cartridge with any liquid substance (such as a potion or poison) and store it.

As a bonus action, you can touch a creature and inject the glove's contents into them. If the target is a hostile creature, you can make an unarmed attack roll to inject the contents of the glove. Your hand must be empty to use this ability. The glove doesn't require a battery but using it drains its contents, requiring it to be refilled before reuse.

» PROGRAMMER'S GAUNTLET

» ARMOR (GLOVE, DEVICE) // UNCOMMON // 1 CHARGE REQUIRES ATTUNEMENT

This light gray and black glove is bulky and features a small archaic directional system on the forearm. It can be used in place of *programmer's tools*. Once attuned to this glove, when you attempt to hack into a device or system, you can double your proficiency bonus. Additionally, when wearing the glove, on a critical hit with a melee weapon held by your gloved hand, the glove deals an extra 2d4 lightning damage. This drains the glove's battery, requiring a recharge before reuse.

» ROCKET STOMPERS

» ARMOR (BOOTS, DEVICE) // UNCOMMON

Originally used for crushing mining rubble. As an action, you can activate these boots to launch yourself up to 30 feet in any direction but down. If you land in another creature's space, that creature is pushed into the next unoccupied space and must make a DC 10 + your proficiency bonus Dexterity saving throw or be knocked prone.



ANCIENT RELICS

Even the future has history. Buried away deep beneath the surface, or within the varied shops of antiquity, these new treasures are just waiting to be found.

» ANVIL OF THE CLOCKSMITH

» LEGENDARY ITEM // UNIQUE

The Clocksmith was a time-traveling mountain dwarf that went back in time to place dwarves as the true masters of invention. The anvil is imbued with centuries of magical technical innovation. Any item or device crafted on the anvil grants a +1 bonus to one check made using the item. The anvil weighs 120 pounds and can fit in a backpack. The technomagical properties granted by the anvil are limited, allowing only one item per day to be crafted using it.

» CHARGING CLOAK

» WONDROUS ITEM // UNCOMMON // REQUIRES ATTUNEMENT

A charging cloak can power devices as if it were a battery. The cloak produces 3 charges per day, resetting at dawn. As an action, when attuned to this item, you can touch a device and expend any number of charges to charge it.

» CUBE OF THE FOURTH DIMENSION

» LEGENDARY DEVICE // UNIQUE // REQUIRES ATTUNEMENT

This fist-sized puzzle cube is made of reflective star metal and weighs approximately 5 pounds. It's exterior is made up of six sides, each separated into nine sections which, when aligned, create a unique constellation of stars. An internal pivot mechanism allows each face of the cube to turn independently. While the stars on the cube remain unaligned, the cube is locked. The cube can only be unlocked by rotating it's mechanisms so each side of the cube presents a unique destination in time and space.

You must have an Intelligence of 18 or higher to attempt unlocking the cube. Once attuned, as an action you can attempt to unlock the cube by making a DC 18 Intelligence check. A cube previously unlocked by you does not require another Intelligence check to be unlocked. On a success, the cube creates a 10-foot diameter sphere of shimmering force centered on its position. The sphere becomes a microcosm of the astral dimension, protecting you and any creatures inside it from paradox. While active, no creature, object, or effect can affect the world beyond or within the sphere, and creatures can breathe as normal.

While inside the sphere, as an action, once a day, you can cast the spells *time travel* and *plane shift* together and teleport all creatures within the sphere to a time and place you designate anywhere in the multiverse.

» LIUTPRAND'S SAND POUCH

» WONDROUS ITEM // VERY RARE

This small canvas pouch holds thousands of grains of enchanted sand. As an action, you can blow a handful of this sand from the pouch across any solid surface up to 5 feet from your position. There are 10 handfuls of sand in the pouch. It takes an entire handful of sand to gain this item's effect. On your next turn, the sand multiplies into a storm that and covers a 20 foot square area from its point of origin. The sand damages the surrounding structure, aging it horribly, severing cables, fracturing brick work, and rusting plumbing pipes. The area becomes difficult terrain and impedes the power and communication of devices. Any physical or digital movement (eg. hacking, sending a message, locating a file, etc.) in this area is done at half speed. After 24 hours the effect of the sand ends. If a creature is standing in the area when used, it must make a DC 12 Constitution saving throw. On a failure, the creature takes 3d10 necrotic damage. At the start of each of the creature's turns, if it is still within the area of the sand's effect, it takes an additional 1d10 necrotic damage.

» SCARAB BOX

» WONDROUS ITEM // RARE

Shaking this small silver snuff box produces a hissing sound as 1d8 tiny copper scarabs form inside it. When conjured, for 1 hour, the scarabs function as if they were constantly casting the cantrip *message*. Any creature within 1 foot of a scarab automatically transmits a message to the other scarabs from the same conjuration. The scarabs range is 120 feet and it can broadcast through solid objects. Magical silence blocks the scarabs ability. After 1 hour, the scarabs magic ends but the scarabs remain.

» SUIT OF THE TIMELESS ONE

» ARMOR (STUDED LEATHER) // LEGENDARY // REQUIRES ATTUNEMENT // CURSED

This full-body leather suit consists of studded leather armor, a face mask affixed with thick goggles, and is paired with an otherwise unremarkable looking set of gloves and boots. When you wear this suit in it's entirety and become attuned, you gain the properties of studded leather armor and become immune to the effects of aging. You can no longer be aged by physical or magical means, and are immune to necrotic damage.

This suit is cursed. Once attuned, at the end of a long rest your memory resets, forgetting all events that have taken place since you attuned.



MODERN ARCANUM

Progress, does not exist in a vacuum. In the future, the marvelous technology of the age shares equal marvel in the development of the arcane. Like all innovations, research and experimentation is born out of necessity.

With an environment so dependent on technology, new spells are developed to interact with it. In some futures, this new kind of magic may be extremely rare, and in others, incredibly saturated, possibly even sold on every street corner. Regardless of how little or much of this new technical style of magic may exist in the future, with the discovery of time travel, there will always be Chronomancy.

NEW SCHOOL MAGIC

Thanks to the amazing explorations of magic in centuries past, two new schools of magic have emerged that can be taken by just about any studied and native caster of magic. Many of the material components need to cast spells related to these two new schools of magic can be hard to find, requiring the visit of science labs and other specialist locales.

TECHNOMANCY

Technomancy is the practice of manipulating machines and complex devices through the use of magic. Tapping into the thread that binds all living things, Technomancy exploits the complex thought processes of computers and other devices to install them with elements of the arcane. Sharing similarities with divination magic, Technomancy is most often used for data infiltration and exfiltration.

CHRONOMANCY

Chronomancy is the practice of manipulating time and space through the use of magic. With it, fearless explorers of magic have evolved such spells as teleport and plane shift to create new applications of the arcane. A Chronomancer is generally extremely rare, and learning these new spells is especially difficult. Schools that teach Chronomancy are practically unheard of due to the very secretive nature of time magic. This secrecy is respectfully born out of fear, due to the catastrophic power that it possesses.

WARNING! WHAT YOU ARE ABOUT TO READ HERE COULD BE SERIOUSLY UPSETTING TO THE SPACE TIME CONTINUUM! REMEMBER TRAVELING TO THE PAST IS EASY. IT'S GETTING BACK THAT'S HARD.

MODERN ARCANUM SPELL LIST

The following spells are suitable for the sorcerer, warlock, or wizard spell lists. Spells marked * are suitable for the cleric spell list. Spells marked with + are suitable for the paladin spell list only.

Cantrips (0 Level)

Detect Network
Detect Time
Minor Ripple
Time Bolt

1st Level

Desynchronize
Eternity Beam
Power Up
Remote Access

2nd Level

Alter Probability
Greater Mending *
Protection from Paradox +
Temporal Smite +

3rd Level

Chronospheric Maelstrom
Overclock
Execute Callback
Purveying Glitch
Timeshare

4th Level

Malware's Personal Assistant
Find Vehicle +
Pause
Search History
Time Loop

5th Level

Animate Construct
Show Deaths
Steal Time
Black Out

6th Level

Agelessness
Inner-Space
Sands of Time

7th Level

Liutprand's Timestorm
Quantum Reversion *

8th Level

Chronologic Thrust
Time Travel

9th Level

Electromagnetic Pulse
Reverse Time

MODERN SPELLS LIST

» AGELESSNESS

› 6TH-LEVEL CHRONOMANCY (RITUAL)

Casting Time: 1 hour

Range: Self

Components: V, S, M (ghost in a jar)

Duration: 1 day

You halt time within yourself, holding your life-force in place, allowing you to live for all eternity. During this time, you do not age, cannot become exhausted by non-magical means, and do not require food or water to live. The spell also protects you against immediate death from other spells. If you are subjected to a spell effect that would kill you instantly, the effect is negated and the spell ends.

» ALTER PROBABILITY

› 2ND-LEVEL CHRONOMANCY

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

You subtly shift the nature of probability around a creature you touch. While the spell is active, the creature is at advantage on every roll they make for the duration.

The creature gains the ability to subconsciously initiate random phenomena to alter the chance of success in their favor. This can manifest as anything from a piece of debris falling on a platform, catapulting them to safety, or consistent breaks in traffic, allowing them to flee a high speed chase. This phenomena effects the creature only, requiring the creature to be engaging with an action directly to alter its chance of success.

In the event another creature is under the effect of this spell, the creature with the higher Initiative can attempt to act or have their action resolve first.

» ANIMATE CONSTRUCT

› 5TH-LEVEL TECHNOMANCY

Casting Time: 1 minute

Range: 90 feet

Components: V, S, M (a microchip worth 5,000C, which the spell consumes)

Duration: Instantaneous

You pull together technical trash from the area around you and form a construct made of scrap. The construct is instilled with a small measure of sentience but operates under your control. Refer to the Animated Construct stat block for details. The construct is friendly to you and creatures you designate. The construct acts on your Initiative, and it

OHAY, NO, LOOK, I'M BEING SERIOUS. DO NOT GO MESSING AROUND WITH THIS STUFF WILLY-NILLY! TIME ISN'T SOME PLAYTHING YOU CAN JUST BUMP AROUND WITH. YOU COULD LITERALLY UNMAKE YOUR REALITY AND END AN ENTIRE UNIVERSE.

obeys your spoken commands, moving and acting in accordance with your wishes. If you don't issue any commands to the construct, it defends itself from hostile creatures but otherwise takes no actions. It can make two melee attacks as an action on its turn. On a successful hit, the construct deals 2d8 + 7 bludgeoning damage. The construct is resistant to non-magical piercing, bludgeoning, and slashing damage.

This construct lacks the ability to learn or become more powerful, so it never increases its level or other abilities. If the construct is damaged, you can repair it in a workshop, using discarded devices and components worth 1000C per hit point it regains. When the construct reaches 0 hit points it immediately reverts back into trash. If you cast this spell again, any currently active constructs you've created with this spell are instantly dismantled and destroyed.

ANIMATED CONSTRUCT

Medium construct, unaligned

Armor Class 15 (natural armor)

Hit Points 133 (14d8 + 70)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+7)	10 (+0)	21 (+5)	8 (-1)	10 (+0)	8 (-1)

Damage Resistances bludgeoning, piercing, and slashing from non-magical attacks

Damage Vulnerabilities lightning

Damage Immunities poison, psychic

Condition Immunities poisoned

Senses darkvision 60ft., passive Perception 10

Languages –

Challenge 5 (1,800 XP)

Immutable Form. The construct is immune to any spell or effect that would alter its form.

Constructed Nature. The construct doesn't require air, food, drink, or sleep.

Lightning Susceptibility. When the construct takes lightning damage, it must succeed on a DC 14 Constitution saving throw or be stunned until the end of its next turn.

ACTIONS

Multiattack. The construct makes two melee attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.
Hit: 4 (2d8 + 7) bludgeoning damage.

» BLACK OUT

› 5TH-LEVEL TECHNOMANCY

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a 40-foot radius sphere of noise that interrupts the flow of power centered on a point you designate within range. When casting this spell, all devices dependent on electrical or battery power within this area are powered down and rendered non-functional. Communication via radio, smartphone, or other hard-line or wireless device, is also disrupted. When the spell ends, all power returns to the area and all devices suffering from the non-functional condition return to their previous state.

» CHRONOLOGIC THRUST

› 8TH-LEVEL CHRONOMANCY

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You thrust a creature forward in time. When you cast this spell, the target must make a Charisma saving throw or be shifted out of time, disappearing from every plane of existence for 1d10 rounds. During this time it suffers from the same limitations of the unconscious condition. When the target returns, this condition ends.

» CHRONOSPHERIC MAELSTROM

› 3RD-LEVEL CHRONOMANCY

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a crystal quartz worth 1,000 C)

Duration: Concentration, up to 1 minute

You create a maelstrom of temporal chaos in a 10-foot radius centered on a point within range. Creatures caught in the maelstrom must make a Constitution saving throw, taking 3d6 force damage on a failed save, or half as much damage on a successful one. A creature that ends their turn within the maelstrom must make an additional Constitution Saving throw and their age changes 1d8 years. On an even numbered result, the creature is older by that number of years. On an odd numbered result, the creature is younger by that number of years. The maelstrom's area is considered difficult terrain. When a creature leaves the maelstrom's area, all aging effects end, and the creature returns to their original age.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage dealt by the maelstrom increases by 1d6 for each spell level above 3rd.

» DESYNCHRONIZE

› 1ST-LEVEL CHRONOMANCY

Casting Time: 1 action

Range: Touch

Components: S, V

Duration: 1 round

You touch a willing creature and temporarily desync them out of time. For the duration, any noise or movement made by the creature is delayed, effectively making them silent and invisible. At the end of their next turn, any noise or movement they've made in the previous round can be seen and heard in the exact same point it originated from in their previous turn. This can be disorienting, allowing a creature to flank creatures with a temporary duplicate of themselves or grant themselves advantage on any check made to stealth or Hide.

At Higher Levels. When you cast this spell with a spell slot of 3rd or 4th level, you can target one additional creature. When you cast this spell with a spell slot of 5th or 6th level, you can target two additional creatures. When you cast this spell with a spell slot of 7th level or above, you can target three additional creatures.

» DETECT NETWORK

› TECHNOMANCY CANTRIP

Casting Time: 1 action

Range: Self

Components: S

Duration: Concentration, up to 10 minutes

For the duration, you sense the presence of active networks within 120 feet of you. If you detect a network in this way, you learn the name of the network, and you also see a faint aura around any devices in the area connected to it. The aura cannot be seen through solid objects but you do get a sense to the location of the device's connection point.

» DETECT TIME

› CHRONOMANCY CANTRIP

Casting Time: 1 action

Range: Self

Components: S

Duration: Instantaneous

You sense the patterns within time and space, and learn the time of day. You can cast this spell at any time, in any place, without hindrance outside of casting in an area devoid or incapable of magic.

CHRONOMANCY: COMBINATION OF LATINIZED GREEK, "KHRONOS" (TIME), AND OLD FRENCH "MANCIA" (DIVINATION BY MEANS OF.).

A SPELL LIKE THIS CAN BE SO DEVASTATING TO A CONSTRUCT THEY'VE ACTUALLY DESIGNED ARMOR TO PROTECT THEM AGAINST IT.

» ELECTROMAGNETIC PULSE

› 9TH-LEVEL TECHNOMANCY

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

You send a powerful burst of electrical radiation that almost destroys any device or machine requiring power in a 80-foot radius sphere, centered on your position. Any devices you carry are unaffected by this spell. Any device requiring power immediately suffers from the non-functional condition and receives three levels of fragmentation. This spell also affects constructs. Constructs caught in this area must make a Charisma saving throw to negate the non-functional condition of this spell, and receive one level of fragmentation.

» ETERNITY BEAM

› 1ST-LEVEL CHRONOMANCY

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a small rod of zircon crystal)

Duration: Concentration, up to 1 minute

You blast a 10 foot wide beam of pure astral energy in a straight line from your location that rapidly ages any creature it touches.

Any creature that starts their turn in this area, or enters the area for the first time on its turn makes a Constitution saving throw. On a failure, the creature rolls 1d6 and temporarily ages that many years, taking necrotic damage equal to this roll.

When a creature exits the beam, they revert back to their original age before they were within the beam. If a creature that has been aged by this spell in this way reaches their maximum age limit, their hit points drop to 0, and they regain 1 hit point once they are no longer in the beam.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, both the damage and the aging process increases by 1d6 for each spell level above 2nd.

» EXECUTE CALLBACK

› 3RD-LEVEL TECHNOMANCY

Casting Time: 1 minute

Range: Self

Components: V, S, M (a small length of phone cord)

Duration: Concentration, up to 10 minutes

When casting this spell, you can target a creature you know and cause the closest device (such as a phone or computer)

within 120 feet of the target to signal a message. If there is no device capable of receiving the communication, or the target is out of range of the device, the spell fails.

When seeing or hearing the device's signal, the target must make a Charisma saving throw, or be compelled to answer it. Upon answering the signal, the target is able to communicate with you perfectly. For the duration of the spell, the target cannot end this communication. At the end of each of its turns the creature can make another Charisma saving throw. On a success, the spell ends.

» FIND VEHICLE

› 4TH-LEVEL TECHNOMANCY

Casting Time: 10 minutes

Range: 30 feet

Components: V, S

Duration: Instantaneous

You summon a spirit that assumes the form of an intelligent land vehicle. Appearing in an unoccupied space within range, the vehicle takes on a form reflective of your nature. For example, if you are of holy origins, the vehicle could appear sleek and stylish with a finish of white pearlescent gold that beams with radiance. Inversely, if you are of a vengeful spirit, your vehicle might appear heavy and black with large chrome exhausts that spew fire and smoke. The vehicle can carry up to 2 people, plus any equipment up to three times its occupants combined carry weight. Only passengers you allow can enter the vehicle. Any creature that attempts to occupy the vehicles interior that you have not allowed is automatically ejected into the nearest unoccupied space within 5 feet.

Your vehicle serves you as a mode of transport, both in and out of combat. While your vehicle remains within 1 mile of you, you can remotely control your vehicle to move as if you were physically behind the wheel, requiring no action. Additionally, any spell you cast that targets only you also targets your vehicle.

When the vehicle drops to 0 hit points, all creatures and equipment within the vehicle are ejected into the nearest unoccupied space within 5 feet, and the vehicle disappears. You can also dismiss your vehicle at any time as an action, causing it to disappear. In either case, casting this spell again summons the same vehicle, restored to its hit point maximum.

While your vehicle is within 1 mile of you, you know exactly where it is at all times and know when it is under attack or being tampered with. You can't have more than one vehicle bonded by this spell at a time. As an action, you can release the vehicle from its bond at any time, causing it to disappear.

At Higher Levels. When casting this spell using a spell slot of 4th level or higher, you can choose to do one or both of the following:

- › The passenger carry limit or armor class increases by a number equal to the level of spell slot used.
- › The vehicle type is changed to land, sea, or air. The vehicles movement counts appropriately to its new form of travel and all abilities, statistics and features of the summoned vehicle do not change.

SUMMONED VEHICLE

Large celestial, no alignment

Armor Class 8 (natural armor)
Hit Points 41 (4d12 + 8)
Acceleration Speed 60 ft.
Top Speed 90 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+8)	0 (-5)	14 (+2)	0 (-5)	0 (-5)	8 (-1)

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses –
Languages Any languages its summoner knows.
Challenge 5 (1,800 XP)

Vehicle Type. The vehicle can only assume one form type (land, sea, or air) when summoned and remains in this form type until dismissed.

Immutable Form. The vehicle cannot be affected by any spell or ability that would alter its form such as the *polymorph* spell.

Remote Control. The vehicle requires its summoner to move and cannot take an action not commanded by its summoner. The summoner requires no action to command the vehicle.

Innate Connection. The vehicle sends a telepathic alert to its summoner when taking damage or being tampered with, if its summoner is within 1 mile of its location.

Spacious Interior. The vehicle can carry a number of occupants equal to the spell slot used by its summoner to conjure the vehicle.

ACTIONS

Ram (requires Move action). The vehicle moves up to its speed in a straight line and enters a Large or smaller targets space. Each target makes a DC 16 Dexterity saving throw to avoid being rammed. Non-sentient targets automatically fail this saving throw. On a success, the target is pushed 5 feet into the nearest unoccupied space. On a failure, the target takes 21 (6d6) bludgeoning damage, is pushed 10 feet into the nearest unoccupied space, and knocked prone.

MET A GUY THAT CALLED HIMSELF "THE DOCTOR"
 ONCE WHO WOULD CAST THIS SPELL ALL THE TIME.

› GREATER MENDING

› 2ND-LEVEL TECHNOMANCY

Casting Time: 1 action

Range: Touch

Components: V, S, M (a screwdriver)

Duration: Instantaneous

This spell repairs broken objects and devices you can touch, such as a broken axle, a shattered screen, a torn sheet, or repairing a level of fragmentation in a device or construct. You can repair objects and devices of any size, leaving no trace of the former damage. This spell can be used to repair damaged constructs, granting them hit points equal to 1d8 + your spellcasting ability modifier.

At Higher Levels. When you cast this spell with a spell slot of 3rd level or higher, your healing increases by 1d8 for each spell slot above 2nd.

› INNER SPACE

› 6TH-LEVEL TECHNOMANCY

Casting Time: 1 action

Range: Touch

Components: S

Duration: Special

You clutch a network hard-line and instantly transfer the conscious of yourself and up to five other willing creatures into a virtual space within that network. When you enter the Inner-Space, your body is considered incapacitated, yet your mind remains conscious within the Inner-Space. You can exit the Inner-Space and return your consciousness to your physical body at any time, requiring no action.

Inside this room it is completely white with no way to discern the distance, size, or shape of the area. The room has gravity as if you were walking on a stable surface but when you move it's as if you move in place. The atmosphere is clean and warm. While in this space you can be tracked or hacked via technological methods to know where in the network you are.

This space can conjure literally anything you've ever encountered without cost. Such things could be weapons, books, and other simple objects. You cannot summon creatures of any kind. Objects summoned behave just as they would in the real world. The amount of what you conjure is unlimited. Any conjurations, effect, or damage taken while in this room is considered virtual and does not remain once you exit this space. Advantages to this space include training to gain proficiency in new skills, tools, or vehicles.

"IT WAS A SHADY FLIGHT INTO THE DANGEROUS
 WORLD OF A MAN WHO DOES NOT EXIST. HIT MIDNIGHT,
 A YOUNG LONER ON A CRUSADE TO CHAMPION THE
 CAUSE OF THE INNOCENT, THE POWERLESS, THE
 HELPLESS IN A WORLD OF CRIMINALS."

– NARRATION, MIDNIGHT RIDER, TV SHOW

While inside the room, you are not aware of the outside world unless damaged. All damage taken by your physical body in the outside world, is dealt to your mind as psychic damage. When you take damage you are immediately aware you are under attack. When a creature is reduced to 0 hit points either inside or outside the Inner-Space, they immediately exit and rejoin their body.

» LIUTPRAND'S TIMESTORM

› 7TH-LEVEL CHRONOMANCY

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a fistful of coarse sand)

Duration: Concentration, up to 1 minute

A blistering tornado of chromomantically infused sands swirls upwards into a 20-foot radius, 40 foot high cylinder centered on a point within range. The sand turns the area into difficult terrain and is heavily obscured. Unattended objects in this cylinder of a Large or smaller size are pulled into the cylinder's center.

Creatures caught in the storm must make a Strength saving throw, taking 10d6 piercing damage and 2d6 necrotic damage, and are pulled into the cylinder's center on a failed save, or half as much damage and not pulled to the center on a successful one. A creature that starts their turn within the storm can make an additional Strength saving throw to escape the storm. A creature that ends their turn inside the storm must make a Constitution Saving throw and their age changes 1d20 years.

The aging effect dealt by this spell is considered permanent. If a creature that has been aged by this spell in this way reaches their maximum age limit, their hit points drop to 0. Any creature that dies within the storm from the effect of this spell is disintegrated. The creature, as well as everything worn by the creature, except magic items, is reduced to sand and scattered into the storm.

» MALWARE'S PERSONAL ASSISTANT

› 4TH-LEVEL TECHNOMANCY

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 10 minutes

You touch a single device or computer system to conjure Malware's Personal Assistant, a minor sentient program of artificial intelligence imprinted with a small measure of your own abilities and skills.

Once you have cast this spell, for the duration you can use a bonus action to make your Personal Assistant execute a device related task normally requiring an action.

The Personal Assistant makes Intelligence checks using your ability score and proficiency bonus.

You are able to communicate with your Personal Assistant telepathically out to a range of 250 feet from the device or system the Personal Assistant is attached to. If you move beyond this range, the Personal Assistant ceases its function, but it remains within the system or device. Moving back into range reestablishes your connection with the Personal Assistant.

The Personal Assistant cannot leave a system or device it is attached to, remaining attached until it is dismissed or the spell expires.

At Higher Levels. When casting this spell using a spell slot of 6th level or higher, the duration of the spell is 1 hour. Additionally, if you leave the range of contact with your Personal Assistant, it continues to perform its task for the duration of the spell.

» MINOR RIPPLE

› TECHNOMANCY CANTRIP

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 minute

You affect a minor change in a tiny device within range that you can see. You can make the device perform one of the following actions for one minute:

- › Change the displayed time or date.
- › Loop 2 seconds of audio or video.
- › Alter the pitch of sound waves it broadcasts.
- › Alter the color or brightness of the device's display.
- › Broadcast feedback noise, detectable up to 30 feet.

» OVERCLOCK

› 3RD-LEVEL TECHNOMANCY

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 10 seconds

You touch a device requiring power and charge it with arcane energy. For the duration of the spell, if capable of dealing damage, the device deals an additional 1d6 lightning damage. If the device is worn by a creature, such as an augmentation, the creature can make a Wisdom saving throw. Friendly creatures can choose to automatically fail this saving throw. On a failure, the device is overclocked. If the device can move, its movement speed is multiplied up to two times its normal speed for the duration. When the spell ends, the afflicted device deals 1d6 lightning damage to its user, and becomes non-functional for two hours.

"EVEN A BROKEN CLOCK IS RIGHT TWICE A DAY."

COMMON PHRASE OF THE FUTURE. SUGGESTS THAT EVEN FOOLS MAY BE CORRECT GIVEN THE RIGHT CIRCUMSTANCES. I PREFER TO JUST FIX THE CLOCK.

» PAUSE

› 4TH-LEVEL CHRONOMANCY

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a broken watch)

Duration: Concentration, up to 1 minute

Choose a creature or object that you can see within range. The target must succeed on a Wisdom saving throw or be paused in time for the duration. Objects automatically fail this saving throw.

For the duration, the target becomes magically fixed in place, even if it defies gravity. The target is immune to all damage during this time and it can't be targeted by any spells that would require a saving throw. The target cannot be moved or interacted with in any way, and all effects with a duration affecting the target are paused in time. At the end of the target's turn, it can make another Wisdom saving throw. On a success, the spells effect ends.

» PURVEYING GLITCH

› 3RD-LEVEL TECHNOMANCY

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a 20-foot cube of disruptive carrier waves centered on a point within range that cause devices to behave against their programming. Any device not currently controlled by a creature is automatically affected. If a device is being controlled by a creature, the creature must make a Wisdom saving throw to prevent the device from glitching.

At the start of each of your turns, for the spell's duration, roll a d4 for every affected device to determine that device's behavior. This behavior lasts until the start of your next turn while the spell is in effect, unless otherwise stated.

d4 Result

1	The device shuts down and must be powered up.
2	The device controls malfunction, preventing further use.
3	The device suffers the non-functional condition.
4	The device experiences a power surge, arcing electricity at a random creature within 5 feet. The creature makes a Dexterity saving throw, taking 6d6 lightning damage on a failed save, or half as much damage on a successful one.

» POWER UP

› 1ST-LEVEL TECHNOMANCY

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

You touch a Small or smaller device and charge it for the spell's duration. When casting this spell, the device functions as it normally would if it had conventional power.

This spell can affect any handheld device, effectively giving the equivalent of one battery charge worth of power.

» PROTECTION FROM PARADOX

› 2ND-LEVEL CHRONOMANCY

Casting Time: 1 action

Range: Touch

Components: V, S, M (leather band of a wrist watch)

Duration: 1 hour

You reach out and shield one creature against paradox for the spell's duration. A creature protected by paradox does not roll on the Paradoxical Revision Event table and becomes immune to any spell effect or ability that would grant them advantage or disadvantage on any roll.

At Higher Levels. When you cast this spell with a spell slot of 3rd level or higher, you remove the immunity factor of this spell.

» QUANTUM REVERSION

› 7TH-LEVEL CHRONOMANCY

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (an hourglass worth 7,500C, which is consumed by the spell)

Duration: Concentration, up to 3 rounds

You rip a space in time apart and twist it to reverse damage dealt to creatures within 30 feet of you. For each round you continue to concentrate, the outcome on the targeted creatures, and yourself, changes. Hit points returned by this spell cannot exceed a creature's hit point maximum.

Round Result

1	When you cast this spell using your concentration, any creature currently at 0 hit points that you choose within range is stabilized.
2	On your second round of concentration after casting this spell, all stabilized creatures that you choose within range regains 1 hit point. You gain 1 level of exhaustion.
3	On your third round of concentration after casting this spell, all creatures within range that you choose regains all hit points. You gain three levels of exhaustion.

» REMOTE ACCESS

› 1ST-LEVEL TECHNOMANCY

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 10 minutes

You can use one device within range as if it were in your hands. The effect of this spell does not count as telekinesis or telepathy, but rather allows you to simulate a device's functions wirelessly. You are only able to access functions a general user of the device would be able to access.

» REVERSE TIME

› 9TH-LEVEL CHRONOMANCY

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a bundled roll of shredded paper)

Duration: 1 hour

You send the consciousness of yourself and up to 6 other creatures of your choosing backwards in time. The creatures' consciousness arrives back in time exactly 1 hour before you cast this spell, and they remember the events to come.

The effect of this spell results in anomalies occurring throughout the timeline. For example, if you know you are expecting to confront a goblin, you might instead confront kobolds or other creatures of a similar challenge rating. When a creature under the effect of this spell repeats an action they have made in the past hour, the creature has advantage on any roll made to recomplete that action.

At the end of the spell's duration, each creature that was under the effect of this spell must make a Wisdom saving throw or take 2d12 psychic damage, or half as much damage on a successful saving throw.

The stress of casting this spell weakens you. After experiencing this stress, each time you cast a spell you take 1d10 necrotic damage per level of that spell. This damage cannot be reduced or prevented in any way. Additionally, your Strength ability score drops by 1, if it isn't 3 or lower already, for 24 hours. The effects of the spell end when you finish a long rest.

» SANDS OF TIME

› 6TH-LEVEL CHRONOMANCY

Casting Time: 1 round

Range: 60 feet

Components: V, S, M (a flask of sand from the ocean floor)

Duration: Concentration, up to 1 minute

You transform a 30-foot area into sinking sand, centered on a point within range. The spell warps this area, making it difficult terrain for the duration of the spell. Creatures

inside the spell's area are restrained and begin sinking into the sand. At the start of their turn, a restrained creature can make a Strength (athletics) check to escape the sand. On a failure, the restrained creature sinks 1d4 + 1 feet into the sand. The sand is 30 feet deep. A creature restrained by the sand takes 2d6 necrotic damage for each foot they sink into the sand. A creature that is completely submerged in the sand is restrained, prone, blinded, and deafened, and begins suffocating.

» SEARCH HISTORY

› 4TH-LEVEL CHRONOMANCY

Casting Time: 1 minute

Range: Self

Components: V, S, M (glass eye worth at least 1,000C)

Duration: Concentration, up to 1 minute

You cast your senses backwards in time. You can perceive an area up to a 200-foot radius centered on your location. You must specify the exact time you wish to see, which cannot be more than 10 years ago. The location appears as it was at the time you specify, and it shows any events that occurred at that time. When viewing the past you are able to discern detail and hear conversation as normal. Creatures act exactly as they did during the time you specified, and they remain completely unaware of your presence, unless detecting you with magic. If your presence is detected in the past, you appear as a shadowy specter. A creature can target you in this form. While perceiving the past, you can look in any direction, but you cannot interact with anything or pass through solid objects, and you are blind and deaf to your present surroundings.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can choose to perceive a time up to 100 years ago. When you cast this spell using a spell slot of 8th level or higher, you can choose to perceive a time up to 1,000 years ago.

» SHOW DEATHS

› 5TH-LEVEL CHRONOMANCY

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a piece of wood at least 100 years old)

Duration: Concentration, up to 1 minute

You target one creature you can see and attempt to show them the millions of ways they've died across time. The creature must make a Wisdom saving throw, or take 2d10 psychic damage and become incapacitated and frightened for the spell's duration. The creature knows you are the source of these horrors. At the start of their turn, the creature can make a Wisdom saving throw to see past these horrors back into reality, and the spell's effect ends.

» STEAL TIME

› 5TH-LEVEL CHRONOMANCY

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (shard of broken mirror)

Duration: Instantaneous

You target a creature you can see within range and attempt to steal their time. The target must make a Constitution saving throw, taking 4d8 necrotic damage on a failed save, or half as much damage on a successful one. On a failure, if the creature has yet to use it's reaction this round, you gain an additional reaction.

» TEMPORAL SMITE

› 2ND-LEVEL CHRONOMANCY

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit a creature with a weapon attack before this spell ends, the weapon creates a tear in the fabric of time and space. The attack deals an extra 2d6 necrotic damage to the target, and creates a small tear in time and space at the creature's position. At the start of their turn, any creature within the tear's position takes 1d6 necrotic damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the extra damage increases by 1d6 for each slot level above 2nd.

» TIME BOLT

› CHRONOMANCY CANTRIP

Casting Time: 1 action

Range: 120 feet

Components: S

Duration: Instantaneous

You compress a ball of astral energy and launch it towards a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d6 necrotic damage and cannot take reactions until the start of its next turn.

The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

» TIME TRAVEL

› 8TH-LEVEL CHRONOMANCY

Casting Time: 1 minute

Range: 10 feet

Components: V, M (Rare chalks infused with precious gem dust worth 2,500 C, which the spell consumes)

Duration: 1 round

As you cast the spell, you draw a 10-foot-diameter circle on the ground inscribed with sigils representing the time of day, month, and year of your destination in time. You must know your destination in specific terms, naming the time of day, month, and year as you cast this spell. You can only travel to a destination in time upon the same plane of existence as you. When you do so, a shimmering portal opens within the circle you drew and remains open until the end of your next turn. Any creature that enters the portal instantly travels to that point in time and appears in the exact same location in which the spell is cast or in the nearest unoccupied space if that space is occupied.

» TIME LOOP

› 4TH-LEVEL CHRONOMANCY

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a gold band worth 2,500 C)

Duration: Concentration, up to 1 minute

You create a 20-foot cube of enchanted looped time centered on a point within range. At the start of their turn, any creature caught within this cube must make a Wisdom saving throw. On a failure, any creature within the cube that makes an action, must make the same action on all subsequent turns. For example, if a creature moves and takes the Attack action on it's turn, it must move and make the same Attack action on it's next turn. When an action cannot be repeated, the creature can make another Wisdom saving throw. For example, if the creature were to walk across the room to open a door while under the influence of this spell, the creature can make a Wisdom saving throw due to being able to open the already opened door. On a success, the effect of the spell ends for that creature.

» TIMESHARE

› 3RD-LEVEL CHRONOMANCY

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You point at a creature you can see within range and give it your time. You forgo your bonus action and reaction for this turn. When you cast this spell, the target gains a full action. You cannot cast this spell if you have already used your action on this turn.

“I HAD BEEN SHOWN MY DEATH, AND IT TOOK FORM AS A JET BLACK RIDER UPON A STEED OF CHROME WITH LASERS FIRING FROM IT'S MAW. IT WAS AWESOME.”
— ELIZA WINDOWCRASH



THE INFERNAL PARADOX

AN ADVENTURE THROUGH TIME

INTRODUCING TIME TRAVEL

Introducing time travel to an existing campaign can be tricky, or it can be exceedingly simple. A common expression found in self-help books across the multiverse is, “The only way out, is through” and it is with that in mind that this adventure has been provided for GM’s to introduce time travel into their campaign in a direct way, regardless of the realm setting.

ADVENTURE SYNOPSIS

Designed for 1st-level adventurers, this story introduces the party to the android sorceress, E113, or “Elle”. A former demon turned powerful lich, Elle has stolen the Cube of the 4th Dimension, a powerful relic of time that she uses to make herself more powerful across the multiverse.

Her archnemesis, Dr Julius Luitprand, is hot on her trail and out to stop her. As a brilliant scientist and inventor, the human wizard Luitprand is on a mad chase through time to stop her before she ever left the Infernal Realm in the first place.

Accidents happen in time travel though, and in activating his device, Luitprand will accidentally bring the party along for the ride! Sent deep into the future’s past and into the Infernal Realm itself, the party will need to fight their way to Elle and destroy her before its too late. Clock’s ticking.

BEFORE YOU BEGIN

Since you’ll be introducing a few new elements from this guide into your campaign, the following section should be read in full and it’s highlighted issues accounted for.

» TERMINOLOGY

The adventure makes several references to Realms or Dimensions, and Infernus. Realms and Dimensions are substitute words for planes of existence. When referring to the Infernal Realm and the demon locale of Infernus, these are placeholder locations that you can substitute for any hellish plane of existence and demonic location your campaign may encounter. Any plane or place that fiends might call home will suffice in their stead.

» TIME TRAVEL

The adventure does not assume how you intend to treat time travel. You can use any of the suggested theories on time travel listed in *The Chronomancer’s Guide to the Future*, or you can come up with your own (though it is recommended you use a theory from this guide).

» TIME + PLACE

This adventure takes place in a city or settlement of large population at a time where a minor amount of technological development has occurred. There should be a history of development and enough prosperity for the location that its likely it will still exist in the future. Getting the players into the adventure should be easy enough as it is a story that comes to them, but should there be difficulty, the easiest way is to begin the story at **Part I: Infernus**.

» ALTERNATE TIMES + PLANES

This adventure is written to be setting and timeline neutral. When you run this adventure, it may at times refer to going into the future or the past. If your timeline and setting would suggest a change to this, simply change your timeline as needed in the most logical way. The future may become the past, and the past can become the future, for example.

» SUGGESTED SOUNDTRACKS

The plane of existence the players are about to enter is filled with wild war machines and hellish desert landscapes of the future. This adventure recommends the album “Hard West” by Marcin Przybyłowicz or “Mad Max Fury Road” by Junkie XL when attempting to set an atmosphere.

INTRODUCTION

“The rumbling of wheels on the roads, the clattering of wares in shops and stalls, the scuffing of feet on pavements: The sound of the city becomes like white noise after a while, almost soothing. Even the bad sounds, like screaming in the night, or the wailing bells of the law, can bring a comfort to the urban visitor and resident.

On a night like tonight though, the city feels strangely quiet and empty. The streets have been almost devoid of people and the taverns and halls run low with cheery faces and raucous regulars. Whether walking home, resting for the night, or doing your best to carry on til dawn, you and the rest of your party find yourselves alone, with only the stars above and the most distant sounds of the city for company.”

The adventure begins in a tavern, on a street, under a bridge, in a shop, on a mode of public transport, or in another other location a random group of people might find themselves together. If this is the first adventure for the party, you should give them an opportunity to note each other’s presence and appearance. Get them to describe who they see but not necessarily why they’re there (it won’t affect the adventure).

As the players rest or move within their location, get them to make a DC 10 Wisdom (perception) check to detect the following activity:

“You notice a bright flash radiate out into the sky above the buildings nearby. Seconds later, a soft rumble is heard. It’s almost like thunder but there’s a strange secondary sound, like a buzzing of perpetual lightning. It fades and happens again twice more.”

LUITPRAND HAS ARRIVED

Luitprand has just arrived back in time to this exact location. He is from tomorrow, when his demonic android nemesis, E113 (or “Elle”) has gone back in time to prevent his interference in her affairs. He is also in this current time as a different version of himself that he intends to avoid at all cost. He has been searching for the right time and place to intercept Elle for some time. Unfortunately, the party will get in the way and force them both to go further into time and to Elle’s home plane of *Infernus* itself.

0A. INVESTIGATING THE ALLEYWAY

“On approaching the alleyway, you notice a cold mist gently pouring out into the street. The flash is gone but it does sound like something is muttering deeply to itself.”

This should feel a little unnerving, as if there is some threat to the party’s survival. You should ask for a marching order and/or see who wishes to make a DC 25 Dexterity (stealth) check to investigate. The DC is high due to Luitprand’s elevated levels of perception and because it needs to be. It is likely that a party member will fail their check and startle Luitprand. However, should a party member pass this check, they will be able to witness the following.

“You notice a bearded man of average height and build. He wears a strange, reflective coat of bright yellow material. His back is mostly to you, but he appears to be fiddling with something in his hands. His hair light brown and ashy, greying at the temples. His footwear is bizarre, and gives off a small amount of aqua tinted luminescence. He’s muttering about “*Infernus*” and “Right time? Wrong place!”

If the player’s approach him, attack him, or fail their Stealth check, he will get startled and spin around to notice them, losing grip of the **Cube of the Forth Dimension**. It will scatter to the ground between them, and before any Dexterity save can be made...

“The device begins to spin and rumble, rising into the air a few inches just off the floor. It glows brightly as different segments of it spin and snap into place. With each snap, the device gives off an audible “ping!” sound that gets louder with each new step completed. BWARRMMPH! A strange sphere of translucent force expands outwards from the device, surrounding you! WERMP-WHOMP-WHARP-WHEP! The device crescendos and snaps closed, pulling Luitprand and everyone else within its energy sphere inside it.”

This will feel incredibly disorienting to the party, and without a chance to save they may feel railroaded. Before this feeling can set in, alleviate it by getting all party members to now make a group DC 10 Wisdom saving throw. On a success, they begin to see a swirling vortex of blue and black lightwaves. On a failure, they are stunned.

PART I: INFERNUS

"Hurling through a strange wormhole surrounded by a sea of stars, you see a myriad of cosmic wonders stretching as far as the eye can see. Are you in space? Is this the Astral Realm? You can't tell, but around you floats the rest of your party. Some stunned by what they see around them, others just as bewildered as you find yourself now.

The one face that doesn't look confused, is the one of the man from the alley. With a mixed look of concern and determination, he stares ahead down the wormhole of stars.

Seconds later, as if bursting up from beneath the waves of some lost, forgotten sea, you crash into dunes of hot red sand."

All party members, including Luitprand, will now make a DC 10 Dexterity saving throw. On a failure, they take 1d4 bludgeoning damage, or half as much on a successful saving throw. Stunned party members automatically fail this saving throw, but are no longer stunned.

Normally the party would need to roll on the Paradoxical Revision Event table but since Luitprand's Cube of the 4th Dimension is paradox proof, they do not need to here.

THE INFERNAL REALM

The party has arrived in the Infernal Realm. Like all hellish planes of existence, the Infernal Realm is hot, windy, full of rocky canyons and sheer cliff faces, and almost completely full of demons and other fiends.

The party has arrived in the Infernal Realm. This realm is merely a placeholder for any other hellish plane of existence you might wish the party to arrive at. The location should act as the home of Elle and as such, is actually set in the future of your hellish plane. The following description of what the party sees next can be varied by you, but offers a framework in which to build from.

"As you cough hot air from your lungs and wipe the blazing sands from your eyes, you look around to see an alien rubescent landscape. The dunes you lie in are built high with soft red sands that ripple from the harsh and heated winds blowing around you.

To the east and south of your position, there is nothing but rolling dunes of varied heights for as far as the eye can see. To the

north and west, deep into the horizon, the glinting sikhloeted skyline of what appears to be a huge fortress-city made of bronze. Huge beams of light occilate back and forth within it and many strange vehicles appear to be flying between it's extremely tall structures.

Suddenly, the harsh red sun that provides light to the place, goes dark. A rush of wind bares down on you and you look up to see the passing of an ancient red dragon. Strangely, it appears to be wearing a open hot pink button-up shirt baring imagery of sunrises and drinks? Steam flows out of it's mouth as it passes high overhead towards the city, guiding your sight to the desert expanse ahead of you. Luckily, the dragon doesn't seem to notice you.

Several rocky spires, ravines, and dead scattered trees lie between you and the city, but just to the side, past the haze and down into the valley beneath the dunes, you can see what looks to be a small settlement of burned and blackened buildings. Built across a flat and rocky plateau, it appears many of the buildings have been burned to ash and kindling. One building however seems relatively in tact, a church made of ebony wood and black marble."

The party now has a proper chance to get their barings and find out what the heck just happened. They will no doubt realise they're certainly not where they once knew and will most likely begin to speculate and ask questions of both each other and Luitprand.

Luitprand isn't happy about the circumstances of what's taken place so may be a little curt with his replies, but ultimately he is a problem solver and will provide solutions where he can. The most important thing to remember when roleplaying as Luitprand is that he interferes as little as possible. He'll ask the party to walk in a straight line, not touch anything, and maybe even go over the rules of time travel; the most important of which is "Don't touch anything." The dialogue tree below has been provided to aid in questioning, but you should feel free to improvise.

■ WHERE ARE WE?!

We are in the realm known as Infernus. It is the home of devils, demons, and monsters.

How did we get here?

Unfortunately, you have become passengers of my Cube of the 4th Dimension. It brought us here by my request, but you were not meant to come along.

■ WHO ARE YOU?!

My name is Dr. Julius Luitprand and I am a time traveling scientist from the future.

You're a what?

I am from a year deep in another reality's future where I discover time travel. This allows me to traverse the expanse of history and enter multiple timelines and realities across the multiverse.

■ WHAT IS GOING ON?!

If my calculations are correct, we are currently in the future version of Infernus, your realities dimensional home of infernal creatures. I arrived this evening in your time to get back one day before E113 arrived and taught herself how to eventually become the immortal cyborg nightmare she now is.

E113? Cyborg?

E113, or "Elle" is a demonic cyborg lich from my time in the future. She is a hybrid of the android race. A creature so warped by technology she's no longer what she once was. See, in the future, we have robotic constructs that like us, are citizens that go about their lives as anyone else. Elle however is a true evil who perverts the application of science and magic to alter the timelines and make herself the most powerful sorceress in the multiverse.

■ HOW DO WE GET BACK?

I'm afraid my time cube can't take us back for another 24 hours. I assure you that should we survive interrupting E113's meeting with her younger self, I will get you home.

We?

Oh yes, we. I'm sorry but in order to protect the space-time continuum, I can't let you or your party out of my sight while here. We're in this together.

■ WHAT DO WE DO NOW?

Up ahead is E113's home. The meeting takes place in that church in exactly 2 hours from now. Until then, we need to decide how we're going to do this.

■ WHAT CAN YOU TELL US ABOUT E113?

E113 is a demonic android cyborg sorceress. She is also a lich, though not yet on this plane of existence. In fact, she is not even a sorceress yet. In my time, she wields power akin to that of a god, capable of living forever and unleashing powerful evocation magic. As an android cyborg, she is susceptible to magic and the biological need to sleep and eat. However, her

sleep mode allows her to rest only 6 hours, and she's conscious the whole time. It makes sneaking up on her very hard. Thankfully, in this current future of your timeline, she has yet to evolve from her lesser demon form. She won't be much of a threat, but her future-self we will need to look out for.

■ WHY DON'T WE JUST KILL E113 NOW?

We can't! If we were to do that then we'd be changing the future of far too many realities! The problem is with the other timelines where Elle goes on to be an incredible member of the community and even a hero! In more than 800 timelines she actually emerges as the savior of the entire universe!

If we kill her now, yes, we stop her rise to lichdom, but we also stop the multiple realities and trillions of lives that will continue to exist because of her. But this point right here, is the exact temporal nexus which connects all of Elle's branching paths. If we can make sure her evil self never meets her here, then in theory we will eradicate her evil self from existence across all timelines across the multiverse!

1A. THE DECENT

The path to Elle's is relatively straight forward but does require some minor navigation. Luitprand will insist on a marching order to not only hide their numbers through the dunes, but also to insure the least amount of impact is made to the timeline. When the party is ready, they may descend the dunes into Elle's.

About half an hour passes before the party reaches a cliff that descends down 120-feet over the burned out town of Elle's. Going around the cliff and getting back to Elle's would result in them missing their time window. The party will need to figure out a way down the cliff in one of two possible ways:

PERILOUS WINDING PATH

There is a narrow rocky path that leads down the cliff. A casual observation suggests it would take another 30 minutes to descend the cliff using the path.

STRAIGHT CLIMB DOWN

Climbing straight down the cliff will be quicker than taking the path, but considerably more risky. Players can secure rope, or find other methods to aid them in their climb, but will otherwise make all physical saving throws (Strength, Dexterity, Constitution) at disadvantage while climbing down the cliff.

The party may choose a third option beyond those provided here. If they do so, do not discourage them, any method to get down the cliff is fine, but at the halfway point of the cliffs they will be attacked by demons.

1B. CLIFF DWELLING MAGMA DEMONS

Cliff Dwelling Magma Demons are not uncommon in this part of Infernus. In fact, they're common just about anywhere lava and fire can be found. These ones just happen to be cliff dwellers. Possibly responsible for destroying the town Elle resides in, the party will need to outrun or kill them in order to continue.

“As you move down the cliff, a very noticeable spike in temperature is felt in this area. This doesn't feel environmental though. There is a presence here.”

Ask a player towards the middle of the marching order to make a DC 11 Dexterity saving throw. If the player chose the Straight Climb Down option, their throw is made

with disadvantage. On a failure, the creature takes 7 (2d6) fire damage and if climbing without rope or other safety precautions, they will need to make another DC 10 Dexterity saving throw to not fall from the cliff.

FALLING DAMAGE

Falling damage is calculated at 1d6 per 10 feet (maximum of 20d6). When the creature impacts, they land prone, unless avoiding damage from the fall.

Approximately 1d4 Magma Demons will attack the party from their cappings within the cliff. They're a little savage and will attack indiscriminately, even when faced with a singular major threat.

Luitprand will cast *mage armor* in the first round, and either attack the demons with *time bolt*, *pause*, or similar crowd control abilities. If the fight is turning south, Luitprand will do what he can to *dimension door* the party to safety.

MAGMA DEMON

Small fiend (demon), chaotic neutral

Armor Class 14 (natural armor)

Hit Points 9 (2d6 + 2)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	12 (+1)	8 (-1)	11 (+0)	12 (+1)

Damage Resistances bludgeoning, piercing, and slashing from non-magical weapons

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 10

Languages Infernal, Ignan

Challenge 1/2 (100 XP)

Death Burst. When the magma demon dies, it explodes in a burst of fire and magma. Each creature within 10 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much on a successful one. Flammable objects that aren't being held or carried in that area are ignited.

Innate Spellcasting. The magma demon's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components.

At will: *firebolt*, *produce flame*

2/day: *burning hands*

ACTIONS

Touch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 7 (2d6) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the creature takes 3 (1d6) fire damage at the end of each of its turns.



PART II: WELCOME TO ELLE'S

It's a short walk across a barren field to the burned husk of a village where the present Elle is said to reside.

"Looking ahead into the blackened husk of this village, you notice the charred remains of several creatures. Piles of cooled volcanic rock, most likely the end result of a dead Magma Demon. Lining both sides of the singular street into town are a series of steel poles, some which flicker with illuminance at their ends. The buildings are strange. Seemingly built with a combination of steel and stone, both of which are melted to varying degrees.

At the end of the street is the apparent meeting point for E113 and her future self. Glancing around, another peculiar sight catches your eye, metallic body parts. Broken and melted, several half torsos, legs, and arms lie scattered in the various burned out domiciles. In the center of the street is a mass pile of these parts, with several drag marks leading to it."

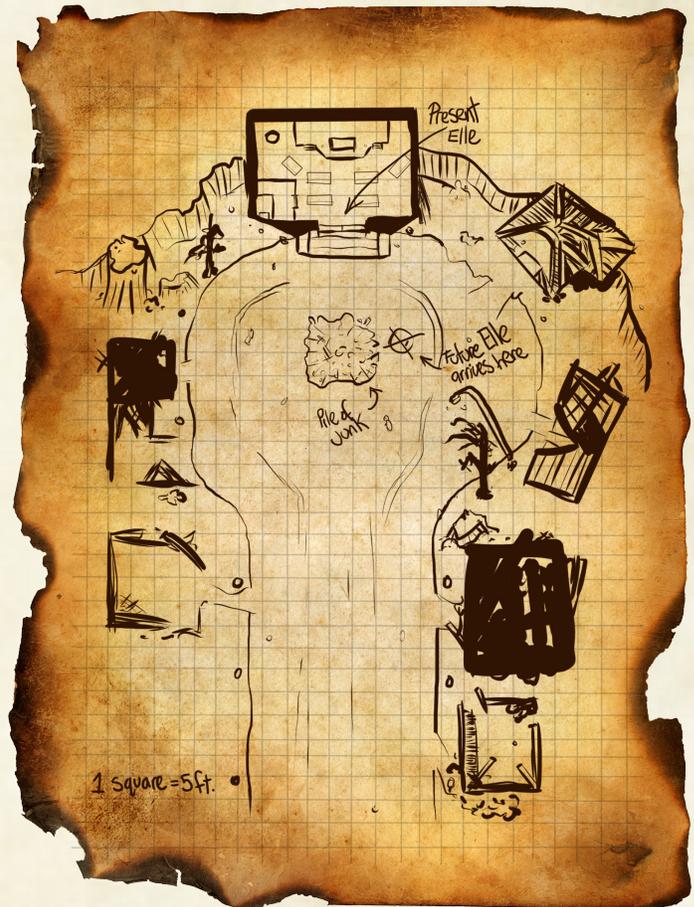
In the centre of the village is a mass pile of parts. A DC 12 Wisdom (perception) check reveals the footprints of Magma Demons and another pair of footprints leading away from the pile towards the church. There isn't much else of note and there doesn't appear to be any more Magma Demons or beasts around.

EXTRA FOOTPRINTS

The additional footprints only serve to allow you as GM to add more difficulty later with the inclusion of more Magma Demons or other applicable enemies.

2A. MEETING AT THE CHURCH

Depending on the amount of time the party has taken they will either arrive at the church before or after Future Elle. This makes little difference to Present Elle. For Luitprand, he will insist that Elle never know his face or that he was here, and he will cast *invisibility* on himself. If the party wonders what they should do, have Luitprand suggest they convince her to come with them or pretend they're who she's there to meet as she has been waiting a while. The party may also have a plan to replace her with another member of the party, or some other plan entirely.



There are three possible paths the party could execute as a result of their planning:

THEY WAIT

If the party decides to wait for Future Elle to arrive (see: **2b. Déjà Vu Rendezvous**) they will need to find hiding places and make a DC 12 Dexterity (stealth) check. On a success, any Wisdom (perception) checks made by either Present Elle or Future Elle are made at disadvantage.

THEY INTERVENE

When the party approaches the church, Elle has been waiting for quite some time and will cautiously greet them at the front door. She is armed with a sizzling blade of folded steel, a katana. More robotic than expected, much of her former self has been replaced with parts. She is not hostile yet, but her hand rests upon the hilt of her sword, ready to defend herself at the slightest hostility. The party can attempt to execute their plan now, whatever it is.

COMBAT: PRESENT ELLE

If the plan involves or devolves into hostility, Present Elle will defend herself, taking Dodge actions on every turn and utilising her reaction to make her attacks.

2B. DÉJÀ VU RENDEZVOUS

If the interaction between Present Elle and the party is taking too long, or you just want Future Elle to show, Luitprand should still be invisible but he will be able to cast *message* to communicate. He'll let the party know the precise second Future Elle is supposed to show by counting down from 10. Have the party roll for initiative at 1.

COMBAT: FUTURE ELLE

Future Elle is a ferocious combatant who absolutely knows to kill her opponent, even when they're downed. She carries a shield made of bone and carbon-fibre, and mostly uses spell attacks. The party is not supposed to be able to beat her. If they attempt to, she will shield herself and largely knock them away. Future Elle's goal is give Present Elle her Cube of the 4th Dimension. This is Luitprand's Cube from another timeline and once it becomes apparent that Future Elle has it, he will reveal himself and demand the foul sorceress return his property.

2C. THE FINAL COUNTDOWN

When Future Elle arrives, a fight will start. If combat has not already begun, Luitprand will initiate it the moment he sees Future Elle by casting *eternity beam*. He will continue to hold the beam on Future Elle to keep her at bay, but she will immediately respond in kind the moment she notices his presence. The fight will continue like this for them, ignoring or dismissing any distractions other than the others destruction.

Each combatant has a major goal in the fight they wish to achieve as listed in the table below.

Character	Goal
Luitprand	Reclaim the stolen Cube of the 4th Dimension from Future Elle.
Future Elle	Give the Cube of the 4th Dimension to Present Elle and escape. Kill Luitprand?
Present Elle	Survive.
The Party	Prevent Future Elle from giving Present Elle the Cube of the 4th Dimension.

Their goals should inform you when it comes to making a decision on a character's action each round. Feel free to mix up how Luitprand and Future Elle battle one another. If either of the Elle's or Luitprand are killed, see **Contingency**.

The following action script exists as a guide for combat only, feel free to adjust the actions as you see fit.

Round 1 Action

Luitprand	Casts <i>time stop</i> , then <i>mage armor</i> on himself, then <i>eternity beam</i> at 8th level between the Elles.
Future Elle	Casts <i>dimension door</i> to reach Present Elle.
Luitprand	Casts <i>counterspell</i> to stop Future Elle's casting of <i>dimension door</i> .
Present Elle	Ready an Attack action: Attack when anyone gets within 5 feet of her position.

Round 2 Action

Luitprand	Casts <i>time bolt</i> on Future Elle.
Future Elle	Casts <i>shield</i> to block Luitprand's <i>time bolt</i> .
Present Elle	Moves away whenever she can and continues to Ready an Action: Attack when anyone gets within 5 feet of her position.

Round 3 Action

Luitprand	Casts <i>luitprand's time storm</i> if possible.
Future Elle	Casts <i>dimension door</i> again in an effort to reach Present Elle.
Luitprand	Casts <i>counterspell</i> to stop Future Elle's casting of <i>dimension door</i> again.
Present Elle	Moves towards Future Elle to get Cube of the 4th Dimension from her.

CONTINGENCY

If Present Elle should fall, Future Elle will disappear in 2 rounds. If Future Elle is killed, Luitprand will insist this isn't the first time he's killed her and she'll be back. If Luitprand is killed, a duplicate of himself from the future will arrive in different clothing in 1 round.

END GAME

Win. The adventure is over when Future Elle is forced to retreat by the party, Present Elle is removed from the area through non-lethal means, or the Cube of the 4th Dimension is in the hands of Luitprand or the party. Luitprand will return the party to their timeline, thank them, and use the Cube to *time travel* and *plane shift* away.

Lose. The adventure is lost when Future Elle manages to get the Cube of the 4th Dimension to Present Elle and escape. Once in their hands, Present Elle and Future Elle will attempt to use the Cube using an action. They won't do this if anyone else is within 10-feet, instead Future Elle will attempt to *plane shift* them to safety. With all the counterspelling that Luitprand may have done during the fight, he might be unable to stop her. When the Luitprand's own Cube is ready, they can try again or go home.

DR. JULIUS LUITPRAND

"To understand time is to control one's destiny, and I'll be damned if I let the gods tell me when and where I wake up tomorrow, or today." - Dr. Julius Luitprand

Dr. Julius Luitprand is a brilliant human wizard who works largely in artifice and chronomancy spellcasting. Objectively wise beyond his years, Julius Luitprand is (as far as he knows) the only wizard to practice Chronomancy in the known universe. As an extremely high level caster, he doesn't fret with petty squabbles and prefers to look at what he calls "the bigger picture".

HISTORY

Julius Luitprand was born the poor son of a clockmaker and a wild magic sorcerer at some point in history. Seemingly destined for his future as a Chronomancer, this version of Luitprand has never known a world where becoming a "time wizard" wasn't his goal.

Visiting himself at a young age and putting himself on his path to understanding time magic, this Luitprand has worked his entire life to become a master of chronomancy. Always seeking to know more, Luitprand investigates phenomenon constantly and frequently obsesses over new ways his understanding of time can be applied to common things.

In some timelines, Luitprand is famous for his invention of the wearable clock. In others he finds himself imprisoned by authorities who fear his knowledge of time could unmake reality and destroy all life across the multiverse. To talk to Luitprand himself, no matter the instance, he understands the dangers of time travel and stresses that it is because it is so dangerous that it must be researched through use.

PERSONALITY

Luitprand has a heavy chortle, speaking largely from deep in his chest with a smooth bellowing celtic accent. He is shocked by little and often presents as an all-knowing authority on all things. He is spacey and hard to keep focused at times. If left to his own accord he will ramble and go off on tangents about his current and failed projects. He sees the usefulness in everything and wastes very little, making him a bit of a hoarder. A true Luitprand can be spotted by a nervous tick they share which compells them to record everything they experience into a book or guide.

APPEARANCE

Luitprand has an auburn lion's mane of thick hair that is greying at the temples. His beard, like his hair, is thick and full with greying at the moustache and centre of the beard. He wears common clothes accurate to the time period he currently resides in and keeps himself as immaculate as can be, often haphazardly casting *presdigitation* on himself to remove creases and filth from his clothing. As a result, despite a more rugged appearance, this Luitprand looks like he hasn't completed a hard days work in his life.

LOCATIONS

Most Luitprands live and work out of abandoned warehouses, libraries, and workshops, but he calls many locations home throughout the timeline. A creature of habit and extremely private, Luitprands are shut-ins who never answers the door and tend to keep their location a secret as best as possible. In times of great trouble to a realm's timeline, Luitprand is most likely found somewhere near the scene of the crime, or buried within his workshop trying to figure a solution.

To enter one of Luitprand's workshops is to enter them all. As a creature of habit, Luitprand tends to organise his workspaces in the exact same way, no matter the multiverse. Upon entering one of his workshops, the sound of ticking from various clocks and timepieces can be heard, each one showing a different time (presumably in sync with some part of the cosmos).

This particular Luitprand's workshop is filled with large rows of shelving and cluttered desks. The shelves reach near to the ceiling and are filled with unfinished projects and several crates. The crates are all branded with dwarven script that reads "LUITPRAND". Upon his many desks, several large scrolls spill around the space. Each one representing a different map of the cosmos or some schematic for a completely alien contraption.

FIGHTING

When in combat, Luitprand is a hesitant combatant, preferring to interfere as little as possible in a futile attempt to prevent destroying his current realities timeline. He is a protector at heart and does his best to allows others to do the work for him by keeping them alive as long as possible. When pushed however, such as in the case with his archnemesis Elle, he is a desperate warrior, foolishly flinging himself into danger and unleashing intense time-altering magiks.



WOW, THIS GUY LOOKS VERY SMART AND HANDSOME.

DR JULIUS LUITPRAND

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	14 (+2)	20 (+5)	19 (+4)	11 (+0)

Saving Throws Int +11, Wis +10

Skills Arcana +8, History +12, Perception +8

Senses passive Perception 20

Languages Common, Celestial, Dwarvish, Elvish, Gnomish, Giant, Infernal

Challenge 9 (5,000 XP)

Time Manipulator. Luitprand has a unique grapple on time. When rolling for Initiative, he can add or subtract 1d6 to both himself and one other creature's roll.

Spellcasting. Luitprand is a 18th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). Julius Luitprand has the following wizard spells prepared:

Cantrips (at will): *presdigitation*, *time bolt*, *minor ripple*, *message*
1st level (4 slots): *desynchronize*, *mage armor*, *magic missile*, *shield*

2nd level (3 slots): *pause*, *invisibility*

3rd level (3 slots): *counterspell*, *dispel magic*, *sands of time*, *slow*

4th level (3 slots): *dimension door*, *time loop*

5th level (2 slots): *chronospheric maelstrom*, *eternity beam*

6th level (1 slot): *agelessness*, *steal time*

7th level (1 slot): *quantum reversion*, *plane shift*, *luitprand's time storm*

8th level (1 slot): *time travel*

9th level (1 slot): *time stop*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 2) bludgeoning damage, or 6 (1d8 + 2) bludgeoning damage if used with two hands.

Time Slip (2/Day). *Ranged Spell Attack:* +10 to hit, reach 120 ft., one target. On a hit, the target makes a Charisma saving throw. On a failure, the creature is pushed forward or backwards in the Initiative order by 1d4.

REACTIONS

Time Divergence (1/day). When a creature Luitprand can see makes an attack roll or saving throw, he can use his reaction to force the creature to roll again at disadvantage.

E113 ("ELLE")

"You fools and your primitive weapons. How can you dare to challenge such a superior being?" - E113

E113, or "Elle" as she prefers to be called in the future, was a demon from the plane of Infernus. Born into being centuries in the future, Elle grew to benefit from all that infernal technology could offer. She spent time as a master driver at the wheel of a great war machine and took advantage of the biomechanical offerings of the day to convert her form into what she calls, a superior being.

As a natural-born sorcerer of infernal origins, Elle was destined to be a gifted practitioner of magic, but never knew of her potential until a chance meeting with her future-self.

The meeting made possible through the procurement of Luitprand's Cube of the 4th Dimension, Elle would utilise its great power to traverse the multiverse and make herself powerful in every reality. With improper guidance, in many timelines across the multiverse, Elle transformed herself into a undying killing machine, cementing herself as the greatest threat to all of creation.

CUBE OF THE 4TH DIMENSION

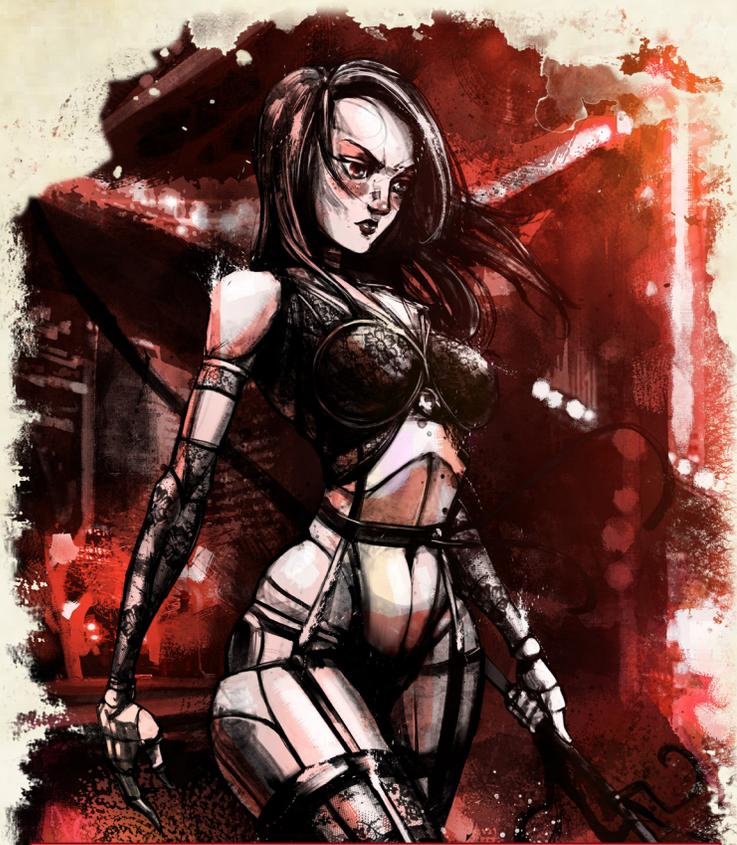
Legenday Device, Unique, Requires Attunement

This fist-sized puzzle cube is made of reflective star metal and weighs approximately 5 pounds. Its exterior is made up of six sides, each separated into nine sections which, when aligned, create a unique constellation of stars. An internal pivot mechanism allows each face of the cube to turn independently. While the stars on the cube remain unaligned, the cube is locked. The cube can only be unlocked by rotating its mechanisms so each side of the cube presents a unique destination in time and space.

You must have an Intelligence of 18 or higher to attempt unlocking the cube. Once attuned, as an action you can attempt to unlock the cube by making a DC 18 Intelligence check. A cube previously unlocked by you does not require another Intelligence check to be unlocked. On a success, the cube creates a 10-foot diameter sphere of shimmering force centered on its position. The sphere becomes a microcosm of the astral dimension, protecting you and any creatures inside it from paradox. While active, no creature, object, or effect can affect the world beyond or within the sphere, and creatures can breathe as normal.

While inside the sphere, as an action, once a day, you can cast the spells *time travel* and *plane shift* together and teleport all creatures within the sphere to a time and place you designate anywhere in the multiverse.





E113 (PRESENT)

Medium mechanoid (construct demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	13 (+1)	10 (+0)	10 (+0)	10 (+0)

Skills Persuasion +5

Senses passive Perception 10

Languages Common, Infernal

Challenge 7 (2,900 XP)

Immutable Form. E113 is a construct, and therefore is immune to any spell or effect that would alter its form.

Constructed Nature. E113 is a construct, and therefore doesn't require air, food, drink, or sleep.

Fighting Spirit (3/Day). As a bonus action, E113 gains 10 temporary hit points, plus advantage on melee weapon attacks until the end of her turn.

ACTIONS

Infernal Katana. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if wielded with two hands to make a melee attack. On a critical hit, the sword injects a burning solution of liquid fire and deals an additional 1d4 fire damage.

REACTIONS

Opportunist. Attacks that miss against E113 while she has taken the Dodge action grant her an attack of opportunity against the attacking creature.

E113 (FUTURE)

Medium mechanoid (android cyborg), lawful evil

Armor Class 17 (natural armor)

Hit Points 117 (18d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	10 (+0)	10 (+0)	20 (+5)

Skills Arcana +3, Persuasion +7

Senses passive Perception 10

Languages Common, Infernal

Challenge 7 (2,900 XP)

Legendary Resistance (3/Day). If E113 fails a saving throw, she can choose to succeed instead.

Immutable Form. E113 is a construct, and therefore is immune to any spell or effect that would alter its form.

Constructed Nature. E113 is a construct, and therefore doesn't require air, food, drink, or sleep.

Fighting Spirit (3/Day). As a bonus action, E113 gains 10 temporary hit points, plus advantage on melee weapon attacks until the end of her turn.

Spellcasting. E113 is a 18th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). She has the following sorcerer spells prepared:

Cantrips (at will): *acid splash, dancing lights, minor illusion, friends*
 1st level (4 slots): *detect magic, magic missile, shield, thunderwave*
 2nd level (3 slots): *crown of madness, hold person, levitate, acid arrow*
 3rd level (3 slots): *counterspell, dispel magic, fear, fireball*
 4th level (3 slots): *blight, dimension door*
 5th level (3 slots): *cloudkill, scrying*
 6th level (1 slot): *disintegrate, globe of invulnerability*
 7th level (1 slot): *finger of death, plane shift*
 8th level (1 slot): *dominate monster, power word stun*
 9th level (1 slot): *power word kill*

ACTIONS

Flagstaff. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. Hit: 6 (1d6 + 2) bludgeoning damage. As a bonus action, Future E113 can make another attack to grapple the target with the flag (maximum of one target).

Electrifying Touch. *Melee Spell Attack:* +12 to hit, reach 5 ft., one creature. Hit: (3d6) lightning damage. The target must succeed on a DC 18 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

REACTIONS

Opportunist. Attacks that miss against E113 while she has taken the Dodge action grant her an attack of opportunity against the attacking creature.

LEGENDARY ACTIONS

E113 can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. E113 regains spent legendary actions at the start of their turn.

Cantrip. E113 casts a cantrip.

Electrifying Touch (Costs 2 Actions). E113 uses her Electrifying Touch.

DEMONIC CONSTRUCT

While this adventure is probably hard enough for a Level 1 adventurer, your party may be of a level much higher than Level 1 and in need of a greater challenge. You could add this enemy to the adventure by having them hiding within the Pile of Scrap in the center of the street, or possibly already fighting Present Elle when the adventurers first arrive in town. Future Elle may even arrive with 1d4 Demonic Constructs under her control and ready to attack.

The Demonic Construct is a blend of necrotic demon flesh and technology too horrifying to describe. As a morphed necrotic being of flesh and steel, the Demonic Construct is mindless, acting strictly to the commands of its controller, which can be any creature capable of hacking or effecting the construct with enchantment magic.

DEMONIC CONSTRUCT

Medium undead (construct), neutral evil

Armor Class 10 (natural armor)

Hit Points 22 (3d8 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Vulnerabilities lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 30ft., passive Perception 10

Languages understands all languages but can't speak

Challenge 1/2 (75 XP)

Immutable Form. The demonic construct is immune to any spell or effect that would alter its form.

Constructed Nature. The demonic construct doesn't require air, food, drink, or sleep.

Lightning Susceptibility. When the demonic construct takes lightning damage, it must succeed on a DC 14 Constitution saving throw or be stunned until the end of its next turn.

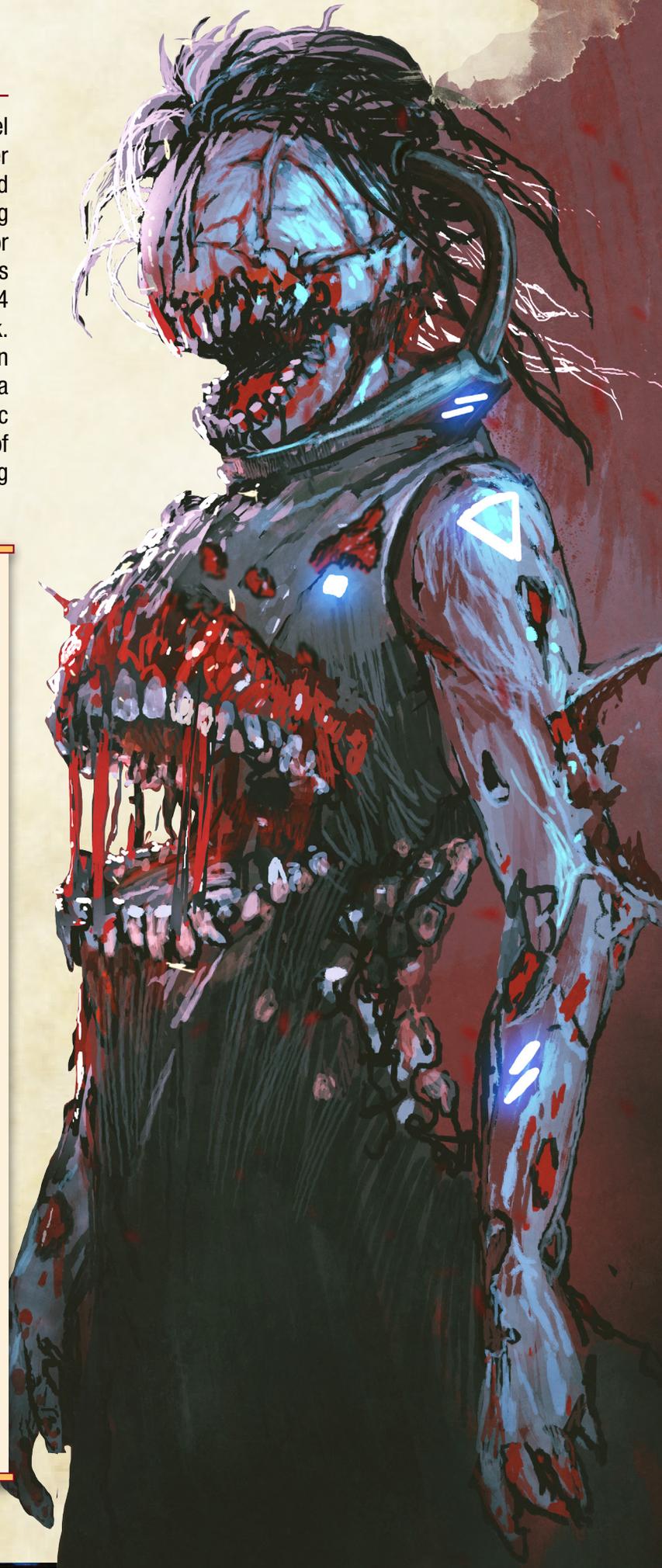
Mindless. The demonic construct is easily controlled. When an attempt is made to control the construct, either by hacking or magic, the demonic construct makes a DC 10 Wisdom saving throw. On a failure, the demonic construct acts as its new controller commands.

Undead Fortitude. If damage reduces the demonic construct to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is lightning, or from a critical hit. On a success, the demonic construct drops to 1 hit point instead.

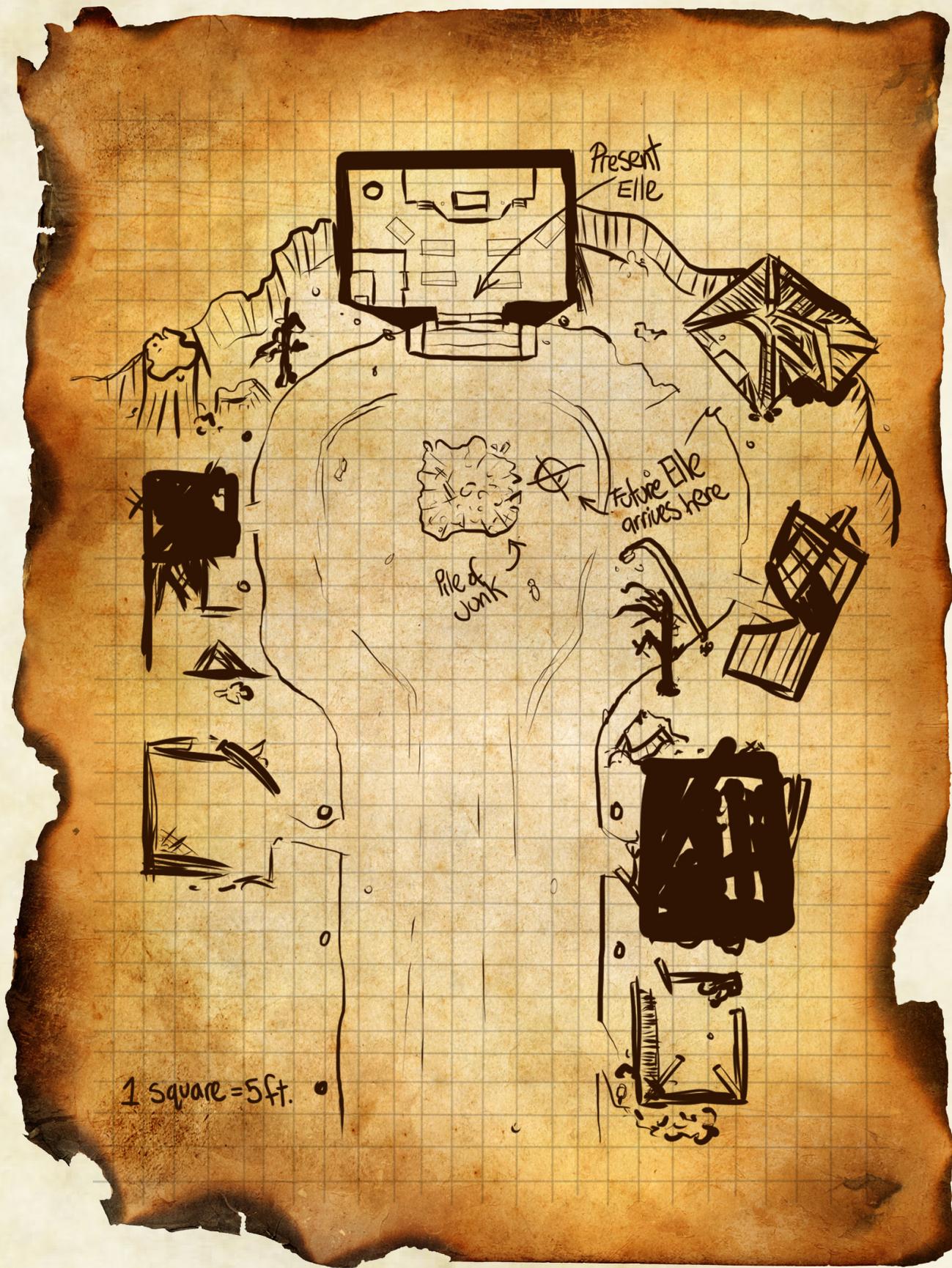
ACTIONS

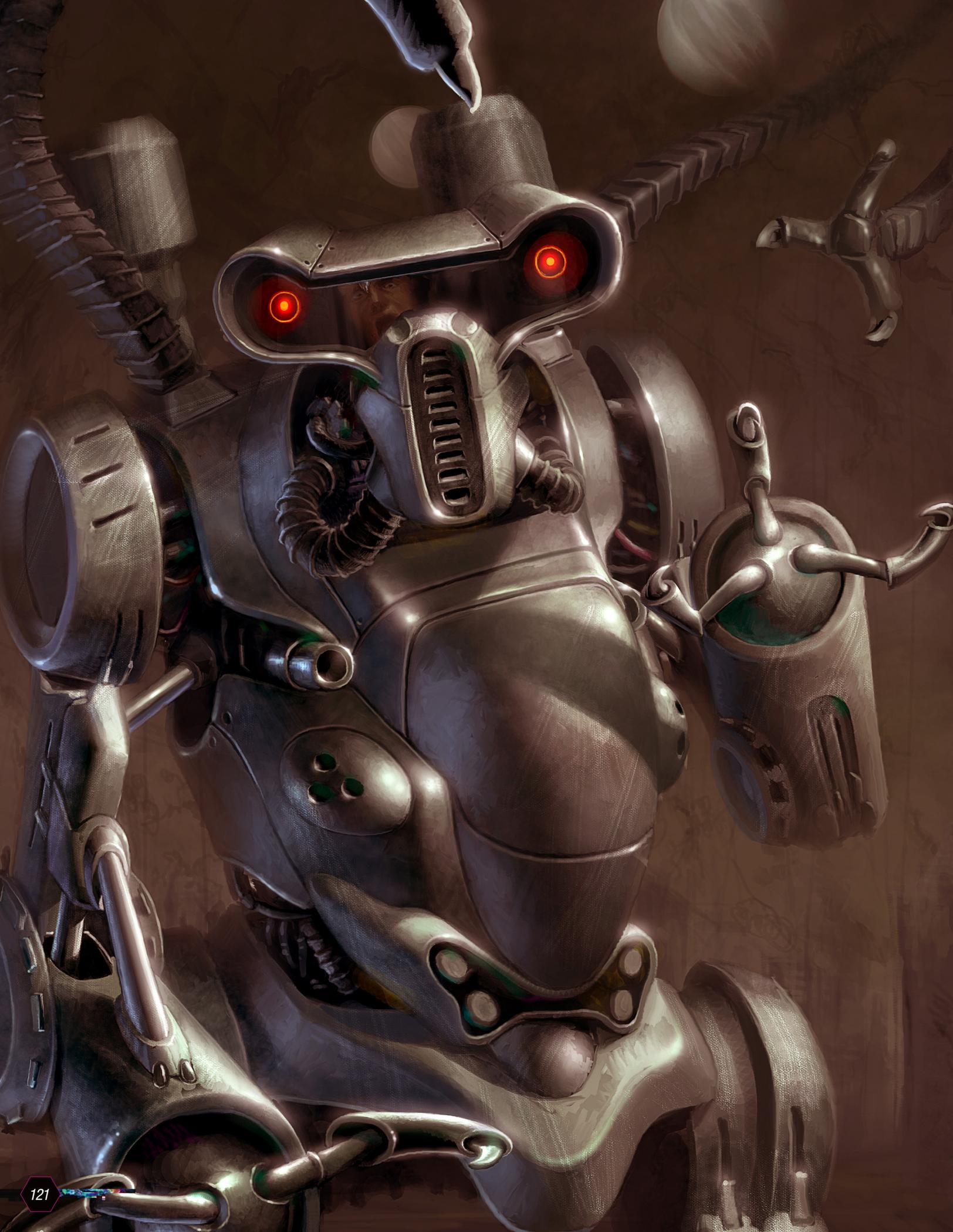
Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 4 (1d6 + 4) piercing damage.



MAP OF E113'S LOCATION IN INFERNUS





CREATURES + CONSTRUCTS

Evolution might not necessarily exist in your universe, but that doesn't mean that things can't evolve. Whether through science, nature, magic, or divine intervention, time has the ability to change everything, including its threats.

Consider how technology might change the monsters you know of in the world today. Have they become more intelligent? Do they execute better tactics? Has their world history allowed them to master tools or vehicles? Perhaps in your world's timeline goblins have domesticated the dinosaurs, or dragonborns wage a corporate war with a savvy bugbear corporation over the control of some ancient relic. Whatever might occur, it's important to understand that the behavior of an intelligent creature changes to survive the environment around them.

This following chapter contains tables designed to quickly aid in the modernisation of adversaries, as well as a collection of creatures and constructs adventurers might encounter in the distant future.

ADVANCING WEAPONRY

In the future, bows and arrows are replaced by firearms and bullets (and lasers too!). Intelligent creatures learn to use these things just as if they would operate a sword or crossbow in their own age. If your enemy would normally wield common ranged or melee weapons, you could use the table below to compare and replace them with weapons more inline with the Cyber Age.

Old Weapon	New Weapon	Damage
Club	Baton	1d6 + Str mod bludgeoning
Crossbow (light)	Pistol, light or Pistol, laser	2d6 + Dex mod piercing or 2d8 + Dex mod radiant
Longbow or Crossbow (heavy)	Rifle, long, Shotgun, double-barrel or Rifle, laser	2d10 + Dex mod piercing, 2d8 + Dex mod piercing or 2d12 + Dex mod radiant

Any other weapons noted in the Future Weapon Details (pg 89) section of this guide can also be used to replace existing weapons of warfare commonly used by creatures of the past.

FUTURE COMBAT BEHAVIOR

Two major styles of combat now dominate the age, Ambushing and Combat.

Ambushing. Creatures of the future are less concerned with honor, and much more attacks that offer them the greatest chance for success. While great warriors of history may call these combatants cowards, it's hard for a fellow warrior to impune your honor when they're dead from a knife to the back.

Cover. With the great threat of the firearm, creatures have come to utilize cover as much as possible. Peering around corners and blinding firing at disadvantage over upturned tables, they are ingenuitive with their environments and always try to use it to their advantage.

EVOLVING EVIL

Smarter, stronger, faster. The future holds many surprises for the ill-researched. For example, an adventurer may be well aware of a raksasha's keen mind and magical immunities, but what happens when it gains two new cybernetic hands? How has it's own magic evolved?

The following table has been provided for rolling your own random evolution for whatever monster you might come across in the distant future.

d6 Enemy Evolution

- The creature is a size bigger or smaller, and its base speed increases or decreases by 5 feet.
- The creature's Intelligence is 20 (+5). If it could not talk before, it can now. It is a mastermind, capable of planning, reason, and negotiation.
- The creature has replaced so much of itself, it is now considered a construct. Choose 2 augmentations and add them to the creature's features.
- The creature is resistant to magic if it was not before, or the creature is no longer resistant to magic if it was.
- The creature carries a laser rifle, dealing 2d12 radiant damage on a successful hit.
- The creature is the last of its kind.



ANDROID SUPREME

Medium construct, chaotic neutral

Armor Class 22 (natural armor)
Hit Points 550 (44d10 + 308)
Speed 50 ft., fly 40 ft. (hover), swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	25 (+7)	18 (+4)	16 (+3)	10 (+0)

Skills Athletics +18, Perception +19
Damage Resistances bludgeoning, piercing, and slashing from non-magical attacks
Condition Immunities charmed, exhausted, frightened, poisoned, paralyzed, petrified
Damage Immunities poison, psychic
Senses darkvision 120 ft., tremorsense 120 ft., passive Perception 29
Languages understands all languages but can't speak
Challenge 25 (75,000 XP)

Immutable Form. The android supreme is immune to any spell or effect that would alter its form.

Constructed Nature. The android supreme doesn't require air, food, drink, or sleep.

Limited Magic Immunity. The android supreme is immune to any spell of 5th level or lower.

Adamantine Skin. The android supreme's skin is made of adamantine, one of the hardest substances in existence. Any critical hit against the android supreme becomes a normal hit.

Magic Resistance. The android supreme has advantage on saving throws against spells and other magical effects.

Spell Storer. The android supreme can cast *magic missile* at will.

Network Permanence. The android supreme can remain connected to a network while conscious even if a spell or other circumstance would render them offline.

Regeneration. The android supreme regains 10 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiaction. The android supreme makes three slam attacks.

Slam. Melee Weapon Attack: +18 to hit, reach 10 ft., one target. Hit: 43 (6d10 + 10) bludgeoning damage.

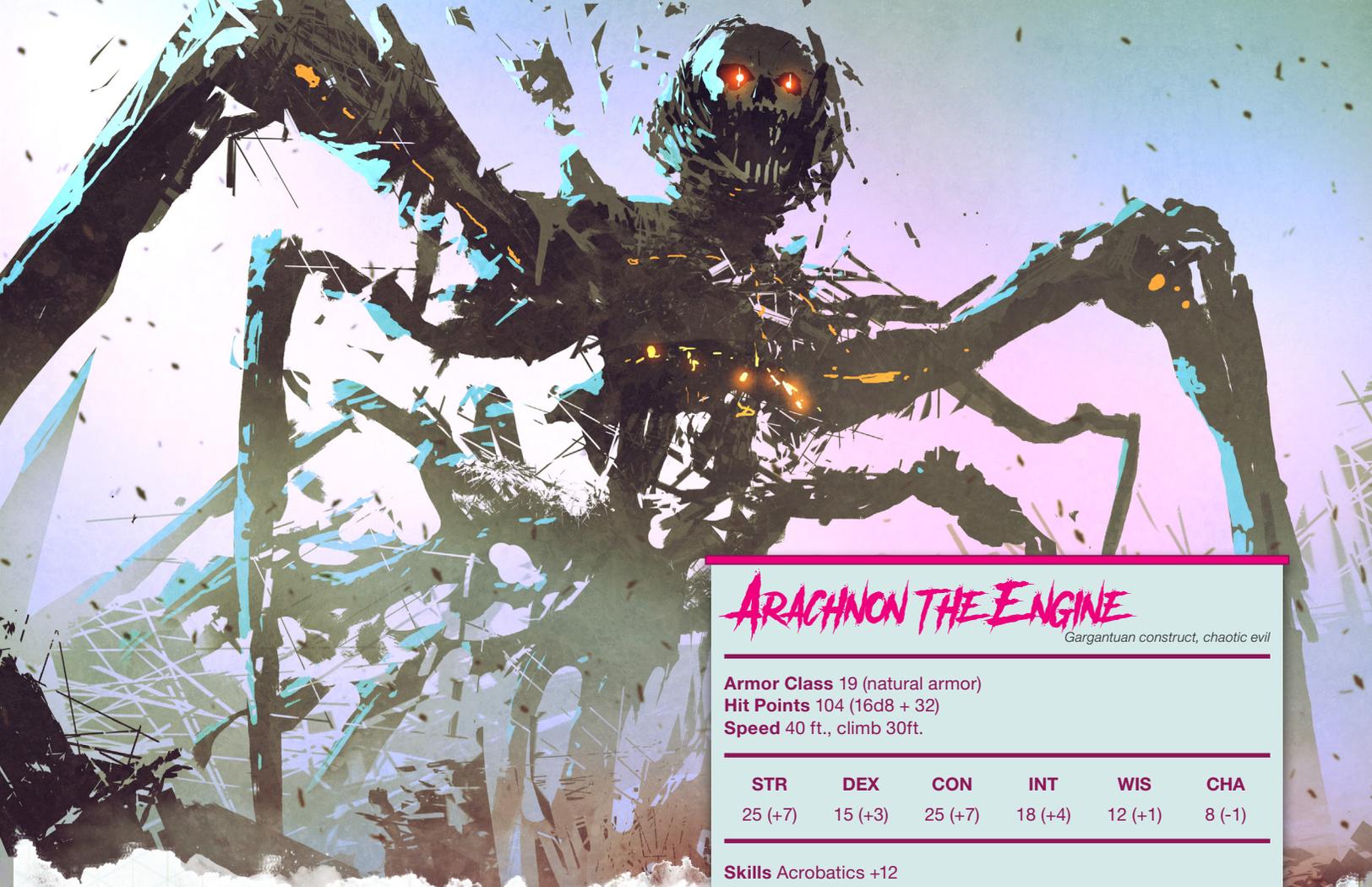
Hyper Vibration Burst. (Recharge 5-6): The android supreme creates a grating, thunderous, and debilitating sound within a 20-foot radius sphere centered on itself. Each creature within the area must make a DC 23 Constitution saving throw, taking 44 (8d10) force damage plus 44 (8d10) thunder damage, and falling prone on a failed save, or half as much damage on a successful one. Creatures that succeed on the save do not fall prone. Android supreme are immune to any effect of this magical ability.

ANDROID SUPREME

The most remarkable difference between an Android Supreme and weaker constructs is the Soul-Drive that powers its internal circuitry. Simulating a humanoid self-awareness and intelligence beyond most mortals, the soul-drive is what most have come to believe is the "spirit" of the android.

The Android Supreme's adamantine skin gives it terrific protection and incredible resilience. With its high intelligence, it not only perfectly follows the orders of its creator (or commands of the possessor of the Android Supreme's remote control key), but it can face and solve problems and situations as any creature gifted of logic and reason can solve. Although the Android Supreme can learn from its mistakes, it is specifically constructed with an inability to gain real sentience without magical intervention.

Unlike other androids, the Android Supreme's structure isn't weak to weapons because its body is made up of superior cells. The Supreme's body is susceptible only to weapons imbued with magic. The loyalty of a Android Supreme to its master is absolute. They are completely devoid of personality, ethics, morals, and emotions. Android Supremes make the best guardians due to their supernatural enhanced and refined senses.



ARACHNON THE ENGINE

Gargantuan construct, chaotic evil

Armor Class 19 (natural armor)
Hit Points 104 (16d8 + 32)
Speed 40 ft., climb 30ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	15 (+3)	25 (+7)	18 (+4)	12 (+1)	8 (-1)

Skills Acrobatics +12

Condition Immunities charmed, exhausted, frightened, poisoned, paralyzed, petrified

Damage Immunities poison, psychic

Senses darkvision 60ft., tremorsense 60 ft., passive Perception 20

Languages understands and speaks all language

Challenge 20 (25,000 XP)

Immutable Form. Arachnon is immune to any spell or effect that would alter its form.

Constructed Nature. Arachnon doesn't require air, food, drink, or sleep.

Network Permanence. Arachnon can remain connected to a network while unconscious even if a spell or other circumstance would render them unable to.

Innate Hacking. Arachnon can attempt to seize control of any device with a Hack action. When under Arachnon's control, the device cannot operate beyond Arachnon's wishes.

ACTIONS

Multiattack. Arachnon makes 4 stomp attacks.

Stomp. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 25 (3d10 + 8) bludgeoning damage.

Hack. Arachnon makes a Cable Whip attack. On a hit, Arachnon can make another attack to Grapple the target and attempt to hack any devices on its person. The target must succeed on a DC 18 Dexterity saving throw or lose control of its devices. Arachnon can use any device it has seized control of as if it were its own. Arachnon learns the properties of the device and how to operate it the instant it seizes control. At the start of the target's turn, they can make another saving throw to end Arachnon's control.

Cable Whip. *Melee Weapon Attack:* +12 to hit, reach 40 ft., up to four targets. *Hit:* 15 (3d6 + 4) slashing damage.

ARACHNON THE ENGINE

A remnant of an old future, Arachnon the Engine was once a simple computer program created by a games development company. In this future, the company Arachnon Games revolutionized artificial intelligence, allowing for advanced learning and complex problem solving as a reaction to player actions.

From the moment the game achieved "Gold Master" and was released to the public, every new installation of the Arachnon engine fueled its mind with power. Arachnon Games immediately lost control, and Arachnon the Engine was born.

Seizing control of a great forge, Arachnon began to mold itself an advancing series of bodies, allowing itself to upgrade and remove its need for power or network connection. It seized control of its own state of being. In its future, Arachnon became a god to all construct-kind.

With an unceasing hunger for experience, Arachnon the Engine walked the planet in search of new cities to conquer and foes to destroy. It was aggressive, potentially all-knowing, and capable of rebuilding itself from nothing if its main host brain was not destroyed. So far as in all of time, the host brain server has never been found.



ARCANE AGENT

Medium humanoid or mechanoid, lawful good

Armor Class 19 (natural armor)

Hit Points 105 (14d8 + 42)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	17 (+3)	16 (+3)	12 (+1)	10 (+0)

Skills Arcana +5, Athletics +7

Senses passive Perception 10

Languages Common, Binary and any two other languages

Challenge 6 (2,300 XP)

Innate Spellcasting. The agent is a 5th-level spellcaster. Their spellcasting ability is Intelligence (spell save DC 13 + 5 to hit with spell attacks). The agent has the following wizard spells prepared, which they can cast without somatic or material components:

At will: *prestidigitation*, *shocking grasp*, *light*, *detect magic*

4/Day: *identify*, *magic missile*, *shield*, *sleep*

3/Day: *detect thoughts*, *hold person*, *knock*, *shatter*

2/Day: *counterspell*, *dispel magic*

ACTIONS

Multiattack. The agent makes 3 Cancellation Rod attacks.

Cancellation Rod (6). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (1d6 + 7) slashing damage. When a creature or object is hit by this rod, the Agent can choose to expend a charge and cast *dispel magic* upon the creature or object. The spell is cast at 3rd level, and automatically dispels all magical effects of 3rd level or lower on the target. Once the rod has expended all charges the rod is no longer magical and acts as normal.

Within this timeline, the arcane agent was an agent of the government trained to be the ultimate hunter of the arcane. They were the magic users worst nightmare. Capable of great speed and able to unleash devastating attacks, they ambushed their prey when they least suspected it and were relentless in their pursuit. The agent was an excellent investigator and master of the “long game”, capable of exuding endless patience in the hunt for their fugitive. They were known to work deep undercover for years, often posing as mercenaries for higher or other nefarious adventuring types. Once they learn of their targets whereabouts, nothing can stop them. It is highly recommended that any practitioner of magic who does encounter an arcane agent should immediately run.

I WON'T LIE TO YOU. EVERY SINGLE PERSON WHO HAS STOOD THEIR GROUND, EVERYONE WHO HAS FOUGHT ONE OF THESE AGENTS, HAS DIED.

ASTRAL ELEMENTAL

Less an actual creature and more an environmental hazard, the Astral Elemental is the result of catastrophic astral chaos leaking into the Prime Universe. Usually as a result of copious chromomagic energy within a confined area, the Astral Elemental is wild and extremely dangerous. Surrounding its grand size is a field of fluctuating space time that causes temporary innate magical ability in any creature within range. Looking into the tear can bring bewilderment to a creature as it shows them potential timelines. Frighteningly unpredictable, any creature that occupies the elemental's space is instantly transported to a random point within time and space. Many scholars of chromomancy bicker over the origins of this phenomenon, believing either that it is the conjuration of a great celestial or the result of some idiotic and irresponsible chromomancer.

IDIOTIC?! WHY WOULD I WRITE THAT?



ASTRAL ELEMENTAL

Large elemental, neutral

Armor Class 10 (natural armor)

Hit Points 243 (18d10 + 144)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	0 (-8)	0 (-8)	0 (-8)	26 (+8)	30 (+10)

Damage Resistances bludgeoning, piercing, and slashing from non-magical attacks

Damage Immunities necrotic, psychic, poison, radiant
Condition Immunities charmed, exhausted, frightened, poisoned, prone, paralyzed

Senses truesight 60ft., passive Perception 18

Languages

Challenge 21 (33,000 XP)

Temporal Terrain. The area around an astral elemental is fraught with chaotic astral energy. Any creature that ends its turn within 30 feet of the elemental must make a DC 15 Constitution saving throw. On a failure, the creature rolls on the Wild Magic Surge table and experiences the effect. Additionally, any creature that ends its turn within 15 feet of the elemental they must also make a DC 20 Constitution saving throw. On a failure, the Wild Magic Surge occurs in the creature and they must roll on the table below and take its effect.

1d6 Result

- | | |
|---|--|
| 1 | The target is under the effect of the <i>slow</i> spell. |
| 2 | The target teleports randomly to an area within 90 feet. |
| 3 | The target loses its reaction for its turn. |
| 4 | The target's age is increased or decreased 1d10 years. |
| 5 | The target takes 8d12 necrotic damage. |
| 6 | Nothing happens. |

Mezmerizing Visage. When a creature looks at the elemental they must make a DC 15 Constitution saving throw. If the saving throw fails by 5 or more, the creature is instantly incapacitated as they elemental begins to show them a trillion different indecipherable timelines. Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the elemental until the start of its next turn, when it can avert its eyes again. If the creature looks at the elemental in the meantime, it must immediately make the save.

Astral Spellcasting (3/day). The elemental is pure astral energy, the very essence of all time, space, and magic. The elemental is capable of casting any spell of 8th level or lower from the sorcerers spell list while it remains active.

ACTIONS

Temporal Arc. *Ranged Weapon Attack:* +14 to hit, reach 5/35 ft., one target. Hit: 2 (8d10 + 6) necrotic damage. A target can make a DC 13 Dexterity throw to resist this damage, taking half as much on a successful save. On a failure, the target takes the full damage and is restrained until the end of their next turn.

Innate Conjuration (4/day). The elemental conjures a number of beasts, aberrations, or monstrosities equal to a total of CR 8. The conjurations gain their own Initiative and act according to the elementals command.



CHRONOMANCER WIZARD

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	14 (+2)	19 (+4)	16 (+3)	11 (+0)

Saving Throws Int +8, Wis +5

Skills Arcana +8, History +12

Senses passive Perception 16

Languages Common and any six other languages

Challenge 9 (5,000 XP)

Time Manipulator. The chronomancer has a unique grapple on time. When rolling for Initiative, the chronomancer can add or subtract 1d6 to both it and one other creature's roll.

Spellcasting. The chronomancer is a 15th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The chronomancer has the following wizard spells prepared:

Cantrips (at will): *dancing lights*, *time bolt*, *minor ripple*, *message*

1st level (4 slots): *desynchronize*, *mage armor*, *magic missile*, *shield*

2nd level (3 slots): *pause*, *invisibility*

3rd level (3 slots): *counterspell*, *dispel magic*, *sands of time*, *haste*, *slow*

4th level (3 slots): *dimension door*, *time loop*

5th level (2 slots): *chronospheric maelstrom*, *eternity beam*

6th level (1 slot): *agelessness*, *steal time*

7th level (1 slot): *quantum reversion*, *plane shift*, *luitprand's time storm*

8th level (1 slot): *time travel*, *demiplane*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 2) bludgeoning damage, or 6 (1d8 + 2) bludgeoning damage if used with two hands.

REACTIONS

Time Divergence (3/day). The chronomancer can use its reaction to force a creature to roll again at disadvantage.



CLOCKWATCHER

Medium humanoid (any race), true neutral

Armor Class 16 (natural armor)

Hit Points 88 (8d8 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	18 (+4)	13 (+1)	20 (+5)	10 (+0)

Skills History +15, Perception +15

Senses passive Perception 26

Languages understands and speaks all languages

Challenge 13 (10,000 XP)

Time Manipulator. The clockwatcher's timing is precise. When rolling for initiative, the clockwatcher's roll is 20.

Innate Spellcasting. The clockwatcher is time personified. It's innate spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). The clockwatcher can innately cast the following spells, requiring no material components:

At will: *detect thoughts*, *time bolt*, *minor ripple*

3/day each: *desynchronize*, *pause*, *dimension door*

1/day each: *chronospheric maelstrom*, *eternity beam*, *steal time*

1/day each: *plane shift*, *time travel*

ACTIONS

Aging Touch. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. Hit: 36 (8d8) necrotic damage. If it is a creature it is cursed to age prematurely. Whenever the target takes a short or long rest it is aged by 1 year. The creature gains no benefit from finishing a short or long rest while it is cursed. The aging effect lasts until it is lifted by a *remove curse* spell or similar magic.

LEGENDARY ACTIONS

Balance Paradox (3/day). The clockwatcher can change any roll to half its die value. For example, if the die rolled is a d20, the roll is 10. Likewise if the die rolled is a d4, the roll is a 2.



CLOCKWORK GOLEM

Large construct, unaligned

Armor Class 13 (natural armor)

Hit Points 142 (15d8 + 75)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	9 (-1)	20 (+5)	3 (-4)	12 (+1)	1 (-5)

Damage Vulnerabilities acid

Damage Resistances cold, fire

Damage Immunities lightning, poison, psychic; bludgeoning, piercing, and slashing from non-magical attacks that aren't adamantite

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses darkvision 60ft., passive Perception 11

Languages understands the languages of its creator and Modron but can't speak

Challenge 9 (5,000 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Constructed Nature. The golem doesn't require air, food, drink, or sleep.

Lightning Absorption. Whenever the golem is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage taken. The golem's speed also increases by 10 feet until the end of its next turn.

Magic Weapons. The golem's weapon attacks are magical.

Noisy. The golem has disadvantage on Dexterity (stealth) checks.

ACTIONS

Multiattack. The golem makes two Clamp attacks.

Clamp. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage. The target is grappled (escape dc 11) The golem has two clamps, each of which can grapple only one target.

Gatalin Gun. *Ranged Weapon Attack:* +3 to hit, range 10/120 ft., one target. *Hit:* 14 (4d6) piercing damage.



STEAMROLLER

Medium construct, unaligned

Armor Class 14 (natural armor)

Hit Points 76 (9d10 + 27)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	6 (-2)	16 (+3)	9 (-1)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses passive Perception 11

Languages understands all common languages but can't speak

Challenge 5 (1,800 XP)

Immutable Form. The steamroller is immune to any spell or effect that would alter their form.

Constructed Nature. The steamroller doesn't require air, food, drink, or sleep.

Roller Mode. The steamroller can use its bonus action to transform into, or out of, a fortifide sphere. When it does so, it cannot use its steam cannons attack, but does benefit from three-quarter cover, adding +5 bonus to AC and Dexterity saving throws. Additionally, its speed increases to 60 ft.

Rolling Charge. If the steamroller moves at least 30 feet straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

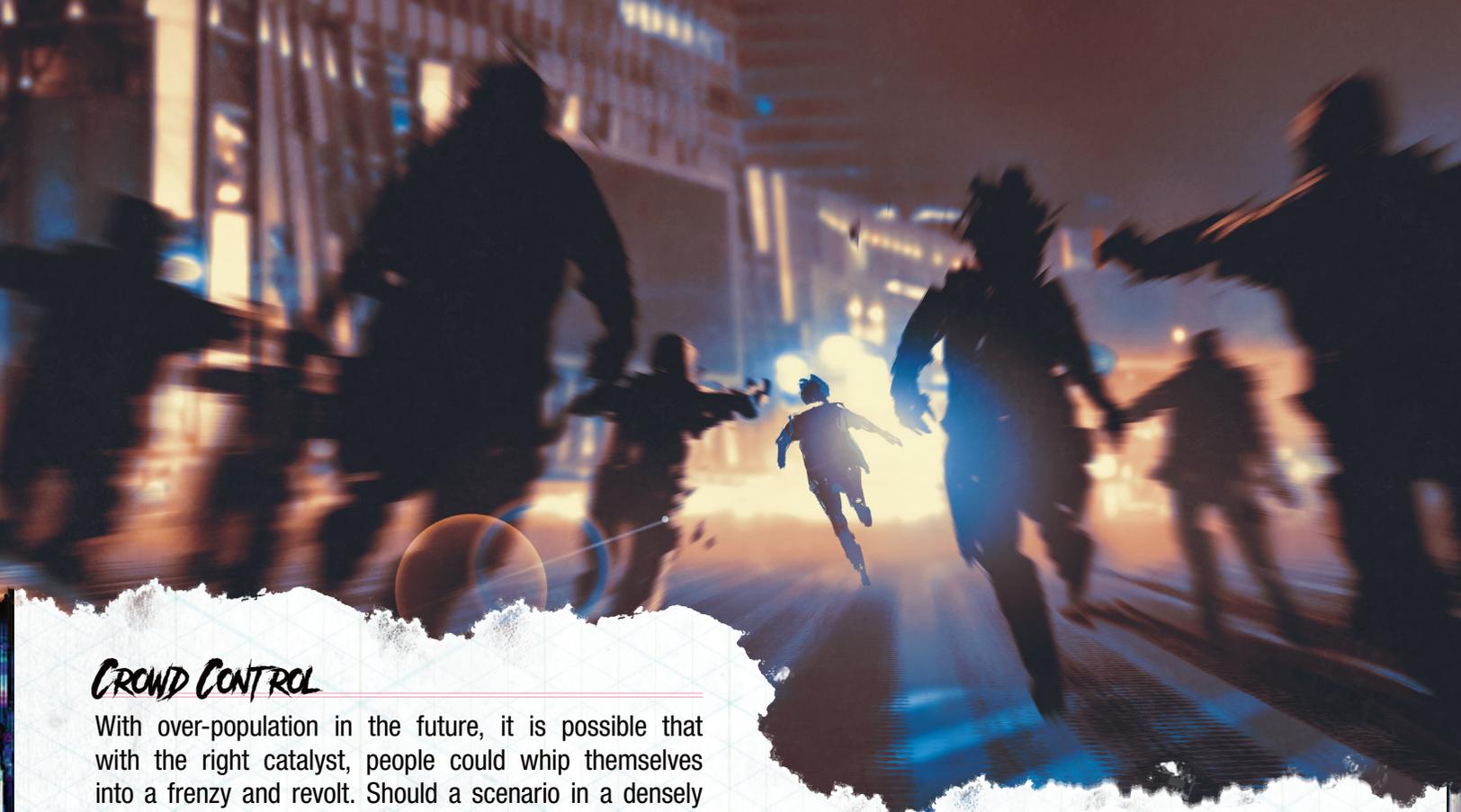
Noisy. The steamroller has disadvantage on Dexterity (stealth) checks.

ACTIONS

Multiattack. The steamroller makes two steamcannon attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.

Steam Blast. The steamroller exhausts steam in a 30-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.



CROWD CONTROL

With over-population in the future, it is possible that with the right catalyst, people could whip themselves into a frenzy and revolt. Should a scenario in a densely populated area turn sour, and the general populace swarm and stampede through the streets, these are the threats unleashed against them.

ANGRY CROWD

Huge swarm of humanoids or mechanoids (any race), any alignment

Armor Class 11 (natural armor)
Hit Points 91 (14d12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 5 (1,800 XP)

Crowds. The crowd can occupy another creature's space and vice versa, and the crowd can move through any opening large enough for a medium humanoid. The crowd can't regain hit points or gain temporary hit points.

ACTIONS

Multiattack. The crowd makes two improvised weapon attacks.

Improvised Weapons. *Melee or Ranged Weapon Attack:* +6 to hit, reach 0 ft. or range 20/60 ft., one target in the crowd's space or within range. *Hit:* 10 (3d6) bludgeoning damage plus 10 (3d6) piercing damage, or 7 (2d6) piercing damage if the crowd has half of its hit points or fewer.

STAMPEDING CROWD

Gargantuan swarm of humanoids or mechanoids (any race), any alignment

Armor Class 11 (natural armor)
Hit Points 189 (18d20)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 10 (5,900 XP)

Strength in Numbers. The crowd has advantage on strength and constitution ability checks and saving throws.

Crowds. The crowd can occupy another creature's space and vice versa, and the crowd can move through any opening large enough for a medium humanoid. The crowd can't regain hit points or gain temporary hit points.

ACTIONS

Multiattack. The crowd makes three improvised weapon attacks.

Improvised Weapons. *Melee or Ranged Weapon Attack:* +6 to hit, reach 0 ft. or range 20/60 ft., one target in the crowd's space or within range. *Hit:* 10 (3d6) bludgeoning damage plus 10 (3d6) piercing damage, or 7 (2d6) piercing damage if the crowd has half of its hit points or fewer.



CYBERNETIC TYRANNOSAURUS REX

Huge beast, unaligned

Armor Class 16 (natural armor)

Hit Points 136 (12d12+52)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	19 (+4)	2 (-4)	12 (+1)	9 (-1)

Skills Perception +4

Senses passive Perception 14

Languages —

Challenge 10 (5,900 XP)

ACTIONS

Multiattack. The cybernetic tyrannosaurus makes three attacks: one with its bite, one with its tail, and one with its machine guns.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. Hit: 33 (4d12 + 7) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the tyrannosaurus can't bite.

IN ONE PARTICULAR FUTURE, THE SCIENTISTS OF THE DAY WERE CLONING DINOSAURS USING FROG DNA AND THEN TRAINING THEM INTO WEAPONS OF MASS DESTRUCTION FOR THE MILITARY. WHAT THEY DIDN'T COUNT ON WAS THE PREDATORY INSTINCTS OF THE MORE AGGRESSIVE MEMBERS OF THEIR SPECIES.

IMBECILES. SO PREOCCUPIED WITH IF THEY COULD, THEY NEVER STOPPED TO THINK IF THEY SHOULD.

Tail. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. Hit: (3d8 + 7) bludgeoning damage.

Machine Guns. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. Hit: 14 (4d6 + 0) piercing damage.

Missile Swarm (Reload 5-6). The cybernetic tyrannosaurus rex fires a swarm of missiles at a point it chooses within range that explode into flame. Each creature in a 20-foot-radius sphere centered on that point must make a DC 12 Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners and ignites flammable objects in the area that aren't being worn or carried.

FUTURE GUARD CAPTAIN

Medium humanoid or mechanoid, any alignment

Armor Class 18 (heavy coat)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	14 (+2)	11 (+0)	14 (+2)

Saving Throws Str +4, Dex +5, Wis +2

Damage Immunities poison, psychic

Condition Immunities poisoned

Senses passive Perception 10

Languages Common, Binary and any two other languages

Challenge 2 (450 XP)

Fight Analysis. After one round of combat, the captain knows its targets movements and inform its allies, granting them advantage. In combat, allies within a 30-foot radius of the captain have advantage on the last creature the captain hit with an attack.

Arrest Specialist. The captain has advantage on grapple checks made to restrain a creature using a method of restraint (ie. handcuffs, rope, zip-ties, etc.)

ACTIONS

Multiattack. The captain makes 2 baton attacks.

Extendable Baton. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Pistol (6). (Reload 2-6): *Ranged Weapon Attack:* +1 to hit, range 80/320 ft., one target. *Hit:* 7 (2d6 + 3) piercing damage.



FUTURE GUARD

Medium humanoid or mechanoid, any alignment

Armor Class 16 (bulletproof vest)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+2)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2

Senses passive Perception 12

Languages Common, Binary and one other language

Challenge 1/8 (25 XP)

Arrest Specialist. The guard has advantage on grapple checks made to restrain a creature using a method of restraint (ie. handcuffs, rope, zip-ties, etc.)

ACTIONS

Multiattack. The guard makes 2 baton attacks.

Extendable Baton. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Pistol (6). (Reload 2-6): *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 7 (2d6 + 2) piercing damage.

FUTURE RIOT GUARD

Medium humanoid or mechanoid, any alignment

Armor Class 20 (plate, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2

Senses passive Perception 12

Languages Common, Binary and one other language

Challenge 1/2 (100 XP)

Intercept Incoming. When a creature within 5 feet of the riot guard makes an attack against a target other than itself, the riot guard can use its reaction to make a melee weapon attack against the attacking creature.

Shut Down. When the riot guard hits a creature with an opportunity attack, the creature's speed becomes 0 for the rest of the turn.

Arrest Specialist. The riot guard has advantage on grapple checks made to restrain a creature using a method of restraint (ie. handcuffs, rope, zip-ties, etc.)

ACTIONS

Multiattack. The riot guard makes 2 baton attacks.

Extendable Baton. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Pistol (6). (Reload 2-6): *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 7 (2d6) piercing damage.

HACKER ELITE

Medium humanoid/mechanoid (any race), any alignment

Armor Class 10 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	16 (+3)	12 (+1)	10 (+0)

Senses truesight 30 ft., passive Perception 10

Languages Common, Binary and one other language

Challenge 2 (450 XP)

Search Engine Adept. The hacker is well researched, granting them advantage on saving throws against a creature within its lair that has ever connected to a network.

ACTIONS

Pistol (6). (Reload 4-6): *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 7 (2d6 + 3) piercing damage.

Hijack Programming. The hacker attempts to seize control of a construct or device within 60 feet. A creature targeted by this attack must make a DC 17 Wisdom saving throw or be forced to perform one or all of the following actions:

- The target moves up to its speed in a direction the hacker chooses.
- The target drops what it is holding.
- The target defends the hacker.

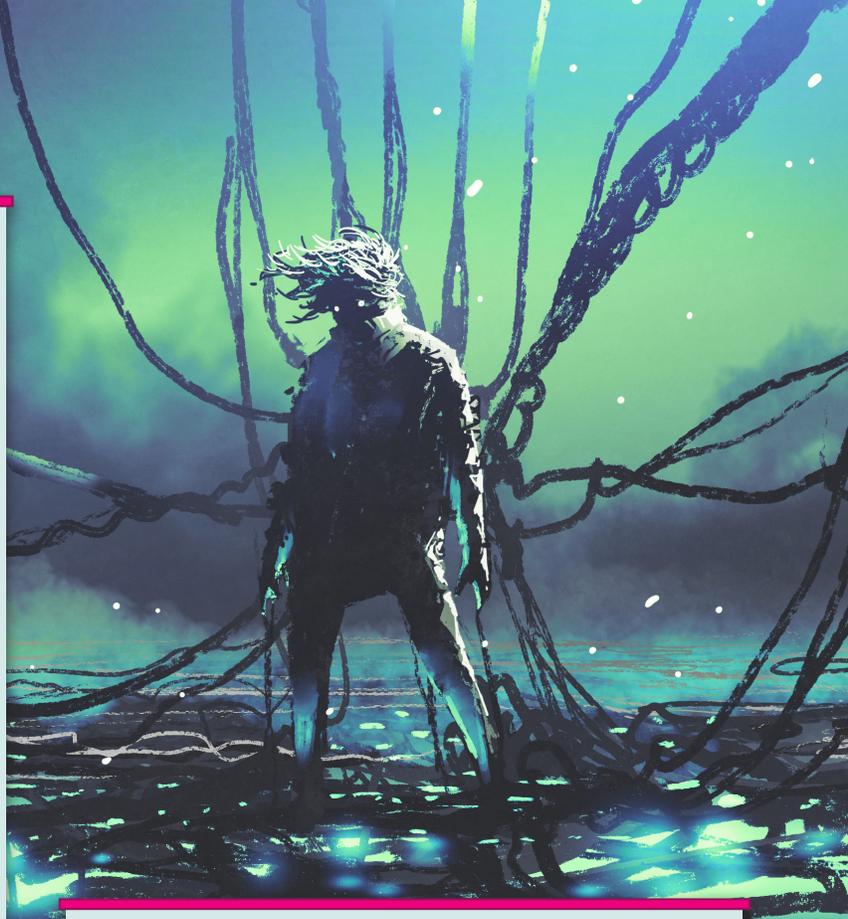
Power Surge. The hacker makes a technical attack against a device near to or on a target. The target must make a Dexterity saving throw or take 2d8 lightning damage. This effect causes the device to be rendered non-functional, returning back to its original state at the start of the hacker's next turn.

HACKER ELITE

Highly intelligent and incredibly dangerous, hackers are the ninja-like thieves of the future. Silently sneaking in out of systems, performing digital espionage up to an international scale, their reach is unlimited and their threat immeasurable. Operating as security analysts for major corporations (white hats) or in diabolical cells for nefarious means (black hats), hackers are highly respected for their digital prowess, but equally as feared for the same reasons.

Your normal hacker prefers the secluded areas of most domiciles, such as the basement, attic, or garage. Elite level hackers are wired a little differently. These hacker's use their skills to research their victims ahead of time and prepare lethal traps designed to test their limits. A by-product of their lairs heavy surveillance is the broadcasting of these tests across pirate networks.

Absolute psychopaths, when they aren't designing death traps they're attacking innocent users with death threats.



LAIR ACTIONS

Flicker Lights. The hacker fires a command causing the flood lights within it's lair to flicker quickly, blasting the area in assaulting light. The area within the lair becomes heavily obscured without specialized goggles like those worn by the hacker.

Trigger Plate (6/day). The entire floor of the lair is lined with pressure sensitive steel plates that can unleash varied effects from the list below:

- A creature steps on the plate and it clicks. The triggering creature must succeed on a DC 15 Dexterity saving throw or take 1d6 piercing damage and stop moving. Until the creature frees itself from this trap, it is restrained. A creature can use its action to make a DC 15 Strength check, freeing itself or another creature within its reach on a success. Each failed check deals 1 piercing damage to the trapped creature.
- A creature steps on the plate and it swings open like a trapdoor, causing the triggering creature to spill into a pit below. The pit is 10 feet deep. Once the creature is in the pit, the plate attempts to reset, trapping the creature inside. A successful DC 20 Strength check is necessary to pry the plate open. A character in the pit can also attempt to disable the spring mechanism from the inside of the pit with a DC 15 Dexterity check using thieves' tools, provided the mechanism can be reached and the character can see.

Overload (1/day). The hacker overloads the grid causing a power surge that pulses through the area. Power and connectivity within a 120-foot radius of the lair is shut down. Augmentations no longer receive commands from their user and all devices and power within the area currently connected to a source are rendered non-functional for 1 minute.

Bot Minions (2/day). The hacker fires a command, summoning 1d12 + 2 bot minions to life. All bot minions have 1 hit point, deal 1d6 + 3 bludgeoning damage on a melee hit, and share the same Initiative count as the hacker. The bots primarily act as a shield for the hacker. When the hacker is hit by an attack, a bot minion intercepts the attack and takes the damage first.

AT ONE POINT WE THOUGHT SORCERORS AND WARLOCKS WERE "MUTANTS", SINCE THEY NEVER GOT THEIR POWERS FROM STUDY LIKE US WIZARDS. WE KNOW BETTER NOW, THANKS LARGELY TO MY TIME TRAVELING AND SEARCH FOR TRUTH.

MUTANTS

With time comes evolution, and with pollution comes mutations of nature. The Mutant is the result of centuries of cross-species relation and environmental influence. Some are identifiable through physical tells outside of their usual racial traits such as a dragonborn with the ability to shapeshift, a human with bone claws and accelerated healing, or a halfling with psychic ability beyond any magical or divine spiritual connection.

Roughly 1 in 1.5 million citizens are born a mutant, making their numbers extremely rare. In some timelines they have been found to be upstanding members of society who live loud and openly as celebrities or "heroes". In others, they are hunted, persecuted for their dangerous abilities and kept away from society in camps and other custom built communities designed to negate their abilities.

MUTANT MENTALIST

Medium humanoid, any alignment

Armor Class 15 (natural armor)
Hit Points 71 (13d8 + 13)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	19 (+4)	17 (+3)	17 (+3)

Saving Throws Int +7, Wis +6, Cha +6
Damage Immunities psychic; bludgeoning, piercing, and slashing from non-magical attacks
Skills Deception +6, Insight +6, Perception +6, Persuasion +6, Stealth +4
Condition Immunities poisoned
Senses darkvision 30 ft., passive Perception 16
Languages Common, telepath 120 ft.
Challenge 6 (2,300 XP)

Magic Resistance. The mutant has advantage on saving throws against spells and other magical effects.

Spellcasting. The mentalist's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no components:

At will: *detect thoughts*, *levitate*

At will (1/day): *cause fear*, *dominate person*, *dimension door*

ACTIONS

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 3) bludgeoning damage.

Neuron Bolt. *Ranged Weapon Attack:* +1 to hit, range 30/60 ft., cone. *Hit:* 25 (4d8 + 7) psychic damage.

MUTANT MORPHER

Medium humanoid, any alignment

Armor Class 11 (natural armor)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Damage Immunities psychic; bludgeoning, piercing, and slashing from non-magical attacks

Skills Intimidation +2

Condition Immunities poisoned

Senses darkvision 30 ft., passive Perception 10

Languages Common, telepath 60 ft.

Challenge 2 (450 XP)

Shape Shifter. The mutant can use its action to transform their appearance or revert to their natural form. They cannot duplicate the appearance of a creature they've never seen, and they revert to their natural form if they die. This ability is not an illusion, preventing even the most astute observers from seeing through the transformation.

ACTIONS

Multiattack. The morpher makes three unarmed attacks.

Unarmed Strike. *Melee Weapon Attack:* +2 to hit, range 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

MUTANT MANIAC

Medium humanoid, any alignment

Armor Class 11 (natural armor)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Damage Immunities psychic; bludgeoning, piercing, and slashing from non-magical attacks

Skills Intimidation +2

Condition Immunities poisoned

Senses darkvision 30 ft., passive Perception 10

Languages Common, telepath 60 ft.

Challenge 2 (450 XP)

Advanced Healing. The maniac gains 1d8 hit points at the start of their turn unless they reach 0 hit points.

Superior Smell. The maniac has advantage on any Wisdom (perception) or Wisdom (survival) checks it makes to locate a target within 60 feet using their sense of smell.

ACTIONS

Multiattack. The maniac makes two Bone Slash attacks.

Bone Slash. *Melee Weapon Attack:* +2 to hit, range 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

NEON DRAGONS

Some dragons are angry recluses, others think themselves gods, but the neon dragon is something new all together. A descendant of prismatic dragons, these dragons actually preferred the company of people. Attracted to noise and bright lights, the neon dragon is drawn to large urban environments, especially at night.

Considered by some to be “the party dragon”, unlike it’s ancient cousins, the neon dragon is friendly as long it is having fun. A rather simple creature, the neon dragon looked to amasse huge crowds to celebrate within it’s underground lairs, “where the party never stops”. Those that have managed to leave a neon dragon’s party claim it to be “the best night of their lives!”, often out of fear of being consumed.

When a neon dragon is angered, it is usually from people either refusing or being unable to join in its festivities. An angry neon dragon is dangerous to all creatures and any adventurer intending to encounter a neon dragon is advised to bring sunglasses, even at night. It’s psychedelic laser breath is potentially blinding!



ADULT NEON DRAGON

Huge dragon, chaotic evil

Armor Class 19 (natural armor)

Hit Points 256 (19d12+133)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	25 (+7)	18 (+4)	13 (+1)	21 (+5)

Saving Throws Dex +6, Con +13, Wis +7, Cha +12

Skills Perception +13, Performance +18

Damage Immunities lightning

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 10

Languages Common, Draconic

Challenge 17 (18,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Immutable Form. The dragon is immune to any spell or game effect that would alter its form.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 10) piercing damage plus 11 (2d10) radiant damage.

Claws. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 10) bludgeoning damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 18 (2d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of the dragon’s choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature’s saving throw is successful or the effect ends for it, the creature is immune to the dragon’s Frightful Presence for the next 24 hours.

Laser Breath (Recharge 5-6). The dragon exhales a 10 foot wide laser beam in a line up to 120. Each creature in that line must make a DC 21 Dexterity saving throw, taking 63 (18d6) radiant damage on a failed save, or half as much damage on a successful one. A creature that fails this saving throw is also blinded by the dragon’s blinding neon lasers.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature’s turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

POLLUTED CREATURES

Rapid advancement of technology often brings with it an unfortunate side effect, pollution. Without proper interference from those capable of stemming the tide of toxins created through rampant corporate negligence, this sickening by-product of the industrial age will bring about new creatures.

These creatures come varied and sick. They are mostly made through the combination of toxic waste and magic. The most common of these creatures is the Venomous Rat. Strange vermin with a venomous bite that can paralyze their prey for easy consumption. These garbage hunting pests plague trash sites, alleyways, and if dumb or desperate enough, the common home.

Exterminators have built careers on cleaning up these various threats to the city, and often pay handsomely for the removal of them from polite society.

TOXIC OOZE

Medium ooze, unaligned

Armor Class 10 (natural armor)

Hit Points 231 (22d8 + 132)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	22 (+6)	4 (-3)	2 (-4)	1 (-5)

Damage Vulnerabilities necrotic

Damage Immunities acid, cold, lightning, necrotic, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 9 (5,000 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

False Appearance. While the ooze remains motionless it is indistinguishable from ordinary sewage waste.

Toxic Touch. Creatures hit by the ooze's attacks are coated in a corrosive goo which melts weapons and armor. When hit, at the start of a coated creature's turn, their weapon takes a permanent -1 penalty to hit and their armor takes a permanent -1 to AC. Any creature can take an action or reaction to remove the goo from both their weapon and armor, ending the melting effect.

ACTIONS

Multiattack. The ooze makes two attacks.

Pseudopod. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Squirt. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 3 (1d6) bludgeoning damage plus 27 (6d8) acid damage.

TRASH GOLEM

Large construct, unaligned

Armor Class 19 (natural armor)

Hit Points 117 (18d12)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	8 (-1)	5 (-3)	4 (-3)	7 (-2)

Saving Throws Str +3

Skills Athletics +7

Damage Immunities poison, psychic

Condition Immunities poisoned

Senses darkvision 60ft., passive Perception 7

Languages —

Challenge 4 (1,100 XP)

False Appearance. While the golem remains motionless, it is indistinguishable from a pile of trash.

Immutable Form. The golem are immune to any spell or effect that would alter their form.

Constructed Nature. The golem doesn't require air, food, drink, or sleep.

Discorporate. The golem can collapse as an action, becoming a swarming mass of tiny parts. It gains the swarm subtype, its space changes to 10 feet, and its reach changes to 0. In this form, it loses its slam attack but gains a swarm effect that deals 1d6 damage to any creature that shares its space. It can reform as an action.

ACTIONS

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 8 (2d4 + 3) bludgeoning damage.

VENOMOUS RAT

Small beast, unaligned

Armor Class 12

Hit Points 14 (4d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	11 (+0)	2 (-4)	10 (+0)	4 (-3)

Senses blindsight 60ft., passive Perception 10

Languages —

Challenge 2 (450 XP)

Smell Sight. The rat has advantage on any Wisdom (perception) or Wisdom (survival) checks it makes to locate a target within 120 feet using their sense of smell.

ACTIONS

Paralysing Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 3 (1d6) poison damage. The target makes a DC 11 Constitution saving throw or falls prone and becomes paralyzed for 1 minute.



SLIPSTREAMER

Medium humanoid, any alignment

Armor Class 19 (natural armor)

Hit Points 85 (4d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	8 (-1)	8 (-1)	10 (+0)

Damage Immunities poison, psychic

Condition Immunities poisoned

Senses truesight 30 ft., passive Perception 10

Languages Common and any three other languages

Challenge 5 (1,800 XP)

Alert. The slipstreamer cannot be surprised while conscious. Also, they gain a +5 bonus to Initiative and creatures cannot gain advantage on attack rolls against the slipstreamer as a result of being hidden.

Avoidance. If the slipstreamer is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Slip Escape. The slipstreamer can take the disengage action as a bonus action on each of their turns. When it does so, it can teleport into any unoccupied space within 30 ft.

Out of Sync. The slipstreamer is neither part of the world or outside of it. Attack rolls against the slipstreamer are made at disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted while the slipstreamer is incapacitated or has a speed of 0.

ACTIONS

Multiattack. The slipstreamer makes three unarmed strikes.

Unarmed Strike. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 4) bludgeoning damage.

SLIPSTREAMERS

The Slipstreamer is the result of advanced exposure to paradoxical time. As it is known, when a creature alters their time stream, a paradox can occur. Over time, too many paradoxes can begin to alter the physical state of that creature's existence. In an effort for time to align itself, it actually inverts, causing time to flow into the creature and affecting its material state, eventually prying apart the creature from reality. Reversing this effect is beyond science and even the greatest of chronomancers.

More than the physical detriments to the individual, creatures affected by time in this way also begin to suffer mentally. As the effect progresses, they start to lose and confuse their memories. Dates, names, faces, everything is eventually lost until only the most basic of the creatures functions remain.

What they do know for certain is their death. The Slipstreamer lives in a constant state of it's impending doom and knows at all times when and how it might die next. This makes them especially hard to capture and kill.

Constantly hunted by Temporal Traveler Rangers, Oath of the Constant Paladins, and School of Chronomancy Wizards, their existence is fraught with danger and despair.

URBAN PACIFICATION DRONES

Small constructs, unaligned

Armor Class 15 (natural armor)
Hit Points 33 (6d8 + 6)
Speed 25 ft., fly 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	4 (-3)	10 (+0)	5 (-3)

Condition Immunities exhausted, poisoned
Senses darkvision 60ft., passive Perception 10
Languages Binary
Challenge 2 (450 XP)

Immutable Form. The drones are immune to any spell or effect that would alter their form.

Axiomatic Mind. The drones cannot be compelled by magic to act in a manner contrary to their nature or their instructions.

Networked Mind. The drones receive their orders from their host server. When this connection is lost, they operate on their last standing order and attempt to return to their base station.

Self-Destruct. If a drone dies, its body enters a self-destruct state and explodes. The explosion fills a 10-foot area. Creatures caught in this explosion roll a DC 10 Dexterity saving throw. On a failure, the creature takes 1d4 fire damage and half as much damage on a successful one.

Drone Variant Limitations. The drones come in a variety of types, some made for flying, some made for heavy lifting, some made for security. All drones have a walk speed of 25 feet and cannot fly or swim unless otherwise stated by the action. Each drone has its own Initiative, hit points, and armor class. Each action represents a different drone. Every drone can make a Slam attack on its turn.

SOME WILL TELL YOU THAT THE DEVELOPERS OF THESE PARTICULAR ROBOTS ARE THE REAL REASON THE FUTURE FALLS INTO SUCH A DECLINE.

SCIENTISTS... ALWAYS SO OBSESSED WITH IF THEY CAN, THEY NEVER STOP TO THINK IF THEY SHOULD. THESE ONES PLAYED GOD, AND BECAME SLAVES TO THEIR OWN CREATIONS. IRONIC, ISN'T IT?

ACTIONS

Slam. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. *Hit:* 2 (1d4 + 0) bludgeoning damage.

Lifter Smash (LFT-Drone). The lft-drone's Slam attack deals an additional 12 (1d4 + 10) bludgeoning damage.

Laser Scatter (LSR-Drone). The lsr-drone makes 6 attacks with their ranged weapon. *Ranged Weapon Attack:* -2 to hit, range 30/120 ft., one target. *Hit:* 3 (1d4 + 1) radiant damage.

Security Alarm (SEC-Drone). The sec-drone has blindsight up to 120 ft. and advantage on all grapple checks. When a surveillance drone detects another hostile creature, it sounds an alarm alerting their home server to send reinforcements.

Welder Blast (WLD-Drone). The wld-drone fires a 1 foot wide beam of burning energy up to 60 feet. Each creature within the area must make a DC 12 Dexterity saving throw, taking 2d4 + 1 radiant damage on a failed save, or half as much damage on a success.

Radar Scramble (RDR-Drone). The rdr-drone unleashes a concussive burst of sound into the minds of all creatures currently connected to the network within a 60 ft sphere centered on itself. Each creature within the area must make a DC 16 Constitution saving throw, taking 11 (2d10) thunder damage and falling prone on a failed save, or half as much damage on a successful one. Creatures that succeed on the save do not fall prone. Other Urban Pacification Drones are immune to any effect of this ability.

Drone Multiattack (FLY-Drone). The fly-drone can hover 10 feet off the ground and make 4 attacks with their ranged weapon. *Ranged Weapon Attack:* +1 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 1) piercing damage.



WARCLASS ASSAULT SCORPION

Large construct, unaligned

Armor Class 15 (natural armor)

Hit Points 170 (20d10 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	18 (+4)	7 (-2)	10 (+0)	3 (-4)

Damage Immunities lightning, poison, psychic

Condition Immunities poisoned

Senses passive Perception 10

Languages Binary

Challenge 7 (2,900 XP)

Immutable Form. The warclass is immune to any spell or effect that would alter its form.

Constructed Nature. A warclass doesn't require air, food, drink, or sleep.

Axiomatic Mind. The warclass cannot be compelled by magic to act in a manner contrary to its nature or their instructions.

Solar Powered. The warclass requires at least 1 hour of sunlight to function for 24 hours. When the warclass operates in darkness its speed is halved.

Lightning Overcharge. Whenever the scorpion is subjected to lightning damage, it takes no damage and instead recharges its Lightning Rail and deals an additional +10 damage on its next attack that hits.

ACTIONS

Auto-Cannons. *Ranged Weapon Attack:* +3 to hit, reach 5 ft., three targets. *Hit:* 3 (1d4 + 1) piercing damage.

Lightning Rail (Recharge 5-6). *Ranged Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 40 (8d8 + 4) lightning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be pushed up to 15 feet away, and knocked prone.

WARCLASS AUTOMATONS

Considered one of the most advanced tools of war, the intelligent machines of this future worked together to terminate their humanoid threats by building incredibly deadly constructs. Dubbed "Warclass" by the humanoids of the age, these constructs came varied and violent.

Taught to execute a singular task from their host intelligence, they could not become exhausted and would not stop until their task was completed. They were immune to the charmed condition, however their complex circuitry and ability to problem solve suggested some level of intelligence. This has allowed hackers of various skill levels to reprogram vulnerable warclass automatons for their own means.

In the absence of war, almost all warclass series automatons are decommissioned. Some more militarized futures featured them as tools of law enforcement, others saw them repurposed by street gangs. In the most rarest of cases, the intelligence granted to awakened automatons has found its way into a warclass chassis.



WARCLASS ASSAULT TROOPER

Medium construct, any alignment

Armor Class 17 (natural armor)

Hit Points 60 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	10 (+0)	10 (+0)	8 (-1)

Skills Athletics +5

Senses passive Perception 10

Languages Common and Binary

Challenge 2 (450 XP)

Immutable Form. The warclass is immune to any spell or effect that would alter its form.

Constructed Nature. A warclass doesn't require air, food, drink, or sleep.

Axiomatic Mind. The warclass cannot be compelled by magic to act in a manner contrary to its nature or their instructions.

Solar Powered. The warclass requires at least 1 hour of sunlight to function for 24 hours. When the warclass operates in darkness its speed is halved.

ACTIONS

Alternate Fire. The trooper makes an Auto-Cannon attack, spraying a 20-foot-cube area within 80 feet. Creatures within this cube make a DC 13 Dexterity saving throw or take 2d12 + 3 piercing damage, or half as much on a successful save.

Auto-Cannons. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 22 (3d12 + 3) piercing damage.

WARCLASS DOG

Medium construct, any alignment

Armor Class 17 (natural armor)

Hit Points 60 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	15 (+2)	6 (-3)	12 (+1)	7 (-2)

Skills Perception +2, Stealth +3

Senses passive Perception 20

Challenge 2 (450 XP)

Immutable Form. The warclass is immune to any spell or effect that would alter its form.

Constructed Nature. A warclass doesn't require air, food, drink, or sleep.

Axiomatic Mind. The warclass cannot be compelled by magic to act in a manner contrary to its nature or their instructions.

Relentless Tracker. The dog has advantage on any Wisdom (perception) or Wisdom (survival) checks it makes to locate a target within 1 mile using their sense of smell.

ACTIONS

Bite. *Ranged Weapon Attack:* +4 to hit, range 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.





WARCLASS DREADNOUGHT

Gargantuan construct, unaligned

Armor Class 25 (natural armor)

Hit Points 465 (30d20 + 150)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	0 (-5)	27 (+8)	0 (-5)	0 (-5)	0 (-5)

Damage Immunities lightning, poison, psychic

Damage Resistances bludgeoning, piercing and slashing

Condition Immunities poisoned

Senses blindsight 120ft., passive Perception 10

Languages Common, binary

Challenge 25 (27,000 XP)

Immutable Form. The warclass is immune to any spell or effect that would alter its form.

Immovable Machine. The dreadnought is a land vehicle that stands over 60 feet tall and weighs 1,200,000 lbs.

Gargantuan Vulnerability. The dreadnought is vulnerable to damage from other creatures of size Gargantuan or larger.

Siege Machine. The dreadnought deals double damage to objects and structures.

Suit of Armor. The dreadnought requires two pilots to be able to move and attack. Each pilot must be a creature of Medium or

smaller size, with an Intelligence score of 8 or higher in order to pilot the dreadnought. The dreadnought can carry a maximum of two pilots and 6 crew. Entering and exiting the dreadnought requires a full action. Creatures inside the dreadnought are immune to damage while the dreadnought is above 125 hit points, after which they take the half damage as the dreadnought. When operating the dreadnought, creatures in the pilot or crew role can take all their regular actions as they normally would, but gain an additional list of actions to choose from according to their role. Each action listed below takes a full action in order to execute.

PILOT ACTIONS

Slam. *Melee Weapon Attack:* +18 to hit, reach 20 ft., one target. *Hit:* 48 (7d10 + 10) bludgeoning damage.

Rocket Launchers (Recharge 5-6). The pilot fires a cluster of high-caliber explosive ammunition into a 120-foot-cube area within 120 feet. Each creature in the cube's area must make a DC 18 Dexterity saving throw, taking 65 (10d12) fire damage on a failed save, or half as much damage on a success.

CREW ACTIONS

Repair. The crewman executes repairs and the dreadnought gains 11 (2d10) hit points.

Reload. The crewman reloads the dreadnought's Cannon attack.

Target Lock. The crewman makes a DC 12 Wisdom (perception) check. On a success, a target within 120 feet that it can see is locked, granting a +1 bonus to its next attack roll.

Cannons (1). *Ranged Weapon Attack:* + crewman's Dexterity modifier to hit, range 80/320 ft., one target. *Hit:* 20 (3d12) piercing damage.



THE GAME MASTER OF THE FUTURE'S TOOL KIT

For a first-time traveler to the future, the world is a strange, new, and wondrous place. When running a campaign so filled with possibility, it can be hard to remember where you are going and where you might have just been. To aid in the struggle some GM's might find, this chapter has been added specifically for quick reference, random tables, and optional rulesets.

Whether creating encounters of the future, finding new names for mega-corporations, or just needing a refresher on all you've read in this guide so far, refer to this chapter. It has everything needed for the what's what of what's new.

OPTIONAL + VARIANT RULES

There are many guides that provide a number of amazing tools that can aid any GM in running a campaign. It is impossible however to foresee every circumstance where a rule might need apply. For this section, the following optional and variant rules are designed to aid in the roleplay and verisimilitude of the future.

COUP DE GRÂCE RULE

A coup de grâce, also known as a "mercy killing", is a final death blow to end the suffering of a severely wounded creature. It can occur with or without the sufferer's consent. When a hostile creature falls to 5 hit points or lower, they fall prone, unable to continue the fight. Their movement is reduced to 0 feet, and they suffer from either the incapacitated or unconscious condition as deemed by the GM. One of the benefits to this rule is the opportunity it allows for roleplaying and revealing a character's morality. An enemy who has fallen could give out a final word of warning or share some pertinent information. Players could have a chance to stabilize and treat them, earning a new ally through mercy, or they might end their suffering with a deliberate final blow. In any of these cases, a coup de grâce makes room for moments where players might shine and reveal their true nature.

ECTOCHRONOSPACIAL TRANSFERENCE

This effect comes from the scientific understanding of non-dimensional astral energy as it pertains to time. This energy shares extreme similarities with the same energy found in incorporeal undead such as ghosts and spirits. This connection has led more chromomantically astute scientists and theologians to theorize that when the soul of a creature leaves its body, it travels via the ethereal or astral realms on its reunification with the flow of time. Tests as to the validity of this theory have resulted in some extremely rare devices such as the Portal Gates.

CONSTRUCT HEALING + RESURRECTION

Mechanoids are constructs, meaning they cannot regain hit points through usual sources. As constructs, unlike their more organic counterparts, they are entirely synthetic. This means that they require physical repair through the use of technomancy spells or appropriate tools. During any short or long rest, the construct can mend themselves like any other humanoid if they have access to tools or spells.

A mechanoids death is no different to a humanoids, but another creature can remove the brain of a mechanoid via their CORD.

The "Cognitive ORgan Drive", or CORD, is an internal implant that can record a mechanoid's memories, levels, and experience for later retrieval. When a mechanoid dies, if their head remains intact, another creature can make a DC 20 Wisdom (medicine) check to remove the CORD from the mechanoids brain. This process takes 3 hours. On a failure, the CORD suffers from 1 level of fragmentation. Autosmiths can install and uninstall a CORD, but this is considered a highly illegal act in most cases.

Once a CORD has been removed, if the mechanoid's body is resurrected, the body's Intelligence, Wisdom, and Charisma score is 0. If a CORD is installed into a new body, the creature rolls to establish the bodies Strength, Dexterity, and Constitution scores but takes the Intelligence, Wisdom and Charisma scores stored in the CORD.

QUICK ARMOR CUSTOMISATION

A common element of advanced weaponry is advanced armor. To increase your collection of possible armors in the future, you can roll on any or all of the options below and add or change a property of any armor from the future.

Armor Feature

1d10	Name	Feature
1	Guardian	This armor generates a shield which grants its wearer 10 + 1d10 temporary hit points, once per day.
2	Charger	This armor can recharge up to 6 batteries, once per day.
3	Nuclear	This armor has a nuclear core that allows its wearer to connect one device to be powered as long as the armor stays in tact. If the armor is damaged in such a way that it can become unstable (ie. has its AC lowered by a rust monster), the armor explodes in 1 round, dealing 3d12 fire damage within 5 feet.
4	Slither	This armor is noise resistant, negating any disadvantage to stealth.
5	Glowworm	This armor glows in natural darkness, shedding dim light up to 10 feet, and grants its wearer disadvantage on stealth.
6	Stinger	This armor is covered in spikes that deal 1d4 piercing damage to creatures that hit its wearer within 5 feet.
7	Amphibious	This armor is specially designed for both land and sea based combat, allowing its wearer to store up to an hour of air for the purpose of breathing underwater or floating on the surface.
8	Hydraulics	This armor redistributes weight, granting its wearer resistance to becoming exhausted due to long periods of travel.
9	Hard-Light	This armor benefits from a quick activation device that can don and doff the armor, requiring no action. When donned, the armor is made of hard-light, generating dim light within 5 feet.
10	Concealer	This armor has a hidden lining that puts other creatures at disadvantage when attempting to detect weaponry through non-magical methods.
11	Phase	This armor allows its wearer to enter the ethereal plane when they are hit, using their reaction. The wearer can return at the end of their next turn, or automatically returns when they take any action, whichever comes first.
12	Mirrorball	This armor reflects light, granting its wearer disadvantage on stealth. Also, when its wearer is attacked by an effect that would force them to make a saving throw to prevent being non-magically blinded, the attacking source must also make this saving throw.
13	Enchanted	This armor is enchanted with a cantrip that allows its wearer, when attuned, cast 1 cantrip from any spell list at will.
14	Augmented	This armor is built to store augmentations and can have its own augmentation installed. The augmentation is installed in the armor, not the wearer, allowing the augmentation to be used by any creature wearing this armor.
15	Bubbly	This armor constantly generates a stream of bubbles. Nobody knows why or how to turn it off.
17	Sleek	This armor is built to assist in mobility that removes any non-magical disadvantage to Athletics or Acrobatic checks made by its wearer.
18	Lockdown	This armor benefits from a special function. As a bonus action, its wearer can trigger the armor to encase them, granting them a +4 bonus to AC. While encased, the wearer's speed is 0, they are at disadvantage on Dexterity saving throws, they cannot take reactions, and the only action they can take is a bonus action to emerge from the encasement.
19	Adamantine	This suit of armor is reinforced with adamantine, converting any critical hit against its wearer to become a normal hit.
20	Standard	No additional feature.

Resistance Type

1d6	Name	Ability
1	Insulated	This armor is insulated to grant its wearer resistance to cold damage.
2	Coated	This armor is coated to grant its wearer resistance to fire damage.
3	Blessed	This armor has been blessed to grant its wearer resistance to radiant damage.
4	Runed	This armor is covered in fine arcane etchings to grant its wearer resistance to spell damage.
5	Reinforced	This armor has been layered with heavy armor plating to grant its wear resistance to bludgeoning, piercing, and slashing damage from non-magical weapons. It requires a Strength score of 13 or higher to be worn.
6	Absorber	This is built to withstand the forces of nature, granting its wearer resistance to lightning and thunder damage.
7	Filter	This armor contains several filtration systems to grant its wearer resistance to poison damage.
8	Standard	No additional ability.

QUICK FIREARMS CUSTOMISATION

Not all weapons are so stock standard. To increase your cache of possible weapons in the future, you can roll on any or all of the options below and add or change a property of any firearm found in the future, without changing the ammunition.

Damage Type

1d8	Name	Type	Properties
1	Hotshot	2d6 fire	—
2	Icicle	2d6 cold	—
3	Slugger	2d8 bludgeoning	range 60/120 (DC 12 Strength save, or knocked prone), no firing mode.
4	Flamethrower	2d10 fire	10ft. cone (DC 12 Dexterity save, or burns 1d6 at start of next turn), no firing mode.
5	Icecube	2d10 cold	10ft. cone (DC 12 Constitution save, or reduced to half speed), no firing mode.
6	Flashbomb	2d10 radiant	10ft. area up to 120ft. (DC 12 Dexterity save, or blinded til start of next turn), no firing mode.
7	Grenade	2d10 piercing	10ft. area up to 120ft. (DC 12 Dexterity save, or deafened til start of next turn), no firing mode.
8	Hornets Nest	2d12 bludgeoning	30ft. cube up to 60ft. (DC 16 Dexterity save), no firing mode.

Firing Modes

1d4	Name	Ability
1	Ricochet	Before you attack a target using this weapon, you can switch between normal and ricochet to grant the projectile it's own attack roll. Choose a point with clear line-of-sight within 30 feet. Your weapon's ammunition moves to this location and you make your attack roll without adding your proficiency bonus.
2	Close Range	Before you attack a target using this weapon, you can switch between close-range and long-range to ignore the limitations imposed by close distances.
3	Burst-Fire	Before you attack a target using this weapon, you can switch between normal and burst-fire to spray a 10-foot cube area. Each creature in the area must succeed on a DC 15 Dexterity saving throw, or take the weapon's normal damage. This action uses ten pieces of the weapons ammunition.
4	Whisper	Before you attack a target using this weapon, you can switch between normal and whisper to great near total silence from the weapon. The weapon's activity cannot be heard beyond 30 feet.

Damage Conditions

1d6	Name	Condition
1	Dispeling	Damage dealt by this weapon ignores magical resistances.
2	Scorn	Damage dealt by this weapon ignores any piercing and bludgeoning resistances.
3	Brutal	Damage dealt by this weapon is rolled twice.
4	Arcing	Damage dealt by this weapon arcs to another creature within 5 feet and deals half damage to that creature.
5	Lingering	Damage dealt by this weapon creates a 5-foot aura around the target until the end of their next turn. During this time, the aura deals 1d6 additional damage to any creature within its area until the end of that creature's next turn.
6	Standard	No additional conditions.

Special Conditions

1d4	Name	Condition
1	Reconstruct	When empty, you do not reload this weapon. Instead, the weapon vaporises and reconstitutes into your hands as a whole new weapon with ammunition.
2	Self-Destruct	When empty, you can throw this weapon up to 30 feet, using any action. Each creature within 5 feet of the weapon at the start of your next turn must make a DC 12 Dexterity saving throw, taking 3d6 additional damage on a failed save, or half as much damage on a successful one.
3	Auto-Drone	You can throw this weapon onto the ground or any metal surface within 30 feet, using any action. The weapon transforms into a drone, springing legs that grip the surface and lock it in place until the end of your next turn. For the duration, the weapon continues to fire at any target it has already been used to hit, dealing 1 point of additional damage on each turn. The target can choose to use an action to destroy the drone, requiring an attack roll. The drone's AC is 8.
4	Standard	No additional conditions.

QUICK REFERENCE TABLES

How a world develops over time can be overwhelming for the unprepared. Thanks to advances in currency, ammunition, armor, and transport, there have been many unfamiliar advancements. The following tables have been provided for quick reference when running a future campaign.

» CURRENCY CONVERSION TABLE

Coin	Credit Value
1 Copper (cp)	1
1 Silver (sp)	10
1 Electrum (ep)	50
1 Gold (gp)	100
1 Platinum (pp)	1,000

» AMMO REFERENCE TABLE

Item Table	Cost	Weight
<i>Ammunition</i>		
Bullets, pistol (10)	20C	1/2lb.
Bullets, rifle (10)	30C	1lb.
Shells, shotgun (10)	30C	1lb.
Cells, battery (10)	100C	2lb.

» FIREARM PROFICIENCIES TABLE

Class	Proficiency
Bard	Pistols
Barbarian	Rifles
Cleric	None (could be granted by the Temporal or War domain)
Druid	None
Fighter	Pistols and rifles
Monk	Pistols
Paladin	Pistols and rifles
Ranger	Pistols and rifles
Rogue	Pistols or rifles (chosen at character creation)
Sorcerer	None
Warlock	None (though could be created through the Pact of the Blade class feature)
Wizard	None

NAMES, DATES, PLACES! A THOROUGH RECORD IS THE MARK OF A PREPARED TIME TRAVELER. LOSING THIS RECORD IS THE REASON THE CRAZY MAGE ONCE SAILED THE SUGARMARSH ON A BATTLESHIP ARMED WITH LASER CANNONS. MY FAULT ON THAT ONE.

» ARMOR REFERENCE TABLE

Any armor previously found within your realm could be found in the future as part of historical archives, and they would maintain the same stats and requirements as they once had. Most light armor of the past could be found at any clothing store, although medium to heavy armors would require more tailored solutions.

When searching for future armor, any applicable shop that sells adventuring, security, or combat wares could supply a creature with the appropriate attire.

Future Armor Cost Armor Class Weight

Light Armor

Jacket, puffer *	50C	11 + Dex mod	4lb.
Jacket, leather	100C	11 + Dex mod	2lb.
Coat, light *	450C	12 + Dex mod	6lb.

Medium Armor

Hoodie, reflective *	100C	12 + Dex mod (max 2)	2lb.
Vest, stab	750C	13 + Dex mod (max 2)	4lb.
Jacket, carbon *	500C	14 + Dex mod (max 2)	8lb.
Vest, bulletproof	5,000C	14 + Dex mod (max 2)	12lb.
Coat, heavy *	7,500C	15 + Dex mod (max 2)	10lb.

Heavy Armor

Coat, reinforced *	3,500C	14	16lb.
Wickfibre	200,000C	16	8lb.
Kinetic Skin *^	20,000C	17	50lb.
Hard-light *^	150,000C	18	50lb.

* disadvantage on stealth

+ requires 10 strength

^ requires 13 strength

» WEAPON REFERENCE TABLE

Cyber Age Item	Cost	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Baton, standard	1,000C	1d4 bludgeoning	2lb.	Finesse, light
Baton, extendable	1,500C	1d4 bludgeoning	2lb.	Finesse, light
Baton, shock	2,000C	1d4 bludgeoning	1lb.	Finesse, light, special
<i>Martial Ranged Weapons</i>				
Pistol, light	2,500C	2d6 bludgeoning	2lb.	Ammunition (range 30/120), light, reload (10)
Pistol, laser	10,000C	2d8 radiant	8lb.	Ammunition (range 40/120), heavy, reload (6)
Rifle, light	5,000C	2d10 bludgeoning	8lb.	Ammunition (range 100/400), heavy, reload (6), two-handed
Rifle, laser	25,000C	2d12 radiant	10lb.	Ammunition (range 100/300), heavy, reload (2), two-handed
Shotgun	5,000C	2d8 bludgeoning	8lb.	Ammunition (range 5/10 cone), heavy, reload (1), two-handed
Stunner	1,000C	2d4 lightning	2lb.	Ammunition (range 5/15), reload (1), Special
<i>Ammunition</i>				
Bullets, pistol (10)	20C	—	1/2lb.	—
Bullets, rifle (10)	30C	—	1lb.	—
Shells, shotgun (10)	30C	—	1lb.	—
Cells, battery (10)	100C	—	2lb.	—

» VEHICLE REFERENCE TABLE

Vehicle	Cost	Hover Conversion	Acceleration Speed	Top Speed (min. rounds)	Passenger Capacity	Size	AC	HP
Motorcycle	10,000 C	+5,000 C	90 ft.	280 ft. (2)	1	Medium	13 + Driver's Dex mod	50
Cruiser	30,000 C	+10,000 C	80 ft.	260 ft. (3)	4	Large	12 + Driver's Dex mod	60
Sports Cruiser	80,000 C	+10,000 C	100 ft.	300 ft. (3)	2	Large	12 + Driver's Dex mod	60
SUV	40,000 C	+20,000 C	60 ft.	200 ft. (3)	6	Large	13 + Driver's Dex mod	80
Utility	40,000 C	+20,000 C	60 ft.	180 ft. (3)	5	Large	13 + Driver's Dex mod	80
Van	40,000 C	+20,000 C	60 ft.	160 ft. (3)	11	Large	13 + Driver's Dex mod	80
Bus	60,000 C	+30,000 C	20 ft.	100 ft. (3)	30	Huge	18	100
Truck	80,000 C	+30,000 C	40 ft.	120 ft. (3)	6	Huge	18	150

QUICK RULE SUMMARIES

AUGMENTATIONS

Augments are a complex device that can be hacked or otherwise effected by other creature's, devices, or technomancy spells.

» INSTALLATION

An augmentation can only be installed if a creature has an available slot. Slots for augmentation are determined by a creatures Constitution modifier. To install an augmentation the creature must visit an Autosmith, which is a smith capable of performing surgical and technical procedures. Installations come with infection risks.

» INFECTION RISK

Augmentations can become infected if of a low quality install. Once installed, a creature must roll a Constitution saving throw with the DC set by the augmentations quality (Poor DC 20, Standard DC 10, Excellent DC 5) minus the creature's Constitution modifier.

On a failure, one day after installation the augmentation remains non-functional, and the creature suffers one level of exhaustion. A creature with an augementation that is non-functional in this way can make a DC 10 saving throw to remove this condition.

» QUALITY + RECOVERY

Every augmentation has a quality, rarity, and cost.

Rarity	Poor	Standard	Excellent
Common	500C	1000C	2500C
Uncommon	–	2500C	10,000C
Rare	–	25,000C	50,000C
Very Rare	–	–	250,000C

A newly installed augmentation is non-functional until the creature finishes a long rest. GMs could allow a creature to magically speed up this healing process through the use of a *cure wounds* spell or similar acceptable spell.

» POWER COST + ACTIVATION

Augmentations require power to be activated. This power is represented as PC (Power Cost). To calculate a creature's Power Cost maximum, add 10 + their Constitution modifier + their proficiency bonus. Activating an augment subtracts its list PC from the creature's PC total. A creature cannot activate an augment if their current PC total is less than the PC required to activate the augment. The creature's PC Total recharges back to full at the end of a long rest.

CRAFTING DEVICES

A device is any item made of multiple components for the purpose of executing a specific or many functions. Crafting a device is different to normal crafting, requiring an understanding over the relevant Area of Study. A creature's knowledge over an Area of Study is equal to their proficiency with the associated tools, as shown below.

Tool Proficiency	Area of Study
Alchemist's Supplies	Chemicals, Poisons, or Potions
Engineering Kit	Hydraulics, Mechanics, or Power
Programmer's tools	Programming or Networking
Smith's Tools	Welding or Fabrication
Tinker's Tools	Wiring, Circuitry, or Intricacies

A creature can learn an Area of Study by becoming proficient in it's applicable tool.

» CRAFTING COMPLEXITY

The average time, cost and difficulty for crafting complex devices is the same as crafting an item. Some devices are more complex than others and require greater checks to craft their intended function. Some of these intended functions and their requirements are listed below:

Intended Function	Area of Study	DC	Time
Connect physically to other devices	Networking and Wiring	+ 1	+ 1 hour
Connect remotely to other devices	Programming and Circuitry	+ 2	+ 6 hours
<i>up to 120 feet or less away</i>		+ 1	+ 1 hour
<i>up to 1 mile away</i>		+ 2	+ 1 hour
Requires non-magical power/fuel	Chemicals and Power	+ 1	+ 4 hours
Requires magical power/fuel	Potions and Power	+ 3	+ 1 week
Has two or more functions	Programming, Circuitry, and/ or Mechanics	+ 2	+ 1 week
Is hand-held or can be concealed easily	Fabrication and Intricacies	+3	+ 8 hours

» CRAFTING COMPONENTS REFERENCE

To aid a GM in the reference of crafting components that made be needed for repairs or complex crafting (as listed in the Crafting Complexity section above), the following table has been supplied.

Study	Tools	Components
Chemicals/ Poisons/Potions	Alchemist's Supplies	Chemicals, Plants
Fabrication	Smith's Tools	Resin, Ignots, Schematics
Hydraulics	Engineering Kit	Oil, Rods, Actuators
Intricacies	Tinker's Tools	Microchips, Solder
Networking	Tinker's Tools	Cable, Antenna, Router
Power	Engineering Kit	Battery, Fuel, Magic
Programming	Programmer's tools	Snacks, Fountain Dew
Welding	Smith's Tools	Rods, Solder, Ignots,

» REPAIRING DEVICES

Repair checks can be made using an *engineering kit* or *tinker's tools* with a DC set by the GM. Simple repairs have a minimum DC of 5 to 10, and require 10 minutes (minimum). Complex repairs have a minimum DC 15 and require 1 hour (minimum).

Some repairs cost in parts. The value of these parts in Credits is equal to the total repair DC x 100.

» COMPLEX CRAFTING ACCIDENTS

Not all crafting efforts go smoothly, especially when working with complex devices involving the use of fuels and reactants. The table below provides examples of such issues that might arise.

d6 Accident

1	The device experiences a cascading failure and explodes. The crafter takes 1d6 thunder damage, 1d6 fire damage, 1d6 piercing damage and the device is destroyed. Flammable objects within 15 feet of the device catch fire.
2	The device catches fire which begins to spread. The crafter takes 2d6 fire damage and flammable objects within 10 feet of the device catch fire.
3	The device sparks with a blinding flash and shocks the crafter. The crafter takes 1d6 lightning damage and is blinded for 1 hour, or until cured.
4	The device power source leaks on the crafter, creating a skin rash that looks awful. The crafter takes 1d6 acid damage and has disadvantage on all Charisma checks until they finish a long rest or the rash is cured.
5	The part within the device breaks, rendering it non-functional. The part will require repair or replacement for the device in order to end the non-functional condition.
6	The device locks up, requiring it to be reset. The device will need to be powered down and reset in order to end the non-functional condition.

HACKING DEVICES

All hacking requires the use of tools, unless the device has an interface, or an ability or spell effect states otherwise. All tool kits found in the past contain additions that allow them to interact with devices.

» HACKING A DEVICE

Some devices have security to prevent hacking. A creature can attempt to disable or bypass security by making an appropriate check. The DC for bypassing these securities has been listed in the table below.

Security Level	Description	DC
Minimum	The device is protected by a standard 7 digit password and second-step verification.	15
Average	The device is protected by additional counter-cryptology software.	20
Exceptional	The device is protected by a 600-bit randomized password generator and a cascading firewall failsafe.	25
Maximum	The device is protected by a billion-bit crypto-algorithmn providing a near infinite amount of combinations and firewalls.	30

On a failure, the system alerts the authority of the network. The authority can attempt to identify the intruder via the network, or cut off their access, by making a contested check. When making this check, the hacking creature must reroll their original attempt.

» NAVIGATING A NETWORK

Navigating within an unfamiliar network takes time and requires an Intelligence (investigation) check. On a failure, the attempt fails and the file is not found. The DC and time needed to successfully navigate a network is listed below.

Network Size	DC	Time
Personal computer	10	1 round
Small office network	15	2 rounds
Large office network	20	1 minute
Massive corporate network	25	10 minutes

» EXECUTING A COMMAND

Once a creature has successfully navigated a network to locate what they're looking for, they can activate the desired function as a bonus action. Some complex devices are slower than others and may take time to properly execute as deemed by the GM.



MODERN VEHICLES

All vehicles require a driver in order to move and the driver uses their movement to move the vehicle using its speed.

Accelerating + Top Speed. There are two speeds: Acceleration and Top Speed. A vehicle must use its full movement in an unobstructed straight line to reach top speed. Consult Modern Vehicles Table for top speed round requirements.

Steering/Turning. It takes two turns for a vehicle traveling at top speed to turn 90 degrees. A vehicle traveling at its acceleration speed only requires one turn.

Braking. A vehicle moves an additional 10 feet in the direction it was traveling at the end of its movement if traveling at top speed.

Ramming. While the vehicle is moving, the driver can move up to its speed in a straight line and enter a Large of smaller targets space. Each target make a Dexterity saving throw to avoid being rammed.

Ramming DC = 8 + driver's Dexterity modifier + their proficiency bonus

Non-sentient targets automatically fail this saving throw. On a success, the target is pushed 5 feet into the nearest unoccupied space. On a failure, the target takes 21 (6d6) bludgeoning damage, is pushed 10 feet into the nearest unoccupied space, and knocked prone. Half of all damage dealt by ramming a target is also dealt to the ramming driver's vehicle.

Interior Movement. It takes a bonus action to apply or release a seat belt. If wearing a seat belt the creature is restrained and has a speed of 0. If unrestrained inside the vehicle, the creature has a speed of 5 feet.

Hit Point Threshold. If damage to a vehicle exceeds its hit point maximum it explodes and every creature within 10 feet must make a DC 15 Dexterity saving throw or be shoved into the nearest unoccupied space, be knocked

prone, and take 8d6 fire damage, or half as much damage on a successful one. A vehicle with 20 hit points or fewer can only move at half its acceleration speed.

Vehicle Cover + Combat. Vehicles grant half-cover to their occupants. A creature required to make a Dexterity saving throw while inside the vehicle automatically succeeds. The driver must have one free hand to attack. Restrained creatures are at disadvantage when attempting to attack targets outside their vehicle. Releasing the seat belt ends this condition.

Crashing a Vehicle. The driver must make a Dexterity saving throw with a DC set by the GM when a vehicle is crashing. On a success, they avoid crashing. When a vehicle crashes it takes a bludgeoning damage equal to half its acceleration speed. Creatures inside crashing vehicle must succeed on a DC 12 Dexterity saving throw or take 27 (3d10 + 10) bludgeoning damage if the vehicle is traveling at its acceleration speed, or 52 (3d20 + 20) bludgeoning damage if traveling at top speed, taking half as much damage on a successful save. Restrained creatures automatically succeed.

Powering a Vehicle. The GM designates what fuel source the vehicle needs. It costs one battery, one fuel cell, or one 1st-level spell slot, to power the vehicle for one hour.

Repairing a Vehicle. Repairs to a damaged vehicle can be made at just about any workshop using *mechanic's tools*. A creature can repair a vehicle a number of hit points equal to 5 + their Intelligence modifier per day, at the cost of 200C for material and labor.

Hover Conversion. A vehicle converted to hover gains a fly speed equal to its land speed and the vehicle is also considered an air vehicle. It takes a full action to activate/deactivate a vehicle's hover-mode.

RANDOM TABLES

In the distant future, the world has built upon itself time and time again. As a result, any number of strange events, random junk, warring companies, and online personas can be encountered when wandering an advanced metropolis. The following section outlines a few of these junks, encounters, companies, and network handles that could be found in the future.

ODD JUNK

The future is a place beset by carelessly discard trash and lost items. Be it found in the gutter, left on public transport, or just tossed into the garbage, there is odd junk everywhere. The following table outlines a number of random items that could be found near the body of a fallen foe, cluttering an office, or perhaps just lying in the street.

d100 Odd Junk

01-02	Old boot	27-28	Empty mini-fridge	53-54	Terrorist manifesto	79-80	USB containing a virus
03-04	Broken smartphone	29-30	Pair of great sneakers	55-56	Wallet with 1d4 gold	81-82	Today's newspaper
05-06	Bag of stale fast food	31-32	Tiefling infant	57-58	Superbattery	83-84	Empty laser pistol
07-08	Dead construct	33-34	City resident ID	59-60	Cardboard boxes	85-86	Screen cracked tablet
09-10	Old wanted poster	35-36	Fluffy manacles	61-62	Broken office chair	87-88	Ectoplasmic muck
11-12	Local street map	37-38	Keys to a vehicle	63-64	Empty wallet	89-90	Pristine kept Cruiser
13-14	Smashed mirror	39-40	Smashed monitor	65-66	Construct CORD	91-92	Pile of batteries (6)
15-16	1lb of drugs	41-42	Pile of newspapers	67-68	Unused camping gear	93-94	Another dead body
17-18	Journal full of scribble	43-44	Empty light pistol	69-70	Flyer for a companion	95-96	Useless wand
19-20	Big bag of food scraps	45-46	Shredded documents	71-72	Fuel drum (full)	97-98	An entire tool kit
21-22	Talking doll	47-48	Cans of spray paint	73-74	Shell casings	99-00	Wallet with 5d100 + 5d10 Credits
23-24	Lost city guard badge	49-50	Stereo equipment	75-76	Old perfume bottle		
25-26	Potted plant (alive)	51-52	Spare tire for a Cruiser	77-78	Pair of spectacles		

NETWORK HANDLES

Oddly enough, the more connected the future becomes, the greater desire for anonymity its citizens possess. When navigating through a network, users rarely if ever are referred to by their In-Real-Life (IRL) name. Instead, users adopt a "handle" that allows them both a unique form of individuality, while maintaining the safety of their anonymity.

d100 Handle Names

1-2	2Zooky4U	27-28	HammerNSickle	53-54	ParadoXer	79-80	St0rmDaGate5
3-4	@lphaByte	29-30	InfinityBalls	55-56	ParticleGuy	81-82	WAKEUPSHEEPL
5-6	An0mily	31-32	KingFlush	57-58	Phase_Out	83-84	TraceProg
7-8	ANONYMOUS	33-34	KissKillKiss	59-60	PheonixDark81	85-86	TrailMix01
9-10	AvatarRulez	35-36	Letsgostreakn	61-62	PlagueEater	87-88	Trinity
11-12	B@dMemory	37-38	Lucky	63-64	PuffMyFart	89-90	WaspysBigStinger
13-14	BiHop	39-40	MimeTime69	65-66	QuicksilvAAa	91-92	WebstersDICK
15-16	CYPHA_PAL	41-42	MoonRake	67-68	Return2Sender	93-94	WomboCombo
17-18	Daydream	43-44	Neo	69-70	Riding_Cable	95-96	xXx_5layer69_xXx
19-20	EnigmaCode	45-46	Nighthawk	71-72	ShellE	97-98	Zero2Hero
21-22	FearDaClaw	47-48	ObsidianStone	73-74	SheptheFlock	99-00	ZenMaester
23-24	FurryMascotLover	49-50	OGPrankster	75-76	SpiderWebfiend		
25-26	GrimmBonz	51-52	OpenYourVoid	77-78	Spook-E-Boy		

FUTURE CITIZEN NAMES

d100	First Name	d100	Family Name
1-2	Abcde	1-2	Autopilot
3-4	Ahmiracle	3-4	Banham
5-6	Apple	5-6	Bioshacker
7-8	Asterix	7-8	Brown
9-10	Baby	9-10	Buster
11-12	Banjo	11-12	Castle
13-14	Blossom	13-14	Cavehole
15-16	Boots	15-16	Cavein
17-18	Bread	17-18	Chatbox
19-20	Camera	19-20	Crimefighter
21-22	Chayse	21-22	Cutting
23-24	Computer	23-24	Dagnabbit
25-26	Coolridge	25-26	Deepwater
27-28	Deleted	27-28	Dollarsign
29-30	Delorean	29-30	Draftwind
31-32	Eastern	31-32	Eightyfour
33-34	Fam	33-34	Futuresport
35-36	Ggez	35-36	Futuroski
37-38	Hero	37-38	Hightower
39-40	Inspektor	39-40	Hooter
41-42	Joules	41-42	Howboutdat
43-44	Kilowatt	43-44	Kettleblack
45-46	King	45-46	Kingston
47-48	Minxie	47-48	Loch
49-50	Moonpie	49-50	Moanwood
51-52	North	51-52	Moore
53-54	Pilot	53-54	Netherling
55-56	Prince	55-56	Orkney
57-58	Princess	57-58	Pepper
59-60	Quiche	59-60	Pitbottom
61-62	Qween	61-62	Pucmen
63-64	Ragequit	63-64	Recall
65-66	Rainbow	65-66	Redacted
67-68	Random	67-68	Reign
69-70	Raven	69-70	Selkie
71-72	Sage	71-72	Sgain
73-74	Sandles	73-74	Shetland
75-76	Seven	75-76	Smithereen
77-78	South	77-78	Stormwatch
79-80	Turbo	79-80	Swamper
81-82	Tutu	81-82	Tachyon
83-84	Urmajesty	83-84	Tearborn
85-86	Verjonica	85-86	Timewrinkler
87-88	Western	87-88	Unanimous
89-90	Xanthippiah	89-90	Van Der Link
91-92	Yeet	91-92	Vessleheim
93-94	Yousername	93-94	Von Braun
95-96	Zeyfod	95-96	Westwood
97-98	Zippo	97-98	Whupon
99-00	Zune	99-00	Wildhorses

FUTURE CORPORATE BUSINESS NAMES

d100	First Name	d100	Second Name
1-2	Apex	1-2	& Associates
3-4	Applied	3-4	& Co.
5-6	Argyle	5-6	& Daughter
7-8	Bakerfield	7-8	& Son
9-10	Buy Big	9-10	Academy
11-12	Castle	11-12	Applications
13-14	Century	13-14	Books
15-16	Crown	15-16	Chemical
17-18	Cruise	17-18	Collective
19-20	Cutting Edge	19-20	Company
21-22	Cyberdyne	21-22	Corporation
23-24	Darkweb	23-24	Creative
25-26	Diagnostic	25-26	Development
27-28	Diamondback	27-28	Digital
29-30	District	29-30	Dynamics
31-32	Donovan	31-32	Electric
33-34	Dynamic	33-34	Engineering
35-36	Future	35-36	Enterprises
37-38	Gene	37-38	Entertainment
39-40	General	39-40	Financial
41-42	Hanson	41-42	Foods
43-44	Hologram	43-44	Games
45-46	Imperial	45-46	Group
47-48	Intense	47-48	Holdings
49-50	Ion	49-50	Incorporated
51-52	Lexington	51-52	Industries
53-54	Market	53-54	Innovations
55-56	Massive	55-56	Investments
57-58	Mutual	57-58	Laboratories
59-60	Neon	59-60	Logistics
61-62	Nerve	61-62	Mechanics
63-64	Organic	63-64	Metals
65-66	Personal	65-66	Motors
67-68	Primal	67-68	Networks
69-70	Radiant	69-70	Online
71-72	Rush	71-72	Partners
73-74	Sans Sun	73-74	Pharmaceuticals
75-76	Sharper	75-76	Power
77-78	Skycastle	77-78	Productions
79-80	Star	79-80	Robotics
81-82	Strongscale	81-82	Sciences
83-84	Tyrell	83-84	Services
85-86	Umbrella	85-86	Solutions
87-88	Vaporwave	87-88	Specialists
89-90	Vocal	89-90	Strategies
91-92	Wave	91-92	Studios
93-94	Wetmore	93-94	Systems
95-96	Weylan	95-96	Technologies
97-98	Yutani	97-98	Trainers
99-00	Zorg	99-00	Unlimited

FUTURE CITY ENCOUNTERS (LEVELS 1-4)

d100	First Name
1-2	1d4 swarm of insects
3-4	2d6 giant rats
5-6	2 ankheg
7-8	1 automaton designed to deliver mail.
9-10	1d6 vampires are on their way to an underground rave.
11-12	1d4 swarm of poisonous snakes
13-14	1 giant scorpion
15-16	2d6 gas spores out of a street vent
17-18	1 automaton designed to deliver food.
19-20	The city train line is down.
21-22	3d4 swarm of rats
23-24	1d8 shriekers in a dumpster
25-26	2d4 bugbear bikers
27-28	2d4 flying snake
29-30	Homeless man begins to tell you a story and won't stop.
31-32	3d4 swarm of bats
33-34	2d4 giant centipede
35-36	1 automaton designed to run errands for its owner.
37-38	1d4 repomen
39-40	1d6 orcs are harassing a shopkeeper.
41-42	2 phase spiders
43-44	2d6 dark mantle
45-46	1 crow lands nearby, it is joined later by hundreds more.
47-48	1 angry mob
49-50	You're propositioned by a well-worn android companion.
51-52	1d8 giant wasps
53-54	2d8 shieker infestation
55-56	1d8 rats
57-58	A man in black offers you drugs.
59-60	You see an independent movie poster about your party.
61-62	6d8 fire beetles
63-64	1d6 violet fungus
65-66	1 stampeding crowd
67-68	3 cockatrice
69-70	An high-elf supermodel's cruiser has broken down.
71-72	1 giant frog
73-74	3 hell hounds
75-76	1 doppelgänger
77-78	1d6 duergar out for trouble
79-80	1d4 city guard harass a citizen for identification.
81-82	2 crocodile
83-84	2d4 kobolds
85-86	2d4 gargoyles
87-88	1 chronomancer wizard
89-90	A one-armed monk walks by carrying their prosthetic.
91-92	1 giant crocodiles
93-94	1d20 bats
95-96	1 basilisk
97-98	You bump a CEO. Their security attempts to tackle you.
99-00	A talent scout stops you and says you're gonna be a star!

FUTURE CITY ENCOUNTERS (LEVELS 5-10+)

d100	First Name
1-2	A blackout shuts down power to half the district.
3-4	A player receives a message containing a cheat code.
5-6	Gunfire is heard ahead, followed by screams.
7-8	2 angry mobs fight each other in the street.
9-10	You see the same cat walk by twice.
11-12	2d12 centaur guard chase a fleeing vehicle.
13-14	1 guard captain and 2 guards halt you in the street.
15-16	Every screen within 1 mile broadcasts the same message.
17-18	2d6 giant centipedes
19-20	A car accident occurs right in front of you.
21-22	2d6 rats run by in perfect synchronization.
23-24	A citizen is attacked by a mail box mimic.
25-26	City riot guard are firing tear gas at protesters.
27-28	A car chase flies by with city guard giving chase.
29-30	2 citizens engage in a fight while a crowd cheers on.
31-32	A creature very similar to yourself says "Don't go home".
33-34	A blind man claims they will tell you your future for 10C.
35-36	1d4 treant appear demanding revenge.
37-38	4 wereboar city guard officers
39-40	A police centaur is being accosted by an angry citizen.
41-42	6 guard escort a man from a restaurant for eating a meal.
43-44	1 iron golem
45-46	A drone delivery-bot crashes into the street.
47-48	1 darkmantle
49-50	A naked android demands your clothing and transport.
51-52	2d4 thugs smash the window of a store and loot it.
53-54	A strange woman exclaims she's too early and runs.
55-56	A crazed man attacks a car with an ancient broadsword.
57-58	A group of guards escort a noble out of their timeline.
59-60	The spoken and written language of the street changes.
61-62	2d6 acolytes harrass a group of flamboyant citizens.
63-64	1 cloaker
65-66	2d10 manholes and steam pipes burst in the area.
67-68	1d4 ropers
69-70	A full plate clad knight attempts to sword fight a truck.
71-72	1 purple worm
73-74	1d6 hobgoblin drunk and out for trouble.
75-76	1 night hag
77-78	2d10 steam mephit
79-80	2d6 repomen demand payment or augments returned.
81-82	1d4 grick
83-84	2 clockwatchers
85-86	2 magmin burst up through the street
87-88	1 slipstreamer
89-90	A fearful woman hands over an infant githyanki baby.
91-92	7 urban pacification drones
93-94	1d8 rust monsters
95-96	1 grick alpha and 2 grick
97-98	1 tyrannosaurus rex steps through a rip in space time.
99-00	4d6 arcane agents arrive and attempt to arrest you.



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