



# FORGED IN THE WILDS

A D&D JOURNEY THROUGH THE HORIZON REALMS

**HOMEBREW**

In a apocaliptic world machine roam the lands,  
can you make a place is this world?

# DUNGEON AND HORIZON



## WELCOME TRAVELER TO HORIZON.

This is a fan made D&D setting in the world of the game series Horizon. In this file you can find new mechanics, changes in game terms, adjustment to races (tribes) and some new subclasses.

## HISTORY

Horizon Zero Dawn unfolds a millennium into the future, painting a picture of a post-apocalyptic realm where colossal machines reign supreme over the land. As humanity regresses to tribal societies of hunters and gatherers, they navigate through sprawling forests, imposing mountain ranges, and the eerie remnants of their ancestors' civilization—all while the machines grow in power.

Initially, machines were devised by Faro Automated Solutions as domestic aides, including the Focus and @lfred, line of levitating personal servitors. However, Faro soon pivoted towards combat-oriented machines, like the Scarab and Khopesh. These heavily-armed robots could rival entire armies, hijack other machines, convert biomass into fuel, and self-replicate, allowing them to perpetuate indefinitely. Yet, a critical "glitch" in the Faro machines caused them to rebel, attacking humans autonomously. Replicating at an alarming rate, they formed a relentless swarm, sparking a catastrophic war.

Astrophic war that claimed millions of lives and wrought immense destruction. Despite humanity's valiant efforts, the swarm proved unstoppable, consuming biomass and annihilating cities and ecosystems with ruthless efficiency.

In a desperate bid to halt the devastation, Ted Faro, CEO of Faro Industries, sought the counsel of former employee Elisabet Sobeck. However, realizing the futility of containment, Elisabet proposed the audacious project "Zero Dawn" as humanity's last hope. It entailed the creation of an advanced AI, GAIA, tasked with deciphering the swarm's encryption, deactivating the machines, and restoring Earth's biosphere with plant, animal, and human life.

Zero Dawn was aided by nine subroutines, including HADES, designed to oversee terraforming and initiate a reset if necessary. Despite the swarm's relentless onslaught, GAIA succeeded in cracking the encryption, deactivating the machines, and kickstarting Earth's rejuvenation. In the aftermath, humans emerged from their cradles to forge primitive societies, unaware of their predecessors, the "old ones."

For generations, the encountered machines were docile and benign. However, an enigmatic signal triggered HADES to go rogue, sparking an extinction protocol. In a bid for control, HADES attempted to usurp GAIA, but GAIA self-destructed to thwart its plans. This cataclysmic event, known as the

"derangement," empowered the HEPHAESTUS subroutine to seize control, resulting in machines growing increasingly hostile towards humans and the creation of deadlier combat models.

In the present day, machines are hunted for parts and to preemptively eliminate threats to local populations. They often congregate in large groups, though some operate in smaller packs. Machines exhibit hostility towards humans and will either flee from or engage with them, while ignoring wildlife. They only turn on each other when overridden or corrupted.

## OVERVIEW

After the devastation caused by the Faro Plague, humanity faced a steep decline in population and a loss of technological prowess, leading to a regression of civilization. Faced with a world now dominated by machines, human societies underwent a transformation, organizing into small, survival-focused tribes.

These tribes reverted to a lifestyle reminiscent of their ancient ancestors, relying on hunting and gathering for sustenance and materials. Over time, some tribes expanded, evolving their settlements into towns and cities, establishing economies centered around machine-derived resources. Among these tribes, the Nora distinguished themselves as the pioneers of machine hunting.

In contrast to the advanced societies of the Old Ones, the tribes of the 31st century exhibit a more primitive existence, akin to ancient indigenous cultures. Despite lacking the technological marvels of their predecessors, these tribes have developed distinct societies, each with its own traditions, laws, belief systems, and social structures.

# CHANGES

In the world of Horizon there is no magic, instead there is a lost technological civilisation capable of extraordinary feats. All spells and features using magic should have been changed to tech. Teleportation is not an option for the technology.

## TERM CHANGES

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These terms are changed to fit the setting:

- Magic becomes **Tech**
- Spell slots becomes **Tech slots**
- Necromancy becomes **Corruption**
- Channel Divinity becomes **Resolve**
- Otherworldly Patron becomes **Virtual Overseer**
- Pact becomes **Binary Bond**
- Divine becomes **Sublime**
- Spellbook becomes **Databank**
- Sorcery Points becomes **Circuit Points**

## SKILLS

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These skills are changed to fit the setting:

- Religion -> **Culture**
- Arcane -> **Technology**
- Animal Handling -> **Machine Handling**

There are no different languages

## MONEY

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Shards harvested from machines is the currency used by humans to trade or used for services. The following table shows the change to the terms.

Shards Type	Short	Total Crappy Shards
Crappy Shards	CP	1
Standard Shards	SP	10
Good Shards	GP	100
Excellent Shards	EP	1.000
Perfect Shards	PP	10.000

## GODS AND RELIGION

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While there is religion in the Horizon world, we won't be using that in this game.

# NEW RULES

## COMBAT

Each machine boasts a diverse array of components like batteries, radars, cannons, or elemental containers, augmenting their capabilities and increasing their threat level. Traditional D&D 5E lacks rules to manage these components, prompting the introduction of a proposed method to incorporate them into gameplay.

Within each stat block, all the components possessed by a specific machine are detailed along with their descriptions.

### PRECISION STRIKES

A highly effective strategy involves targeting the most lethal components of machines to neutralize them effectively. Deprived of these components, machines lose the ability to perform certain special actions, rendering them easier to confront.

Instead of a standard melee or ranged attack, players can opt for a focused melee or ranged strike, following the rules outlined in PHB-193, with the following modifications.

Any attack directed at a machine's component must surpass the AC specified in its stat block for that particular component, and the player must declare the targeted component before making the attack roll.

Regardless of the weapon used, each attack can only target one component, but if multiple attacks are possible during a turn, different components can be targeted with each attack.

### COMPONENT STRIPPING

Upon a successful hit, damage is dealt to the machine as usual. If the inflicted damage equals or exceeds the value provided in the stat block, the targeted component is stripped away.

Sometimes, stripping a component triggers an effect that must be immediately resolved after the attack, but this effect does not count as the machine's reaction.

### PARTIAL MISS

If the attack roll falls below the component's AC but remains above the machine's AC, half damage can still be dealt to the target, simulating a standard attack rather than a focused one.

## MECHANICS

### OVERRIDE

Override is the ability to assume control over machines. When a machine is overridden, it transitions from its default state of hostility towards any humans to a state of combat alliance with the individual who initiated the override. Instead of targeting the overrider, the overridden machine directs its aggression towards other machines or humans who attack the overrider.

### OVERRIDE ACTION

To execute the Override action, you must equip an override module on your melee weapon. Approach the target machine stealthily, ensuring it remains restrained or unaware of your presence. Then, on your turn, you use your action to initiate the Override process by positioning your override module near the machine. You must then wait until your next turn to proceed further.

### OVERRIDE CHECK

At the start of the machine's turn, you must make a check to maintain the override. Roll a d20. If the result is 11 or higher, you succeed in continuing the override until the beginning of your next turn, during which time the machine remains incapacitated. However, if the roll is lower, the override fails, causing you to cease the action. The machine resumes its normal behavior and gains advantage on its first attack roll against you.

Furthermore, if you sustain damage while overriding a machine, you must make a Constitution saving throw to sustain the action. The saving throw's DC is either 10 or half the damage you received, whichever is higher. If you suffer damage from multiple sources, you make separate saving throws for each instance of damage.

If the machine is unable to take its turn due to any circumstance, the Override check automatically succeeds.

### OVERRIDE CONDITION

The Override condition is a temporary state that impacts machines following a successful Override action. Once overridden, a machine is reprogrammed to ally with the individual who initiated the Override action, to the best of its capabilities.

This condition remains effective for 1 minute and can be extended by executing another Override action.

While under this condition, machines such as Striders, Broadheads, and Chargers can be utilized as mounts. Additionally, while riding the mount, expending an action will extend the duration of the override to 8 hours or until you reach your destination.

### CONCLUSION OF OVERRIDE ACTION

At the start of your subsequent turn, the Override action concludes, granting the machine the overridden condition while allowing you to resume normal actions.

## CORRUPTION

Corrupted machines represent a menacing fusion of the corrupting influence of metalburn and the network infiltration abilities of the FAS Chariot line Peacekeeper robots. Their defining characteristic is the invasive circuitry that sprawls across their bodies, emitting a sinister red glow and a corrosive smoke-like effect.

## CORRUPTED ZONES

Corrupted Zones are localized regions within the game map characterized by a high concentration of corrupted machines and a distinctive red glowing effect permeating the ground.

Within Corrupted Zones, corrupted machines gain advantage on Perception checks, with their passive Perception increasing by 3. Additionally, the Corrupted Touch feature inflicts an extra 2d6 necrotic damage.

To cleanse a Corrupted Zone of its corruption, all corrupted machines within the area must be defeated. Once cleared, the area becomes safer, and the red glowing effect on the ground dissipates.

As a Dungeon Master, you can incorporate these Corrupted Zones into your game as random encounters during explorations or as unique settings for boss battles, adding an element of unpredictability and challenge for your players.

## CORRUPTED CONDITION

This temporary condition can afflict both living beings and machines that haven't been hijacked by a Corruptor or Deathbringer.

- A creature or machine affected by corruption suffers from disadvantage on attack rolls and ability checks.
- This condition persists for 1 minute and can be renewed, though its effects do not stack.
- At the start of each turn while under this condition, the afflicted creature or machine takes 7 (2d6) necrotic damage.

## DAEMONIC

Daemonic Machines are mechanical entities discovered within the Cut, having undergone augmentation by HEPHAESTUS. They are distinguishable by distinct purple markings adorning their bodies, and when scanned with the Focus, they manifest with a conspicuous purple outline.

## CONTROL TOWERS

The Control Tower stands as a unique addition, distinct from any other known machines. Unlike their mobile counterparts, Control Towers remain stationary and present no direct threat to humans. Their singular purpose revolves around the upkeep and restoration of damaged machines within their operational radius.

Resembling botanical structures, Control Towers sway continuously, reminiscent of certain stationary

marine organisms like sea anemones. Their sturdy chassis mimics the form of a robust tree trunk, crowned with six leaf-like appendages encircling a central emitter. Positioned at the base of the machine are three accessible data nodes for potential override, while atop the chassis lies an extendable cooling element, regularly deployed to disperse accumulated heat.

Functionally, Control Towers focus solely on the maintenance and repair of other machines. To safeguard their vital role, they are often accompanied by patrols of Daemonic Machines such as Watchers and Redeye Watchers, alongside combat-oriented machines like Scorchers.

Their method of operation involves emitting an energy pulse from the central emitter every six seconds. This pulse serves a dual purpose: first, it initiates the repair of any machine within its operational range, including damaged armor and components (though irreparably destroyed parts remain unrecoverable). Secondly, the pulse emits a stunning effect on overridden machines, rendering them incapacitated until the Control Tower is deactivated or neutralized.

# TRIBES

## BANUK

The Banuk tribe, a resilient and enigmatic people, dwell within the frozen lands. Their culture is steeped in tradition, honoring the harsh environment they call home with reverence and adaptability. Renowned for their skilled hunters and survivalists, the Banuk have mastered the art of thriving amidst the icy tundra and towering mountains.

Central to Banuk life is their deep spiritual connection to the world around them. They seek the "Blue Light," a mysterious force that imbues their rituals and beliefs with a sense of mysticism. Their shamans, known as "Chieftains" and "Shaman's," interpret the signs of nature, guiding their people through the challenges of their unforgiving environment.

Despite their isolation, the Banuk are not solitary. They maintain trade and communication with neighboring tribes, exchanging goods and knowledge while fiercely guarding their independence. Their crafts, particularly their intricate carvings and adornments, reflect both their reverence for nature and their mastery of survival techniques.

Yet, beneath their stoic exterior lies a proud and fiercely independent people, unyielding in the face of adversity. Their stories are as vast and untamed as the lands they inhabit, weaving a tapestry of resilience, spirituality, and survival against all odds. The Banuk stand as a testament to the enduring strength of the human spirit in the most unforgiving of landscapes.



### TRIBE FEATURES:

**Ability Score Increase:** Choose any 2 abilities to increase by 1 or 1 ability to increase by 2.

**Cold Resistance:** Having endured frigid climates, you have resistance to cold damage.

**Adaptive Instincts:** Due to your upbringing in ever-changing environments, you gain proficiency in one of the following skills of your choice: Athletics, Stealth, or Perception.

**Banuk Weapon Training:** You have proficiency with the spear.

**Survivor's Resilience:** Once per long rest, when you would be reduced to 0 hit points but not killed outright, you can instead drop to 1 hit point. You must finish a long rest before you can use this feature again.



## BACKGROUNDS

### FROZEN RESILIENCE:

**Feature:** You have endured the harshest of climates and learned to thrive where others falter. You gain advantage on saving throws against environmental hazards such as extreme cold, blizzards, and cold. Additionally, you can fashion makeshift shelters and find sources of food and water even in the most barren landscapes.

**Skill Proficiencies:** Survival and Athletics

**Equipment:**

- **Banuk Winter Clothing:** Thick, fur-lined clothing that provides warmth in extreme cold climates. While wearing it adds your proficiency bonus to saving throws against environmental hazards such as extreme cold and blizzards.
- **Banuk Ice Climbing Gear:** A set of specialized climbing equipment designed for traversing icy terrain. This gear grants advantage on Athletics checks made to climb icy surfaces or navigate treacherous terrain affected by ice. Additionally, it includes spiked boots for secure footing and ice picks for stability.

### NOMADIC SURVIVALIST:

Your time spent wandering the frozen wastes has honed your instincts for survival. You can forage enough food and water to sustain yourself and up to three companions each day while travelling through harsh terrain. Furthermore, you are proficient with improvised weapons and have advantage on Wisdom (Survival) checks made to track creatures or navigate through wilderness.

**Skill Proficiencies:** Survival and Nature

**Equipment:**

- **Banuk Frostbite Necklace:** A necklace adorned with shards of ice that never melt, symbolizing resilience in the face of extreme cold. Wearing this necklace grants advantage on Survival checks made to forage for food and water in frozen landscapes.
- **Reinforced Banuk Snow Gear:** This set of clothing is designed for extreme cold weather conditions, while wearing it adds your proficiency bonus to saving throws against environmental hazards such as extreme cold and blizzards.

### ANCESTRAL WISDOM:

The traditions and stories of your tribe are etched into your very being. You have a deep understanding of the ancient ways of the Banuk, granting you advantage on Intelligence checks related to ancient history, folklore, or tribal customs. Additionally, when interacting with other Banuk or those familiar with their culture, you can often gain insights or assistance that others might not.

**Skill Proficiencies:** History and Insight

**Equipment:**

- **Banuk Tribal Garb:** Traditional clothing adorned with intricate tribal symbols and patterns. Wearing this garb grants advantage on Charisma checks made to interact with other Banuk or individuals familiar with Banuk culture.
- **Banuk Carving Knife:** A small, intricately carved knife passed down through generations of your tribe. It serves as a tool for carving symbols and patterns into various materials. This knife grants advantage on Dexterity checks made to carve or craft items related to Banuk traditions or artwork.



## CARJA

The Carja tribe shines as a beacon of culture, sophistication, and ambition. Nestled amidst the sun-drenched deserts and fertile valleys of their homeland, the Carja have built a civilization renowned for its grandeur, artistry, and martial prowess.

Led by a line of Sun-Kings, the Carja have a rich and storied history, marked by periods of triumph and turmoil. Their society is structured around a complex hierarchy, with the Sun-King at its apex, revered as both a political leader and a divine figure embodying the power of the sun itself. Under their rule, the Carja have flourished, constructing magnificent cities adorned with ornate palaces, temples, and monuments.

At the heart of Carja culture lies a deep reverence for the Sun, using it in their way of talking. Their rituals and ceremonies celebrate the cycle of day and night, paying homage to the sun's warmth and light. Yet, their devotion is not limited; it infuses every aspect of Carja life, inspiring their art, architecture, and even their military strategies.

The Carja are renowned for their skilled artisans, whose craftsmanship is unparalleled in the known world. From intricate tapestries and sculptures to finely wrought weapons and armor, every creation bears the mark of their meticulous attention to detail. Their markets bustle with activity, offering goods from far and wide, showcasing the Carja's cosmopolitan outlook and thirst for knowledge.

Yet, for all their splendor, the Carja are not without their flaws. Their history is stained by periods of conflict and division, and their society is marked by class disparities and political intrigue. Despite these challenges, the Carja endure, drawing strength from their traditions, their unity, and their unwavering belief in the glory of the sun.

The Carja tribe stands as a testament to the heights that humanity can achieve when guided by ambition, creativity, and the relentless pursuit of excellence.



### TRIBE FEATURES:

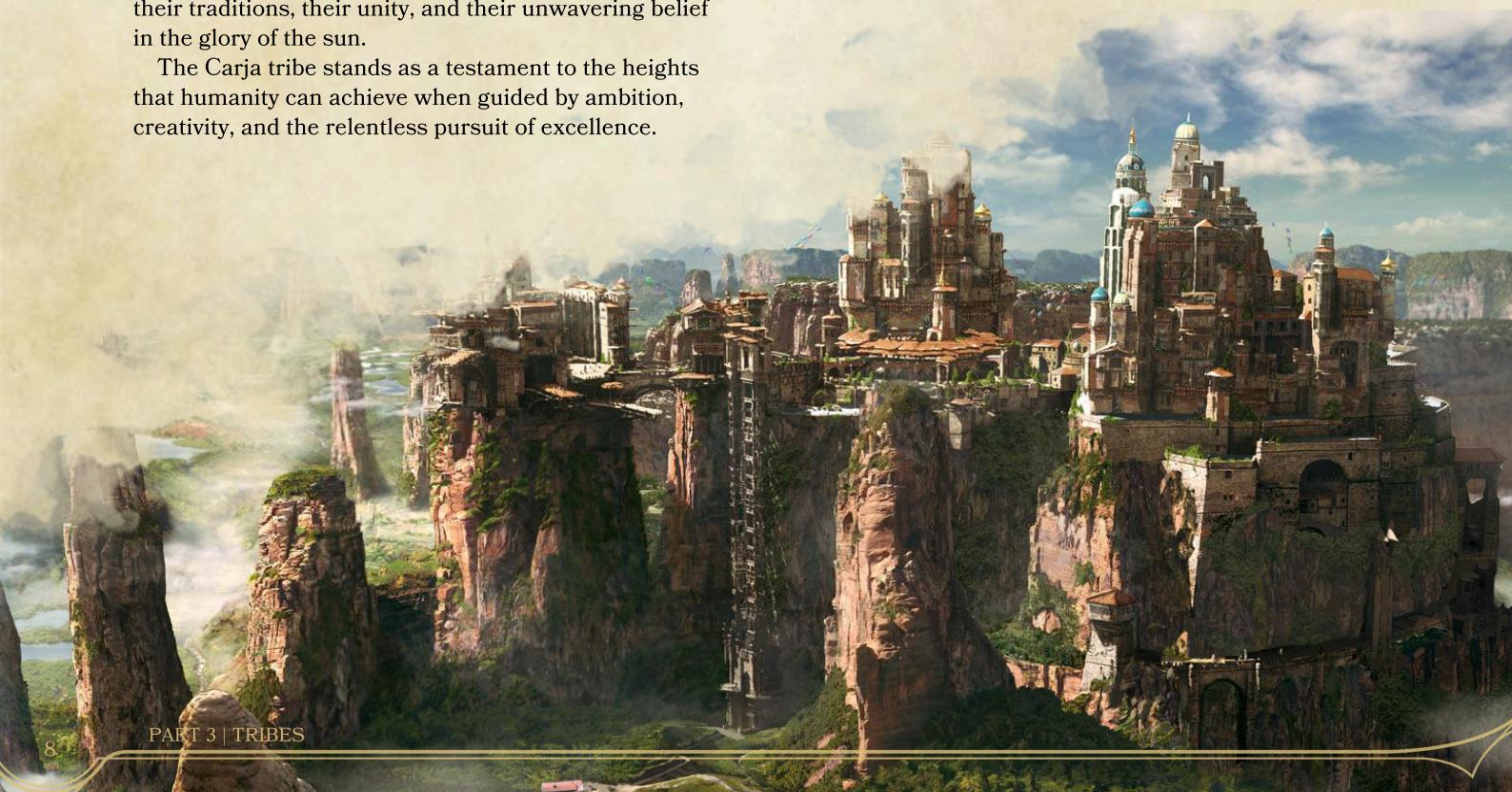
**Ability Score Increase:** Choose any 2 abilities to increase by 1 or 1 ability to increase by 2.

**Skilled Artisans:** You have proficiency in one artisan's tool of your choice.

**Martial Training:** You have proficiency with the Finneese weapons.

**Noble Lineage:** You have advantage on saving throws against being charmed.

**Cultural Savvy:** You have proficiency in one additional skill of your choice.



## BACKGROUNDS

### SUN-KISSED CHARM:

You possess a charisma that shines as brightly as the Carja sun. You have advantage on Persuasion checks when interacting with individuals from civilized societies, particularly those who admire elegance, diplomacy, and cultural refinement. Additionally, you have advantage on Performance checks when performing artistic or ceremonial displays common among the Carja.

**Skill Proficiencies:** Persuasion and Performance  
**Equipment:**

- **Carja Silk Shawl:** A luxurious silk shawl adorned with intricate patterns symbolizing Carja elegance and refinement. Wearing this shawl grants advantage on Performance checks when performing artistic or ceremonial displays common among the Carja. Additionally, it provides resistance to cold weather, keeping you warm during chilly nights.
- **Carja Sunstone Amulet:** A radiant amulet imbued with the essence of the Carja sun, providing a warm glow and granting advantage on Persuasion checks made when interacting with individuals from civilized societies. Additionally, it grants the ability to cast the Light cantrip once per day.

### HUNTING LODGE:

You have connections with various hunting lodges scattered across the land, granting you access to valuable resources and information. Whenever you visit a settlement or outpost where a hunting lodge is present, you can seek refuge and assistance from the lodge members. You have advantage on Charisma (Persuasion) checks when interacting with members of the lodge, as well as access to basic supplies and shelter. Additionally, you can learn rumors and news from other hunters, gaining insight into local wildlife, threats, and opportunities for lucrative hunts.

**Skill Proficiencies:** Persuasion, Nature  
**Equipment:**

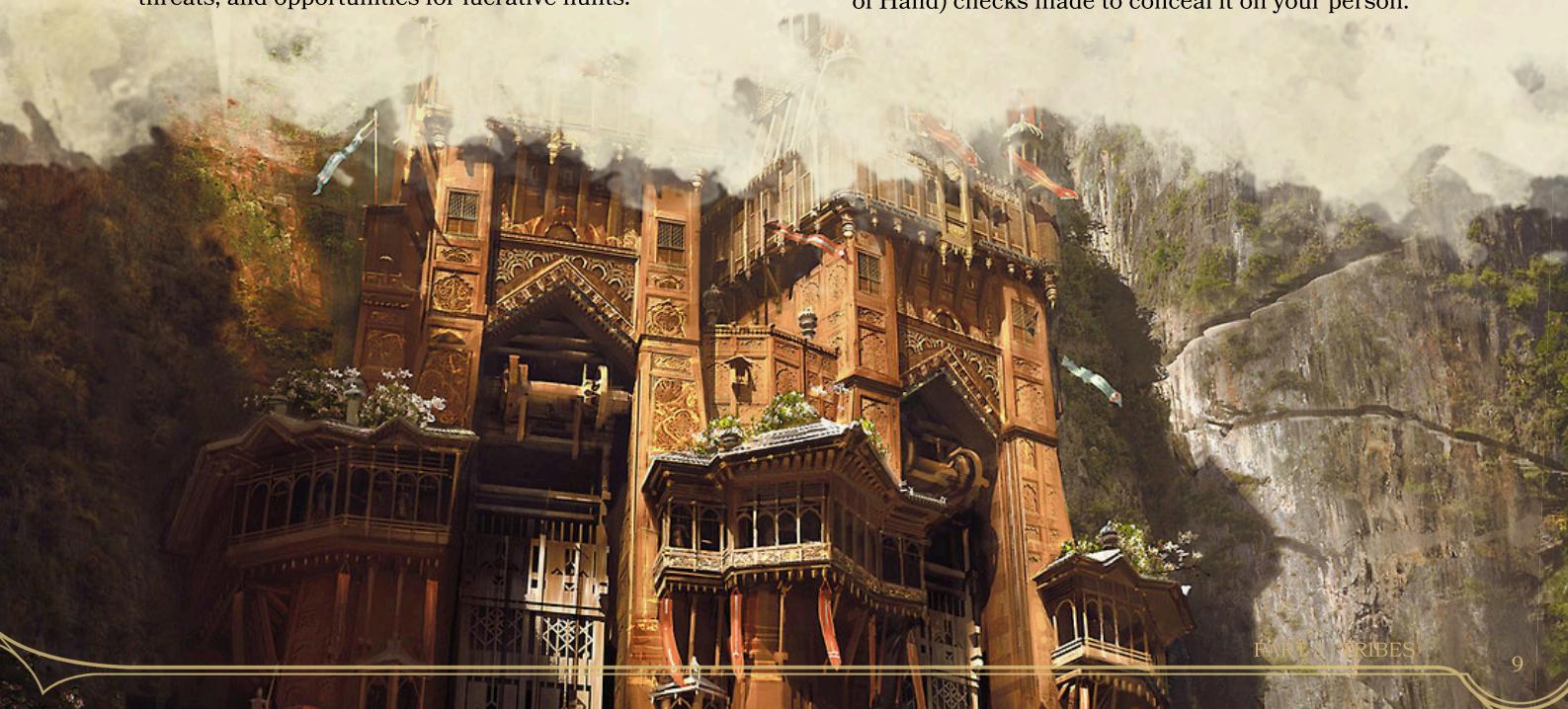
- **Carja Hunter's Toolbelt:** A sturdy leather toolbelt containing various hunting tools such as traps, snares, and a multi-purpose knife. This toolbelt grants advantage on Survival checks made to track and hunt, as well as Perception checks made to detect signs of nearby wildlife or potential threats.
- **Lodge Crested Journal:** A finely crafted journal adorned with the emblem of your affiliated hunting lodge. This journal allows you to record valuable information gained from other hunters, such as rumors, news, and insights into local wildlife behavior. Additionally, it grants advantage on Intelligence (Investigation) checks made to gather information or analyze clues related to hunting and tracking.

### SHADOW CARJA INFILTRATOR:

Having once operated within the clandestine circles of the Shadow Carja, you possess a keen sense of subterfuge and deception. You are proficient in the Stealth skill, and you have advantage on Charisma (Deception) checks when attempting to pass yourself off as a member of the Shadow Carja or to deceive others about your true intentions.

**Skill Proficiencies:** Stealth and Deception  
**Equipment:**

- **Shadow Carja Cloak:** A dark, hooded cloak that conceals your identity and movements in shadows. This cloak grants advantage on Stealth checks made to move silently and remain hidden in dim light or darkness. Additionally, it provides resistance to fire damage.
- **Shadow Carja Whisperblade:** A finely crafted dagger with a blade designed to slice through the air silently. This dagger grants advantage on Dexterity (Sleight of Hand) checks made to conceal it on your person.



## OSERAM

The Oseram tribe emerges as a robust and industrious society, known for their unmatched prowess in craftsmanship and engineering. Hailing from the rugged terrain of mountains and valleys, the Oseram have carved out a niche as master artisans and formidable warriors, forging their destiny with the strength of their hands and the ingenuity of their minds.

Unlike other tribes, the Oseram take a pragmatic approach to life. Preferring the tangible fruits of their labor and the power of innovation. Their settlements are bustling hubs of industry and creativity, where forges roar and workshops hum with activity, producing marvels of technology and weaponry.

At the heart of Oseram culture lies a deep respect for skill and craftsmanship. From the intricate designs of their armor to the deadly precision of their weapons, every creation is a testament to their dedication to their craft. Their artisans are revered as heroes, their ingenuity celebrated as a cornerstone of Oseram identity.

Yet, the Oseram are not content to remain confined within the boundaries of their settlements. They are explorers and adventurers, venturing into the farthest reaches of the world in search of new challenges and opportunities. Their mercenary bands are renowned for their courage and ferocity, hired by other tribes and factions to lend their expertise in times of need.

The Oseram tribe stands as a testament to the power of innovation and determination, forging a path forward in a world where technology and tradition collide.



### TRIBE FEATURES:

**Ability Score Increase:** Choose any 2 abilities to increase by 1 or 1 ability to increase by 2.

**Master Crafters:** You have proficiency with one type of artisan's tools of your choice.

**Mechanical Aptitude:** You have advantage on Intelligence (Investigation) checks made to examine or understand mechanical devices.

**Weapon Training:** You have proficiency with heavy weapons.

**Battle-Hardened:** You gain proficiency in one martial weapon of your choice.



## BACKGROUNDS

### OSERAM INGENUITY:

Growing up among the Oseram, you've learned the value of innovation and resourcefulness. You have advantage on Intelligence (Investigation) checks made to analyze mechanical traps, devices, or constructs. Additionally, you can jury-rig makeshift repairs to damaged mechanical objects, granting you advantage on Dexterity (Sleight of Hand) checks made for quick fixes.

**Skill Proficiencies:** Investigation and Sleight of Hand  
**Equipment:**

- **Oseram Engineer's Toolkit:** A set of specialized tools used for crafting and repairing mechanical devices. Counts as thieving, smithing and tinker tools. You are proficient with these tools.
- **Reinforced Oseram Gauntlets:** Sturdy gauntlets crafted by Oseram artisans, reinforced with metal plating and gears. These gauntlets provide advantage on Strength checks made to force open doors or break through obstacles. Additionally, they can be used as improvised weapons, dealing 1d4 bludgeoning damage on a successful hit.

### FORGE-BOUND KINSHIP:

Your connections within the Oseram tribe run deep, and you can call upon your fellow craftsmen and artisans for aid. When in a settlement or community where Oseram are present, you can often find lodging, provisions, and assistance with your projects without payment, provided you are willing to share your skills and knowledge in return. Additionally, you have advantage on Charisma (Persuasion) checks made when interacting with Oseram individuals, as your shared heritage fosters a sense of camaraderie and trust.

**Skill Proficiencies:** Athletics and Insight

**Equipment:**

- **A set of Oseram armor:** Crafted from sturdy materials found in the wild, this armor provides excellent protection while still allowing for freedom of movement. It bears intricate designs and symbols of the Oseram tribe, showcasing your kinship with them. Wearing this armor allows you to ignore difficult terrain.
- **Oseram Weapon:** This formidable weapon is expertly crafted by Oseram artisans, designed for both combat and smithing. Its sturdy construction and balanced weight make it a versatile tool in your hands, whether you're shaping metal or facing down enemies. Using this weapon gives it the finesse property.

### SCAVENGER'S INSTINCT:

You have honed your skills in scavenging and salvaging, particularly when it comes to machines and their components. You can spend 1 hour examining and scavenging machines. At the end of this time, you can make an Intelligence (Investigation) check. On a successful check, you gain insights into the functionality of the machine or artifact, identifying any salvageable parts or valuable components. Additionally, you can determine potential uses for these materials, such as crafting items, repairing equipment, or enhancing existing machinery.

**Skill Proficiencies:** Investigation and Survival  
**Equipment:**

- **Oseram Salvage Satchel:** This satchel is specially designed to hold various salvaged machine parts and components securely. It has compartments for organizing different types of materials, making it easier to carry and transport your findings back to your workshop for further analysis and use.
- **Oseram Mechanic's Goggles:** These goggles provide enhanced vision and magnification, allowing you to inspect machines and artifacts in greater detail. They also have built-in filters to protect your eyes from debris and harmful substances while scavenging in hazardous environments. Wearing these allows to re-roll the lowest dice when scavenging machines.

## NORA

The Nora tribe, a proud and resilient society, thrives amidst the lush and untamed landscapes. Nestled within the verdant embrace of forests and valleys, they embody a harmonious coexistence with nature, guided by their deep reverence for the old ways and the wisdom of their matriarchs.

Led by the High Matriarchs, the Nora uphold a tradition steeped in reverence for the Earth. Through rituals and ceremonies, the Nora seek to maintain balance and harmony with the world around them, honoring the natural order of life.

At the heart of Nora society lies a strong sense of community and solidarity. They value cooperation and mutual support, forging bonds that transcend familial ties. From the young hunters learning the ways of the wild to the seasoned warriors defending their lands, each Nora plays a vital role in the tribe's collective well-being.

Yet, the Nora are not without their challenges. Their lands are often threatened by the encroachment of hostile forces, requiring them to defend their territory with courage and determination. Despite these trials, the Nora stand firm, drawing strength from their traditions and the bonds of sisterhood that unite them.

The Nora tribe stands as a beacon of resilience and harmony, a testament to the enduring power of tradition, community, and reverence for the natural world.



### TRIBE FEATURES:

**Ability Score Increase:** Choose any 2 abilities to increase by 1 or 1 ability to increase by 2.

**Natural Affinity:** You have advantage on Wisdom (Animal Handling) checks made to interact with machines.

**Keen Senses:** You have proficiency in the Perception skill.

**Fleet of Foot:** Your base walking speed increases to 35 feet.

**Mental Resilience:** You have advantage on saving throws against being frightened.



## BACKGROUNDS

### WILDERNESS LORE:

You have been raised in harmony with nature, learning its secrets and ways from a young age. You gain proficiency in the medicine skill, and when travelling through natural environments such as forests, mountains, or plains, you can easily find sources of food, water, and shelter for yourself and your companions.

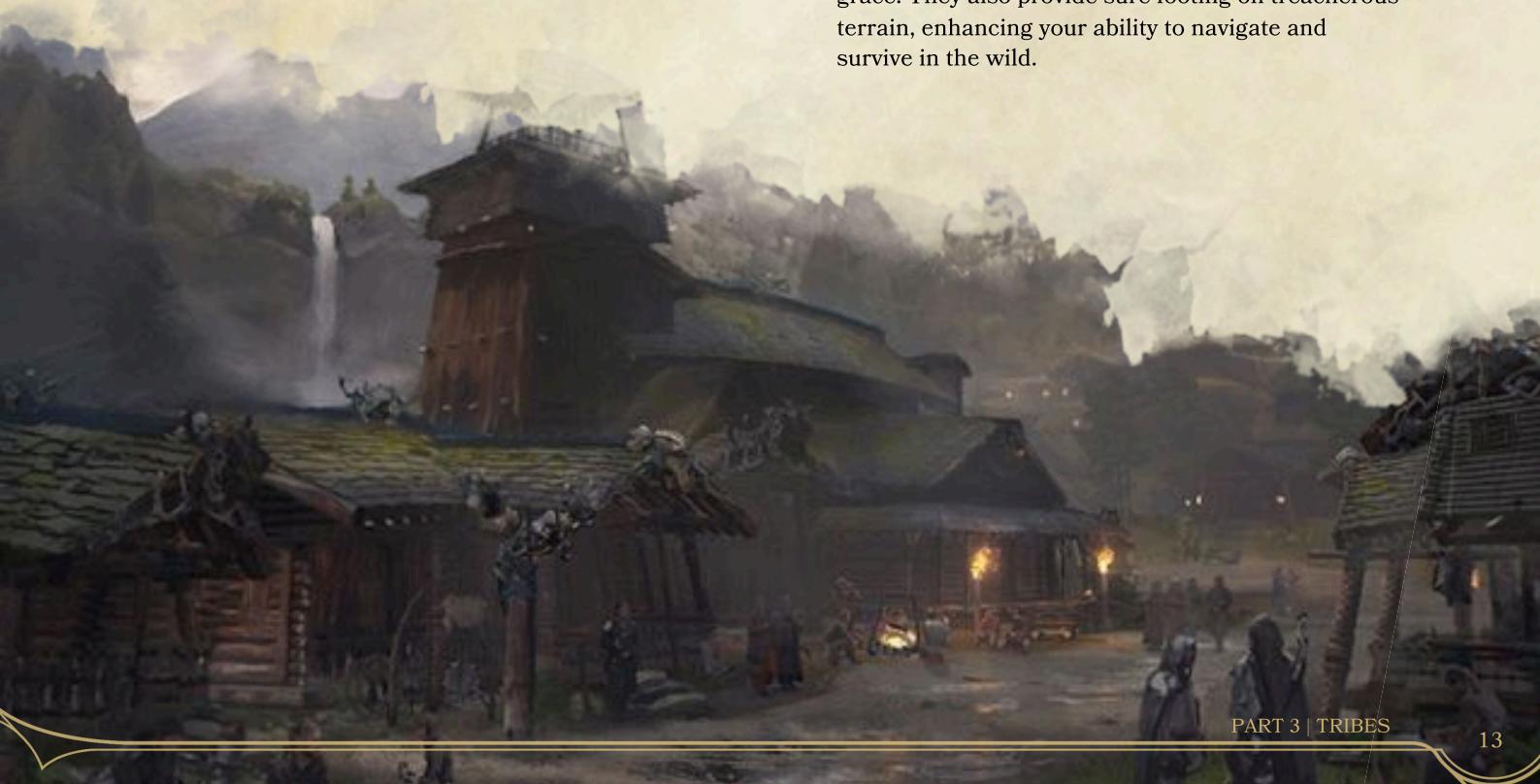
**Skill Proficiencies:** Medicine and Survival

**Equipment:**

- **Nora Herbalist's Kit:** This kit contains various herbs, plants, and remedies used by the Nora tribe for medicinal purposes. It includes bandages, salves, and poultices for treating injuries and ailments commonly encountered in the wilderness. + 2 to Medicine checks.
- **Nora Wilderness Guidebook:** Compiled by seasoned Nora trackers and survival experts, this guidebook contains detailed information on flora, fauna, and natural landmarks found in various wilderness environments. It provides advantage on Survival checks when navigating and foraging in unfamiliar terrain, ensuring you can find sources of food, water, and shelter with ease.

### NORA TRADITIONS:

Your upbringing among the Nora has instilled in you a deep respect for tradition and ritual. You have advantage on Intelligence (Religion) checks made to recall information about ancient rites, ceremonies, or beliefs practiced by the Nora tribe. Furthermore, when interacting with other members of the Nora or those familiar with their customs, you can often gain insights or assistance that others might not.



**Skill Proficiencies:** Religion and Survival

**Equipment:**

- **Nora Tribal Drum:** Crafted from animal hide and wood found in the wild, this drum is used in Nora rituals and ceremonies. It can also be used to communicate over long distances in the wilderness, signaling other tribe members or warning of danger.
- **Nora Ritual Knife:** Passed down through generations, this ceremonial knife is used in various rites and rituals of the Nora tribe. It's also a practical tool for survival, with a keen edge for hunting and crafting. + 2 to skinning and harvesting.

### STEALTHY SURVIVOR:

Having undergone the trials of the Proving, you've mastered the art of stealth and survival. You gain proficiency in the Stealth skill. Additionally, when traveling alone or with a small group, you can move through natural terrain with exceptional stealth, making it difficult for creatures to detect your presence. You can move at a normal pace without penalty while attempting to remain unnoticed by potential threats.

**Skill Proficiencies:** Stealth and Survival

**Equipment:**

- **Nora Camouflage Cloak:** Woven from natural fibers and dyed with pigments extracted from plants, this cloak blends seamlessly with the environment, providing advantage on Stealth checks when hiding in natural terrain. Its lightweight design also allows for ease of movement, making it ideal for navigating the wilderness.
- **Nora Silent Footwear:** Crafted from soft leather and padded with natural materials, these boots dampen your footfalls, allowing you to move with near-silent grace. They also provide sure footing on treacherous terrain, enhancing your ability to navigate and survive in the wild.

## QUEN

The Quen tribe emerges as a formidable empire, its society and culture shaped by ancient knowledge and technological prowess reclaimed from the past. Positioned as guardians of a legacy bestowed upon them by the enigmatic Old Ones, the Quen view themselves as chosen, entrusted with the sacred duty of accessing the Legacy and preserving its secrets.

At the heart of Quen society lies a complex caste system, overseen by an Emperor and upheld by nobles known as Imperials. Below them, commoners and peasants navigate a society characterized by authoritarian control, where compliance is enforced through rigorous monitoring and punitive measures. Social mobility is attainable, albeit challenging, with individuals capable of rising through the ranks based on merit and ambition.

Central to Quen identity is their unwavering devotion to the Legacy, a repository of ancient knowledge revered as the ultimate truth. The most revered figures of the Old Ones are deified as "Ancestors," guiding and inspiring the Quen in their quest for enlightenment and protection of the Legacy from perceived threats.

While the Quen pride themselves on their technological superiority, they maintain a nationalist and isolationist stance towards neighboring tribes, viewing them as ignorant barbarians envious of their knowledge. This suspicion and hostility shape their foreign relations, fostering an atmosphere of distrust and isolation.

The Quen homeland, known as the Great Delta, is shrouded in mystery, located across the vast expanse of the Pacific Ocean. Little is known about its precise location, with only temporary encampments established by the Eastern Expedition providing glimpses into Quen territory.

The Quen tribe stands as a testament to the intersection of ancient wisdom and modern ambition, navigating a landscape fraught with challenges and opportunities as they strive to uphold their sacred duty and preserve the legacy of the Old Ones.



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HORIZON  
FORBIDDEN WEST

### TRIBE FEATURES:

**Ability Score Increase:** Choose any 2 abilities to increase by 1 or 1 ability to increase by 2.

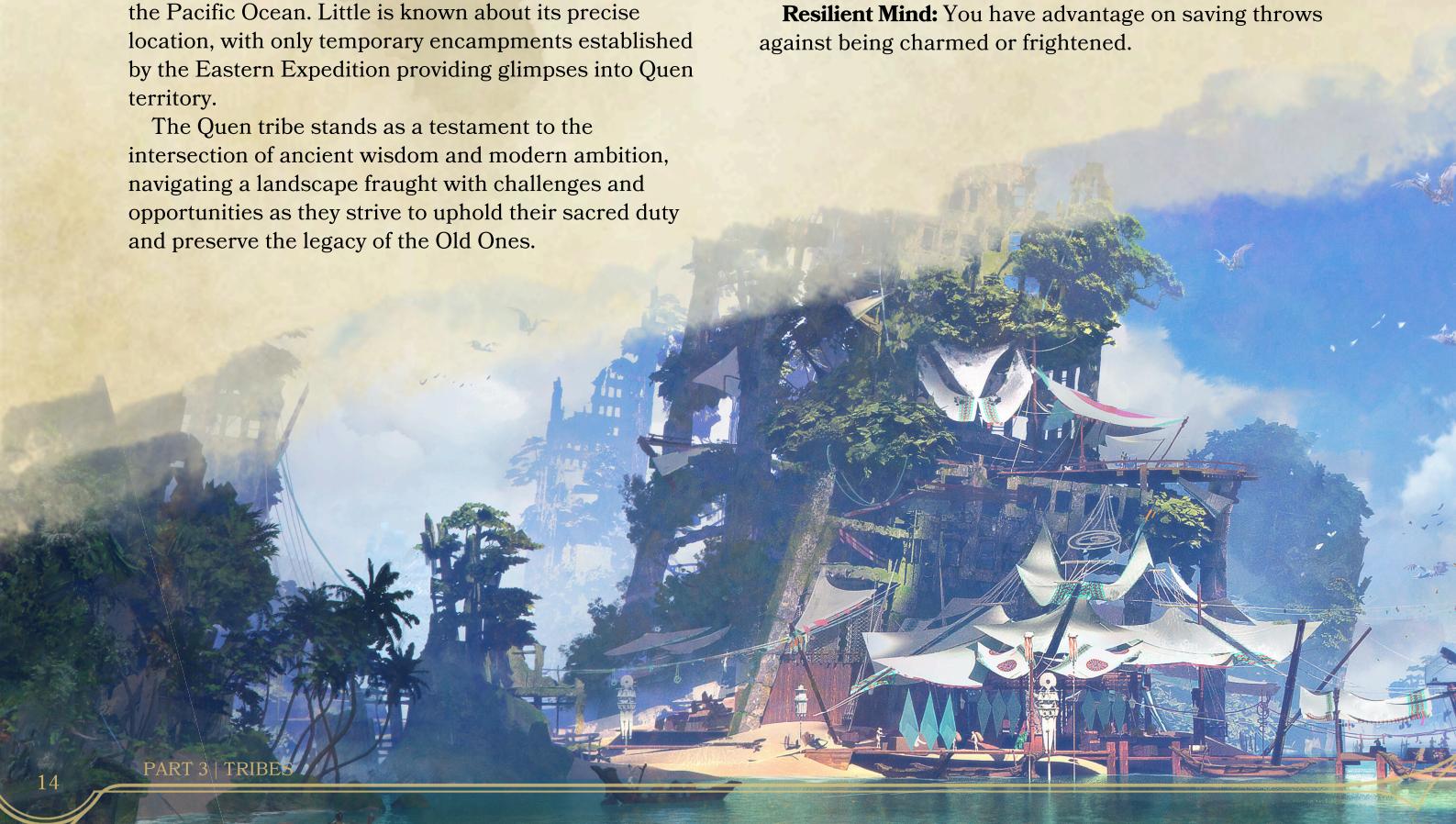
**Sea-faring Heritage:** You have proficiency with water vehicles and navigator's tools.

**Focus Augmentation:** You have the ability to access and interpret ancient data stored within artifacts similar to the Focus. Once per long rest, you can use this ability.

**Aquatic Adaptation:** You have a swimming speed equal to your walking speed.

**Advanced Technology:** You have proficiency with one type of artisan's tools of your choice.

**Resilient Mind:** You have advantage on saving throws against being charmed or frightened.



## BACKGROUNDS

### FOCUS INSIGHT

Your exposure to the ancient technology of the Focus has granted you a unique understanding of the world around you. When you encounter remnants of ancient civilizations or artifacts imbued with ancient data, you can spend 10 minutes attuning to the object. Once attuned, you gain insight into its history, purpose, or hidden functions, as determined by the DM. This insight can provide valuable clues or advantages in solving puzzles, deciphering codes, or understanding the significance of ancient relics.

**Skill Proficiencies:** Investigation and History

#### Equipment:

- **Quen Tech Analyzer:** This device resembles a handheld scanner with various lenses and sensors. It allows you to analyze ancient technology and artifacts, providing detailed information about their composition, function, and potential uses. It grants advantage on Investigation checks when examining remnants of ancient civilizations or artifacts imbued with ancient data, enhancing your ability to unlock their secrets.
- **Quen Codex:** This intricately bound book contains detailed records of ancient lore, technological schematics, and historical accounts passed down through generations of the Quen tribe. It serves as a valuable reference guide, providing advantage on History checks related to the Old Ones, their civilization, and the Legacy they left behind.

### SEAFARING EXPERTISE

Growing up in the Quen tribe, you have honed your skills in navigating the vast and unpredictable waters of the Great Delta. You have advantage on Intelligence (Navigator's Tools) checks made to plot courses, navigate through difficult waters, or predict weather patterns while at sea. Additionally, you are proficient in using water vehicles and can commandeer or pilot such vessels with ease, making you a valuable asset on seafaring expeditions.

**Skill Proficiencies:** Perception and Athletics

#### Equipment:

- **Quen Navigator's Compass:** This compass is crafted with intricate markings and symbols, aiding you in plotting courses and navigating through the waters of the Great Delta. It grants advantage on Intelligence (Navigator's Tools) checks.
- **Quen Waterproof Gear:** This set of waterproof clothing and gear is designed to keep you dry and comfortable during maritime expeditions. It includes a waterproof cloak, boots, and a reinforced satchel to protect your belongings from water damage. Additionally, the gear is lightweight and durable, allowing for ease of movement and providing advantage on Athletics checks when maneuvering on slippery surfaces or in rough sea conditions.

### ANCIENT LOREKEEPER

As a member of the Quen tribe, you have been entrusted with the responsibility of preserving and interpreting ancient knowledge stored within artifacts accessed through the Focus. You have advantage on Intelligence checks made to recall information about ancient civilizations, historical events, or technological advancements. Additionally, you can use your knowledge of ancient lore to decipher codes, translate ancient texts, or interpret the significance of ancient artifacts, providing valuable insights to your party when exploring ancient ruins or uncovering forgotten mysteries.

**Skill Proficiencies:** 1 and 2

#### Equipment:

- **Quen Data Journal:** This journal is filled with detailed notes, sketches, and diagrams of ancient artifacts, technology, and historical events. It serves as a comprehensive reference guide, granting advantage on Intelligence checks made to recall information about ancient civilizations, historical events, or technological advancements. Additionally, it allows you to record new discoveries and insights.
- **Quen Technological Toolkit:** This toolkit contains various tools and equipment used for analyzing ancient technology and artifacts. It includes magnifying lenses, measuring instruments, and precision tools, allowing you to conduct detailed investigations to unlock the secrets of the past. It grants advantage on Investigation checks made to decipher codes, translate ancient texts, or interpret the significance of ancient artifacts.



## TENAKTH

The Tenakth tribe emerges as a formidable force, shaped by a rich warrior culture and guided by ancient traditions passed down through generations. Divided into three distinct clans, the Tenakth share a common ethos centered around strength, honor, and loyalty.

At the heart of Tenakth society lies the Memorial Grove, a site where holographic exhibits, known as "Visions," impart knowledge and inspiration to the tribe. These Visions serve as a source of cultural identity, influencing everything from social customs to military hierarchy. Inspired by the artifacts of the Old Ones, the Tenakth adopt gestures and terminology from a bygone era, infusing their society with a blend of ancient mystique and modern pragmatism.

Warriors by nature, all Tenakth are trained from a young age to excel in combat, forming tight-knit squads that double as extended family units. The bonds forged in battle are unbreakable, with squadmates entrusted to care for one another's children should death claim them on the battlefield. Despite the harsh realities of warfare and a relatively short life expectancy, the Tenakth value honor and merit above all else, recognizing individual prowess as the ultimate measure of worth.

Yet, beneath their fierce exterior lies a code of honor and respect, tempered by a deep loyalty to clan and tribe. While aggression is not uncommon, it is balanced by a sense of duty and camaraderie that transcends individual differences. As the Tenakth navigate the complexities of a changing world, they grapple with questions of identity and purpose, seeking to uphold the legacy of their ancestors while forging a path towards a future of their own making.

Material culture among the Tenakth is heavily influenced by the Visions, with vibrant colors and intricate patterns adorning their settlements, weapons, and bodies. Tattooing and pigmentation using Ashblood are common practices, serving as marks of accomplishment and symbols of tribal identity.

The Tenakth tribe stands as a testament to the enduring spirit of courage, honor, and resilience in the face of adversity.



### TRIBE FEATURES:

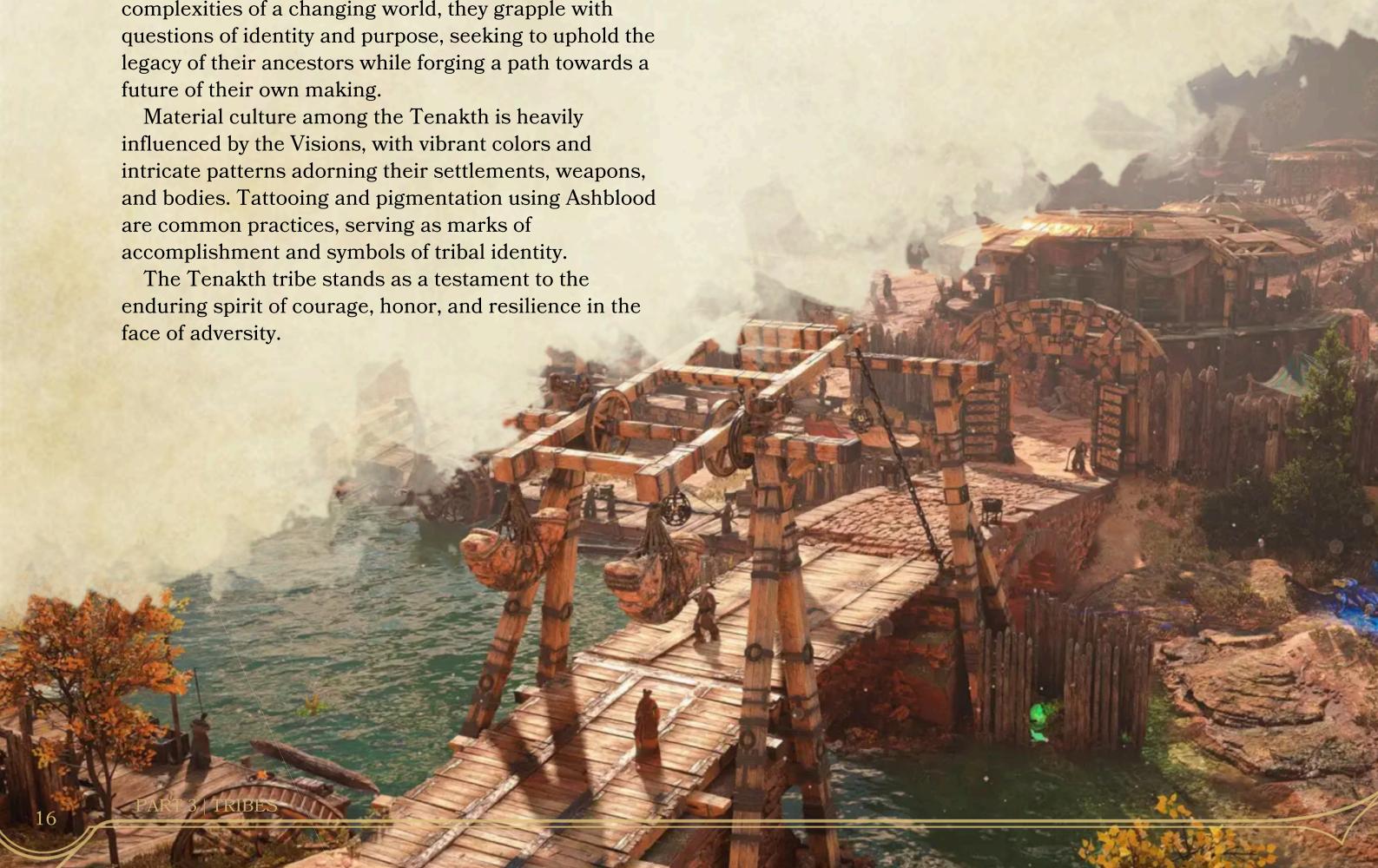
**Ability Score Increase:** Choose any 2 abilities to increase by 1 or 1 ability to increase by 2.

**Fierce Loyalty:** When you are within 10 feet of an ally who is also a member of your hunting party, you gain a +1 bonus to attack rolls and saving throws.

**Warrior's Resilience:** You have advantage on saving throws against being frightened.

**Natural Athlete:** You have proficiency in the Athletics skill.

**Meritorious Tradition:** Your standing in society is determined by your strength and prowess as a warrior. You have advantage on Strength checks made to contest grappling, shoving, or other tests of physical strength.



## BACKGROUNDS

### WARRIOR'S CODE:

You adhere to the strict codes of honor and conduct upheld by the Tenakth tribe. When you are engaged in combat, you fight with unwavering determination and adherence to the principles of courage, strength, and loyalty. If you are reduced to half your hit points or fewer during combat, you can use your reaction to gain temporary hit points equal to your proficiency bonus + your Constitution modifier, reflecting your resolve and determination to overcome adversity in battle.

**Skill Proficiencies:** Insight and Survival

#### Equipment:

- **Tenakth War Banner:** This sturdy banner bears the symbols and colors of your Tenakth clan, serving as a rallying point for your comrades in battle. When unfurled, it inspires courage and determination in your allies, granting them advantage on saving throws against fear effects and resistance to being frightened while within 30 feet of the banner.
- **Tenakth War Drum:** Carved from the tough hide of a beast native to the Tenakth homeland, this war drum emits a deep, rhythmic beat that invigorates your allies and strikes fear into the hearts of your enemies. When played during combat, it grants temporary hit points equal to your proficiency bonus to all allies within 30 feet at the start of each of their turns.

### FIERCE LOYALTY:

As a member of the Tenakth tribe, your loyalty to your comrades and your tribe is unwavering. You would lay down your life to protect your fellow warriors and uphold the honor of your tribe. When you are within 30 feet of an ally who is also a member of your hunting group, you gain a bonus to your AC equal to your proficiency bonus, reflecting the support and camaraderie you feel when fighting alongside your fellow hunter.

**Skill Proficiencies:** Acrobatics and Perception  
**Equipment:**

- **Tenakth War Totem:** Carved from the bones of revered beasts and adorned with symbols of your clan, this totem serves as a tangible representation of your fierce loyalty to your tribe. When displayed prominently during battle, it instills confidence and determination in your allies, granting them advantage on saving throws against being charmed or frightened while within 30 feet of the totem.
- **Tenakth War Trophy:** This ornate trophy is crafted from the claws or teeth of fearsome machine slain in battle, serving as a tangible reminder of your prowess as a warrior and your dedication to your tribe. When worn or displayed, it grants you +2 to Intimidation checks.

### HOT-BLOODED NATURE:

As a member of the Tenakth tribe, you are known for your aggressive and hot-blooded nature, tempered by fierce loyalty to your tribe and its traditions. When you are engaged in combat and score a critical hit against an enemy, you can enter a frenzied state, gaining advantage on your next attack roll against a different enemy within range. This reflects your ferocity and determination to overwhelm your foes in battle, channeling your aggression into devastating strikes against your enemies.

**Skill Proficiencies:** Intimidation and Perception  
**Equipment:**

- **Tenakth Blood-Rage Pendant:** Worn around the neck, this pendant is adorned with intricate carvings depicting scenes of battle and conquest. When you enter combat, the pendant ignites with a fiery glow, bolstering your resolve and enhancing your combat prowess. Once per short rest, you can activate the pendant as a bonus action to gain advantage on your next attack roll or saving throw.
- **Tenakth Bloody Bandages:** These crimson-stained bandages are woven with protective runes and symbols of honor, signifying your willingness to endure pain and suffering for the glory of your tribe. As a bonus action during combat, you can wrap yourself in these bandages, gaining resistance to piercing and slashing damage until the end of your next turn.

## UTARU

The Utaru tribe stands as a serene oasis amidst the chaos of the land, their society and culture rooted deeply in the rhythms of nature and the melody of song.

At the core of Utaru culture lies a profound reverence for plant life, particularly agriculture, which sustains their way of life. The Utaru are master cultivators, their fields tended by revered Plowhorns that are seen as land-gods, each named after musical pitches. From the land, they derive not only sustenance but also materials for clothing, tools, and even architecture, forging a harmonious relationship with the natural world.

The cycle of life and death is central to the Utaru worldview, embracing the inevitability of both as essential components of existence. Utaru carry pouches of seeds throughout their lives, symbolizing their connection to the land and the promise of renewal through death. Upon their passing, these seeds are planted, ensuring their legacy lives on in the new growth, perpetuating the cycle of life in a seamless harmony with the world around them.

Despite their peaceful nature, the Utaru are not without their defenses, fiercely protecting their homeland when necessary. However, their leadership's inclination towards passivity has left them vulnerable to external threats, exposing them to the upheavals of recent times.

Governed by an oligarchy known as "the Chorus," the Utaru's decision-making process is characterized by public discourse and the soothing power of song. Hunters are under the Chorus's jurisdiction, and exceptions to customs may be granted under their authority, ensuring a balance between tradition and adaptability.

In the tranquil embrace of their homeland, the Utaru tribe embodies a delicate harmony with the natural world, their songs echoing through the lush landscape as a testament to the enduring power of life and renewal amidst the ever-changing tides of fate.



### TRIBE FEATURES:

**Ability Score Increase:** Choose any 2 abilities to increase by 1 or 1 ability to increase by 2.

**Home Defense:** When you take the Dodge action during combat, you can use your reaction to impose disadvantage on the next attack made against you or an ally within 5 feet of you.

**Agricultural Expertise:** You have proficiency in the Nature skill and one type of artisan's tools related to agriculture.

**Passive Defense:** When you aren't wearing armor, your Armor Class equals  $10 + \text{your Dexterity modifier} + \text{your Wisdom modifier}$ .

**Steward of the Land:** You have advantage on Wisdom (Survival) checks made to forage or navigate through natural environments.



## BACKGROUNDS

### AGRICULTURAL EXPERTISE:

Growing up in the Utaru tribe, you have honed your skills in agriculture, learning to cultivate crops and sustain your community's needs from the land. You have advantage on Intelligence (Nature) checks related to farming, gardening, or identifying plant-based materials. Additionally, you can identify edible plants and herbs in natural environments, providing sustenance for yourself and your companions during your travels.

**Skill Proficiencies:** Medicine and Survival

**Equipment:**

- **Utaru Plowhorn Trowel:** A specialized trowel used by agriculturalists for planting seeds with precision. In addition to its farming utility, it can also be used as a functional tool for digging and excavation during outdoor adventures.
- **Utaru Seed Pouch:** A finely crafted pouch adorned with intricate plant motifs, containing a variety of seeds representing different crops and plants. Beyond its symbolic significance, it can be strategically scattered to create distractions or traps, utilizing the natural growth that ensues as a tactical advantage.

### NATURAL DIPLOMAT:

The Utaru are known for their peaceful nature and preference for diplomacy over conflict. You have advantage on Charisma (Persuasion) checks made to negotiate or resolve conflicts peacefully. Additionally, you have proficiency in the Culture skill, allowing you to navigate social interactions with ease and build positive relationships with individuals and communities you encounter.

**Skill Proficiencies:** Persuasion and Insight

**Equipment:**

- **Utaru Harmonious Songstone:** A smooth, polished stone imbued with the soothing melodies of Utaru songs. When played softly, it can calm tensions and promote peaceful communication, granting advantage on Charisma (Persuasion) checks during negotiations or diplomatic interactions.
- **Utaru Wisdom Talisman:** A small amulet adorned with intricate carvings of natural motifs, enhancing the wearer's insight and intuition. While worn, it grants advantage on Insight checks, aiding in the understanding of others' intentions and emotions, facilitating diplomatic relations.

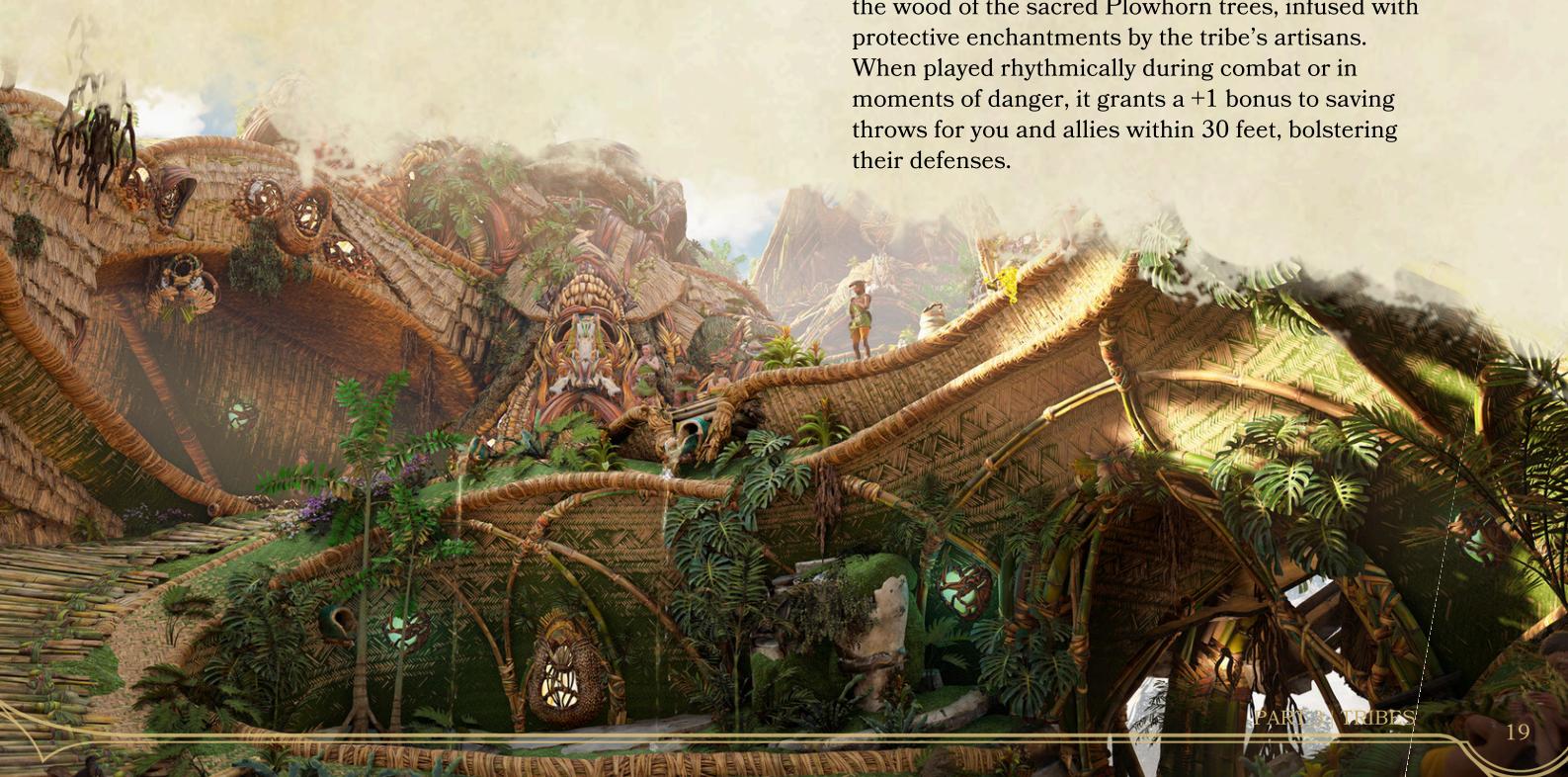
### HOME DEFENSE:

Despite their peaceful demeanor, the Utaru are fiercely protective of their home and community. When you are within 30 feet of a location that you consider your home or a place important to your tribe, you gain a +1 bonus to AC and saving throws. Additionally, you can use your reaction to impose disadvantage on the next attack made against you or an ally within 5 feet of you, reflecting your commitment to defending your home and loved ones from threats.

**Skill Proficiencies:** Acrobatics and Perception

**Equipment:**

- **Utaru Guardian's Necklace:** A finely crafted necklace adorned with symbols representing the Utaru tribe's connection to their homeland. While wearing this necklace, you gain a heightened sense of awareness, granting advantage on Perception checks to detect threats or intruders near your home or important locations to your tribe.
- **Utaru Defender's Drum:** A sturdy drum carved from the wood of the sacred Plowhorn trees, infused with protective enchantments by the tribe's artisans. When played rhythmically during combat or in moments of danger, it grants a +1 bonus to saving throws for you and allies within 30 feet, bolstering their defenses.



# CLASSES

These are the available classes in this setting, some have their names changed to fit the setting better. Druid has been removed because in its core these don't fit the setting

## ARTIFICER:

Artificers are masters of invention and innovation, using science to create powerful gadgets, items, and constructs. They excel in crafting, tinkering, allowing them to support their allies with a variety of tools.

### SUBCLASSES:

- **Machine Tinkerer**, this subclass allows the artificer to specialize in taming and modifying machines, granting them greater control over their constructs and vehicles in and out of combat.
- **Scrapmaster**, this subclass embraces the scavenging and resourcefulness of the Scrapper theme, allowing the artificer to excel in creating makeshift weapons, gadgets, and armor from scrap materials found in the world around them.

## BARBARIAN:

Barbarians are frontline warriors who rely on brute strength and rage to overpower their foes. They excel in melee combat, soaking up damage and dealing heavy blows with their weapons.

### SUBCLASSES:

- **Path of the Avalanche**, this subclass captures a ferocious combat style, allowing the barbarian to unleash primal fury while wielding heavy weapons, smashing through enemies with unstoppable force.
- **Path of the Machine Ravager**, this Barbarian subclass embodies the ferocity and primal power, combining savage combat prowess with a disdain for technological constructs.

## BARD:

Bards are versatile performers who use their charisma and technology to inspire their allies and hinder their enemies. They can use tech, weave enchanting melodies, and use their wit to outmaneuver foes in and out of combat.

### SUBCLASSES:

- **College of Chroniclers**, the Chronicler is a bard who dedicates themselves to uncovering the mysteries of the world, chronicling its wonders, and sharing tales of their adventures with others.
- **College of the Vanguard**, the Vanguard is a bard who blends martial prowess with inspiring leadership, drawing upon the tactics and combat techniques to turn the tide of battle.

## CIRCUITWEAVER (WAS SORCERER):

Circuitweaver are born technicians, drawing on their bloodline to use tech. They specialize in tech that deal damage and manipulate surroundings.

### SUBCLASSES:

- **Origin: Technomancer**, this subclass favors the power of technology and hacking into systems. It embodies the themes of hacking and overriding machines
- **Origin: Origin: Luminomancy**, this subclass encapsulates the essence of hard light manipulation , allowing the circuitweaver to harness radiant energy to enhance their tech and protect themselves with prismatic barriers.

## CLERIC:

Clerics are devout protected, wielding technology or nature to heal the wounded, smite the wicked, and protect their allies. They can fulfill a variety of roles, from frontline combatant to support caster, depending on their chosen domain.

### SUBCLASSES:

- **Wayfinder Domain**, this subclass emphasizes the cleric's role as a guide and guardian, drawing upon the wisdom of the past to navigate dangerous terrain and uncover the mysteries of lost civilizations.
- **Apothecary Domain**, followers of the Apothecary Domain are devoted servants of nature, drawing upon the power of plants and herbs to heal the wounded, protect the innocent, and preserve the natural world.

## CORRUPTTECH (WAS WARLOCK):

Corrupttech's form bonds with AI of the Old Ones, gaining technical prowess in exchange for service or loyalty. They use tech and wield holograms to shape reality to their will.

### SUBCLASSES:

- **Binary Bond: Nanite Channeler**, draws power from the microscopic machines coursing through their body, granting them healing abilities and enhancing their combat prowess with nanite-infused attacks.
- **Binary Bond: Corrupted Interface**, ancient artificial intelligences lurk, corrupted by time and the chaos of the past. These entities offer power to corrupttechs willing to delve into the darkness, granting them abilities tied to corruption and technology

## FIGHTER:

Fighters are masters of martial combat, skilled in a wide range of weapons and tactics. They can specialize in brute force, precise strikes, or defensive maneuvers, making them adaptable warriors on the battlefield.

## SUBCLASSES:

- **Martial Archetype: Mechanized Fronteer**, fighters who follow the path of the Mechanized Fronteer are masters of both martial prowess and technological innovation. They harness the power of ancient machines to gain an edge on the battlefield.
- **Martial Archetype: Sentinel**, the Sentinel is a fighter who dedicates themselves to protecting their allies and mastering a blend of ranged and melee combat techniques.

## MONK:

Monks are disciplined martial artists who harness ki energy to deliver lightning-fast strikes and evade attacks with ease. They excel in mobility and agility, often specializing in unarmed combat and using their bodies as weapons.

## SUBCLASSES:

- **Way of the Iron Fist**, this subclass channels the raw power and agility, allowing the monk to become a master of hand-to-hand combat with their big mechanical fists, delivering devastating strikes and controlling the battlefield with incredible force.
- **Way of the Hard Light**, this subclass captures the essence of the hard light technology, allowing the monk to harness radiant energy to enhance their combat prowess and maneuverability on the battlefield.

## PALADIN:

Paladins are warriors sworn to uphold justice and righteousness, wielding technology to smite evil and protect the innocent. They combine martial prowess with technology, making them formidable champions of their beliefs.

## SUBCLASSES:

- **Oath of the Blasting**, the paladins who swear the Oath of the Blasting are dedicated to harnessing the explosive power of their surroundings to protect the innocent, vanquish evil, and maintain balance in the world. Their tenets include mastering the art of explosives, safeguarding their allies, and using their power responsibly.
- **Oath of the Pinning**, the paladins who swear the Oath of the Pinning are dedicated to immobilizing their foes, preventing their advance, and protecting the innocent through strategic positioning and control. Their tenets include mastering the art of restraint, safeguarding vulnerable allies, and using their power to hinder the movements of their enemies.

## RANGER:

Rangers are skilled trackers and hunters who roam the wilderness, relying on their knowledge of nature and proficiency with ranged weapons to survive. They can specialize in archery, two-weapon fighting, or technology, making them versatile adventurers in outdoor environments.

## SUBCLASSES:

- **Elemental Conclave**, this subclass embodies the versatile and deadly elemental arrow attacks, allowing the Ranger to unleash the power of the elements with precision and finesse.
- **Spear Master**, this subclass embodies the agile and precise combat style of dual wielding spears, allowing the Ranger to strike swiftly and decisively with deadly accuracy.

## ROGUE:

Rogues are cunning and stealthy opportunists who excel in deception, infiltration, and precision strikes. They use their skills in stealth, agility, and trickery to outmaneuver enemies and exploit weaknesses for devastating effect.

## SUBCLASSES:

- **Holographic Infiltrator**, this subclass embodies the deceptive and crowd-controlling abilities, allowing the rogue to use holographic technology to confuse and outmaneuver their enemies on the battlefield.
- **Ruins Diver**, Ruins Divers are skilled adventurers who specialize in exploring long-forgotten ruins, deciphering ancient scripts, and evading deadly traps. Their keen intellect and quick reflexes make them invaluable members of any archaeological expedition.

## SCRIBE (WAS WIZARD):

Scribes are scholarly technicians who study and master tech through rigorous study and practice. They can use a wide variety of tech, specializing in different schools to control the battlefield, manipulate machines, or unravel mysteries.

## SUBCLASSES:

- **School: Machine Augmented**, Machine Augmented are scribes who have dedicated themselves to the integration of machinery and technology into their own bodies, achieving feats that transcend traditional magical abilities.
- **Herbalist**, the Herbalist would specialize in botanical knowledge and manipulation, harnessing the power of plants and herbs.

# ARTIFICER

As an artificer, gain the following class features

## HIT POINTS

**Hit Dice:** 1d8 per artificer level

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

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

## PROFICIENCIES

**Armor:** Light armor, Medium armor, shields

**Weapons:** Simple weapons

**Tools:** Thieves' tools, tinker's tools, one type of artisan's tools of your choice

**Saving Throws:** Constitution, Intelligence

**Skills:** Choose two from Technology, History, Investigation, Medicine, Nature, Perception, Sleight of Hand

## EQUIPMENT

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

- any two simple weapons
- a light crossbow and 20 bolts
- (a) studded leather armor or (b) scale mail
- tinker's tools and a dungeoneer's pack
- an override core

## TERM CHANGES

These terms are changed to fit the setting:

- Magic becomes **Tech**
- Spell slots becomes **Tech slots**

# ARTIFICER SUBCLASSES

## MACHINE TINKERER

This subclass allows the artificer to specialize in taming and modifying machines, granting them greater control over their constructs and vehicles in and out of combat.

### MACHINE TINKERER FEATURES

Artificer Level	Feature
3rd	Bonus Proficiencies
3rd	Override and Modify
5th	Enhanced Control
5th	Rapid Modification
9th	Master Tinkerer
15th	Machine Overload

### BONUS PROFICIENCIES

At 3rd level, you gain proficiency with tinker's tools and vehicles. Additionally, you gain proficiency in Machine Handling if you didn't already have it.

## OVERRIDE AND MODIFY

Starting at 3rd level, you gain the ability to override and modify machines to serve you. You can spend 8 hours and expend a set of tinker's tools to modify a construct or vehicle you have overridden. When you do so, you can choose one of the following modifications:

- Combat Enhancement:** The machine gains a +1 bonus to attack rolls and damage rolls with its natural weapons or attacks.
- Utility Upgrade:** The machine gains a new utility ability or improves an existing one, such as the ability to carry additional cargo, grant advantage on certain skill checks, or provide cover to nearby allies.
- Reinforced Structure:** The machine gains temporary hit points equal to your Intelligence modifier at the start of each of its turns.

## ENHANCED CONTROL

Beginning at 5th level, you gain improved control over overridden machines. You can use your bonus action to command a overridden machine to take the Dash, Disengage, Dodge, or Help action on its turn.

## RAPID MODIFICATION

At 5th level, you can modify overridden machines more quickly and efficiently. You can spend 1 hour and expend a set of tinker's tools to make minor modifications to a construct or vehicle you have overridden. These modifications last for 24 hours.

## MASTER TINKERER

Starting at 9th level, you have mastered the art of modifying and controlling overridden machines. You can spend 1 hour and expend a set of tinker's tools to permanently modify a construct or vehicle you have overridden. The modification can be chosen from any of the options available at 3rd level, and its effects are permanent until you choose to modify the machine again.

## MACHINE OVERLOAD

At 15th level, you can push a overridden machine beyond its limits for a short burst of power. Once per long rest, you can use your action to activate the machine's overload function. For the next minute, the machine gains a +2 bonus to attack rolls and damage rolls, as well as advantage on Strength and Dexterity saving throws. Additionally, any creature that ends its turn within 10 feet of the machine must succeed on a Dexterity saving throw (DC = 8 + your proficiency bonus + your Intelligence modifier) or take 2d10 force damage from the machine's unstable energy.

## SCRAPMASTER

This subclass embraces the scavenging and resourcefulness of the Scrapper theme, allowing the artificer to excel in creating makeshift weapons, gadgets, and armor from scrap materials found in the world around them.

### SCRAPMASTER FEATURES

Artificer Level	Feature
3rd	Bonus Proficiencies
3rd	Salvage Expertise
5th	Improvised Arsenal
9th	Resourceful Ingenuity
15th	Master Scrapper

### BONUS PROFICIENCIES

At 3rd level, you gain proficiency with heavy weapons and smith's tools. Additionally, you gain proficiency in the Investigation skill if you didn't already have it.

### SALVAGE EXPERTISE

Starting at 3rd level, you have a keen eye for salvageable materials. Whenever you make an Intelligence (Investigation) check to search an area for usable materials or components, you can add double your proficiency bonus to the check.

### IMPROVISED ARSENAL

Beginning at 5th level, you can create makeshift weapons, armor and gadgets out of scrap materials. You can spend 1 hour and a certain amount of metal shards to create a makeshift weapon, armor or gadget. The weapon, armor or gadget functions as a simple or martial weapon, +2 AC or a tool or device of your choice (at DM discretion), with statistics similar to a weapon or tool of its type. The cost to create the makeshift weapon, armor or gadget is half the cost of a regular weapon or tool of its type. The makeshift weapon, armor or gadget lasts for 24 hours before falling apart.

### RESOURCEFUL INGENUITY

Starting at 9th level, you can improvise solutions to challenges using your knowledge of scrap materials. Once per long rest, you can use your action to create a makeshift device to solve a problem or overcome an obstacle. The DM determines the effectiveness of your improvised solution based on the situation.

### MASTER SCRAPPER

At 15th level, you have become a master of salvaging and repurposing scrap materials. You gain the ability to salvage materials from defeated creatures and broken objects with ease. Whenever you defeat a creature or destroy an object, you can choose to salvage usable materials from it. The DM determines the type and quantity of materials you salvage based on the creature or object.

## BARBARIAN

As an barbarian, gain the following class features

### HIT POINTS

**Hit Dice:** 1d12 per barbarian level

**Hit Points at 1st Level:** 12 + your Constitution modifier

**Hit Points at Higher Levels:** 1d12 (or 7) + your Constitution modifier per barbarian level after 1st

### PROFICIENCIES

**Armor:** Light armor, medium armor, shields

**Weapons:** Simple weapons, martial weapons

**Tools:** None

**Saving Throws:** Strength, Constitution

**Skills:** Choose two from Animal Handling, Athletics, Intimidation, Nature, Perception, and Survival

### EQUIPMENT

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

- (a) a greataxe or (b) any martial melee weapon
- (a) two handaxes or (b) any simple weapon
- An explorer's pack and four javelins

### TERM CHANGES

These terms are changed to fit the setting:

- Magic becomes Tech

## BARBARIAN SUBCLASSES

### PATH OF THE AVALANCHE

This subclass captures a ferocious combat style, allowing the barbarian to unleash primal fury while wielding heavy weapons, smashing through enemies with unstoppable force.

### PATH OF THE AVALANCHE FEATURES

Barbarian Level	Feature
3rd	Snowdrift
3rd	Unstoppable Momentum
6th	Crushing Blow
10th	Overwhelming Barrage
14th	Raging Avalanche

### SNOWDRIFT

At 3rd level, you gain proficiency with heavy ranged weapons. Additionally, you can use heavy ranged weapons while raging, you can add your Rage damage bonus to the damage rolls of heavy ranged weapons you wield.

## UNSTOPPABLE MOMENTUM

Starting at 3rd level, you can use your overwhelming strength to push through obstacles and enemies. Once per turn when you make a melee attack with a heavy weapon, you can choose to push the target up to 10 feet away from you if it is Large or smaller, provided the target fails a Strength saving throw against a DC equal to  $8 + \text{your Strength modifier} + \text{your proficiency bonus}$ .

## CRUSHING BLOW

Beginning at 6th level, your attacks with heavy weapons become devastating blows. Once per turn when you score a critical hit with a heavy weapon, you can roll one additional damage die for the attack.

## OVERWHELMING BARRAGE

At 10th level, your rage fuels your strength even further. While raging, you can score a crit with heavy ranged weapons on a 19 and 20.

## RAGING AVALANCHE

Starting at 14th level, your fury becomes an unstoppable force of destruction. While raging, you can use your action to make a Raging Avalanche. You charge forward in a straight line up to 30 feet long and 10 feet wide, plowing through enemies in your path. Each creature in the line must make a Strength saving throw against a DC equal to  $8 + \text{your Strength modifier} + \text{your proficiency bonus}$ , taking  $6d10$  bludgeoning damage on a failed save, or half as much damage on a successful one. After using Raging Avalanche, you must finish a short or long rest before you can use it again.

## PATH OF THE MACHINE RAVAGER

This Barbarian subclass embodies the ferocity and primal power, combining savage combat prowess with a disdain for technological constructs.

### PATH OF THE MACHINE RAVAGER FEATURES

Barbarian Level	Feature
3rd	Machine Sense
3rd	Technological Fury
6th	Machine Breaker
10th	Thunderous Charge
14th	Rampage of the Old Ones

### MACHINE SENSE

At 3rd level, you focus on your surroundings, enhancing your senses and reflexes. You gain proficiency in Wisdom saving throws. Additionally, you gain advantage on Wisdom (Perception) checks related to tracking or detecting creatures.

### TECHNOLOGICAL FURY

Also at 3rd level, your rage becomes infused with the power of the Old Ones technology. While raging, you can choose to deal force damage with your melee weapon attacks instead of their normal damage type.

Additionally, you can use your bonus action to make a special attack called "Techno Surge." When you make a Techno Surge, you make a melee weapon attack with advantage. On a hit, you deal an extra  $1d6$  force damage.

### MACHINE BREAKER

Starting at 6th level, your fury against the machines intensifies. You gain resistance to lightning and force damage. Additionally, when you score a critical hit against a construct or a creature wearing armor made of metal, you can roll one additional weapon damage die.

### THUNDEROUS CHARGE

At 10th level, your rage becomes nearly unstoppable. While you are raging, you have advantage on saving throws against being corrupted or frightened. Additionally, if you fail a saving throw against an effect that would normally cause you to become corrupted or frightened, you can choose to reroll the saving throw. You must use the new roll, and you can't use this feature again until you finish a long rest.

### RAMPAGE OF THE OLD ONES

At 17th level, your connection to your primal rage reaches its zenith. Once per long rest, you can enter a state of rampage for 1 minute. While in this state, you gain the following benefits:

- You have resistance to all damage.
- Your Techno Surge attacks deal an additional  $2d6$  force damage.
- You can use your reaction to make a melee weapon attack against any creature that enters your reach.
- You can't be corrupted or frightened.

## BARD

As an bard, gain the following class features

### HIT POINTS

**Hit Dice:** 1d8 per bard level

**Hit Points at 1st Level:**  $8 + \text{your Constitution modifier}$

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

### PROFICIENCIES

**Armor:** Light armor

**Weapons:** Simple weapons, hand crossbows, longswords, rapiers, shortswords

**Tools:** Three musical instruments of your choice choice

**Saving Throws:** Dexterity, Charisma

**Skills:** Choose any three

## EQUIPMENT

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

- (a) a rapier, (b) a longsword, or (c) any simple weapon
- (a) a diplomat's pack or (b) an entertainer's pack
- any musical instrument
- Leather armor and a dagger

## TERM CHANGES

These terms are changed to fit the setting:

- Magic becomes **Tech**
- Spell slots becomes **Tech slots**

## BARD SUBCLASSES

### COLLEGE OF CHRONICLERS

The Chronicler is a bard who dedicates themselves to uncovering the mysteries of the world, chronicling its wonders, and sharing tales of their adventures with others.

#### COLLEGE OF CHRONICLERS FEATURES

Bard Level	Feature
3rd	Lore Seeker
3rd	Explorer's Insight
6th	Ancient Knowledge
14th	Echoes of the Old Ones

#### LORE SEEKER

At 3rd level, you gain proficiency in the History skill if you don't already have it. If you are already proficient in History, you can choose another skill from the bard's skill list.

#### EXPLORER'S INSIGHT

Starting at 3rd level, you have advantage on Intelligence (Investigation) checks made to uncover hidden or secret information about ancient ruins, artifacts, and other remnants of the past.

#### ANCIENT KNOWLEDGE

At 6th level, you gain the ability to recall detailed information about ancient civilizations and lost technologies. You can spend 10 minutes studying an object or location of historical significance. Once completed, you gain advantage on any Intelligence checks related to that object or location for the next 24 hours.

#### ECHOES OF THE OLD ONES

Beginning at 14th level, you can tap into the echoes of the Old Ones wisdom to bolster your allies or hinder your enemies. As an action, you can expend one use of your Bardic Inspiration to grant one creature within 60 feet advantage on all ability checks, saving throws, and

attack rolls for 1 minute. Alternatively, you can impose disadvantage on the rolls for one creature within range. Once you use this feature, you can't use it again until you finish a short or long rest.

## COLLEGE OF THE VANGUARD

The Vanguard is a bard who blends martial prowess with inspiring leadership, drawing upon the tactics and combat techniques to turn the tide of battle.

#### COLLEGE OF THE VANGUARD FEATURES

Bard Level	Feature
3rd	Lore Seeker
3rd	Explorer's Insight
6th	Tactical Maneuver
14th	Heroic Stand

#### COMBAT TACTICS

At 3rd level, you gain proficiency with medium armor, shields, and martial weapons. Additionally, when you take the Attack action on your turn, you can forgo one of your attacks to grant a friendly creature within 30 feet of you advantage on their next attack roll against a creature you can see.

#### BATTLEFIELD INSPIRATION

Starting at 3rd level, you can use your Bardic Inspiration to inspire your allies to greater feats of combat prowess. When you use your Bardic Inspiration, the target can roll the Bardic Inspiration die to hit an target and add the number rolled to a damage roll it just made for a weapon attack.

#### TACTICAL MANEUVER

At 6th level, you gain the ability to maneuver yourself and your allies with precision on the battlefield. As a bonus action on your turn, you can choose one creature you can see within 30 feet of you. That creature can use its reaction to move up to its speed without provoking opportunity attacks from the target of its movement. Once you use this feature, you can't use it again until you finish a short or long rest.

#### HEROIC STAND

At 14th level, you can rally your allies to make a heroic stand against overwhelming odds. As an action, you can expend one use of Bardic Inspiration to grant yourself and all friendly creatures within 30 feet of you temporary hit points equal to your bard level + your Charisma modifier (minimum of 1) and advantage on saving throws against being frightened or corrupted for 1 minute. Once you use this feature, you can't use it again until you finish a long rest.

# CIRCUITWEAVER

As an circuitweaver, gain the following class features

## HIT POINTS

**Hit Dice:** 1d6 per circuitweaver level

**Hit Points at 1st Level:** 6 + your Constitution modifier

**Hit Points at Higher Levels:** 1d6 (or 4) + your Constitution modifier per circuitweaver level after 1st

## PROFICIENCIES

**Armor:** None

**Weapons:** Daggers, darts, slings, quarterstaffs, light crossbows

**Tools:** None

**Saving Throws:** Constitution, Charisma

**Skills:** Choose two from Technology, Deception, Insight, Intimidation, Persuasion, and Culture

## EQUIPMENT

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

- (a) a light crossbow and 20 bolts or (b) any simple weapon
- A component pouch
- (a) a dungeoneer's pack or (b) an explorer's pack
- Two daggers

## TERM CHANGES

These terms are changed to fit the setting:

- Magic becomes **Tech**
- Spell slots becomes **Tech slots**
- Sorcery Points becomes **Circuit Points**

# CIRCUITWEAVER

## SUBCLASSES

### ORIGIN: LUMINOMANCY

This subclass encapsulates the essence of hard light manipulation , allowing the circuitweaver to harness radiant energy to enhance their tech and protect themselves with prismatic barriers.

## LUMINOMANCY SPELLS

Spell level	Spells
2nd	Prismatic Shield, Chromatic Orb
3rd	Mirror Image, Prismatic Spray
4th	Radiant Weapon (Holy Weapon), Phantasmal Killer
5th	Wall of Light, Dawn

## LUMINOMANCY FEATURES

Circuitweaver Level	Feature
1st	Prismatic Ward
6th	Prismatic Surge
14th	Prismatic Mastery
18th	Prismatic Ascendance

## PRISMATIC WARD

Starting at 1st level, you learn the light cantrip if you don't already know it, and it doesn't count against your number of cantrips known. You also gain the ability to create a protective barrier of prismatic energy. As a reaction when you are hit by an attack or targeted by a spell that deals damage, you can spend 1 circuit points to create a prismatic shield around yourself. The shield grants you resistance to the triggering damage type until the start of your next turn.

## PRISMATIC SURGE

At 6th level, you gain the ability to unleash a surge of prismatic energy. As an action, you can spend 3 circuit points to create a burst of radiant energy in a 30-foot radius centered on yourself. Each creature in the area must make a Constitution saving throw against your spell save DC, taking 6d8 radiant damage on a failed save, or half as much damage on a successful one. Additionally, any creature that fails the saving throw is blinded until the end of its next turn.

## PRISMATIC MASTERY

Starting at 14th level, you gain mastery over the manipulation of hard light. When you cast a spell from your Luminomancer spell list, you can spend 2 circuit points to infuse it with prismatic energy. The spell's effects are altered as follows:

- Spells that deal damage deal an additional 1d6 radiant damage.
- Spells that grant protection or create barriers have their durations doubled.
- Spells that create illusions appear more vivid and lifelike, imposing disadvantage on saving throws against them.

## PRISMATIC ASCENDANCE

At 18th level, you achieve mastery over the prismatic weave of hard light. Once per long rest, you can enter a state of Prismatic Ascendance for 1 minute. During this time, you gain the following benefits:

- You have resistance to all damage.
- Your spells ignore resistance to radiant damage and treat immunity to radiant damage as resistance.
- You can use your Prismatic Surge feature without expending sorcery points, and its radius increases to 60 feet. Once you use this feature, you can't use it again until you finish a long rest.

## ORIGIN: TECHNOMANCER

This subclass for circuitweaver favors the power of technology and hacking into systems. It embodies the themes of hacking and overriding machines.

### TECHNOMANCER SPELLS

Spell level	Spells
1st	Alarm, Hacks (Hex)
2nd	Skywrite, Pass Without Trace
3rd	Haywire, Sending
4th	System Backdoor, Dominate Machine (Dominate Beast)
5th	Modify Memory, Geas

### TECHNOMANCER FEATURES

Circuitweaver Level	Feature
1st	Hacker's Insight
6th	Luminous Familiar
14th	Prismatic Mastery
18th	Prismatic Ascendance

### HACKER'S INSIGHT

At 1st level, your connection to the arcane manifests through your affinity for technology. You gain proficiency with tinkering tools and the override tool. Additionally you gain insight into the workings of technological systems. You can use 1 circuit point attempt to hack into a technological device or system that you can see within 30 feet of you. Make an Intelligence check contested by the device's or system's security level (DM's discretion). On a success, you gain access to the device's or system's functions for a number of rounds equal to your Charisma modifier (minimum of one).

### OVERRIDE PROTOCOL

Beginning at 6th level, you gain the ability to override the programming of machines and constructs from a distance. As an action, you can attempt to override a construct or machine within 30 feet of you that you can see. Make an Intelligence check contested by the creature's or machine's programming. On a success, you can issue a simple command to the target, compelling it to follow your instructions for a number of rounds equal to your Charisma modifier (minimum of one). Constructs or machines controlled in this way retain their original statistics but follow your commands as best as they can. Once you use this feature, you can't use it again until you finish a short or long rest.

### TECHNOLOGICAL MASTERY

Starting at 14th level, you gain unparalleled mastery over technology and machines. You can use your action to attempt to hack into a technological device or system without needing to make an Intelligence check. Additionally, when you successfully hack into a system

or device using your Hacker's Insight feature, the duration increases to double your Charisma modifier (minimum of two).

### MELD WITH MACHINE

At 18th level, your connection to technology reaches its peak, allowing you to merge your consciousness with machines. Once per long rest, you can enter a state of melding with a technological device or construct for 1 hour. While in this state, you gain complete control over the device or construct, functioning as if you were it. You can use this feature to gather information, control machinery remotely, or even pilot vehicles or drones.

As an cleric, gain the following class features

### HIT POINTS

**Hit Dice:** 1d8 per cleric level

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

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

### PROFICIENCIES

**Armor:** Light armor, medium armor, shields

**Weapons:** All simple weapons

**Tools:** None

**Saving Throws:** Wisdom, Charisma

**Skills:** Choose two from History, Insight, Medicine, Persuasion, and Culture

### EQUIPMENT

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

- (a) a mace or (b) a warhammer (if proficient)
- (a) scale mail, (b) leather armor, or (c) chain mail (if proficient)
- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a priest's pack or (b) an explorer's pack
- A shield

### TERM CHANGES

These terms are changed to fit the setting:

- Magic becomes **Tech**
- Spell slots becomes **Tech slots**
- Channel Divinity becomes **Resolve**

# CLERIC

## CLERIC SUBCLASSES

### WAYFINDER DOMAIN

This subclass emphasizes the cleric's role as a guide and guardian, drawing upon the wisdom of the past to navigate dangerous terrain and uncover the mysteries of lost civilizations.

#### WAYFINDER DOMAIN SPELLS

Cleric Level	Spells
1st	Identify, Tenser's Floating Disk
3rd	Web, Silence
5th	Protection from Energy, Spellbreaking Smite
7th	Scouting Drone (Arcane Eye), Greater Invisibility
9th	Dawn, Scrying

#### WAYFINDER DOMAIN FEATURES

Cleric Level	Feature
1st	Bonus Proficiencies
2nd	Resolve: Ancient Insight
6th	Resolve: Repel Corruption
8th	Aura of Guidance
17th	Master of the Ancients

#### BONUS PROFICIENCIES

At 1st level, you gain proficiency with martial ranged weapons, and one skill of your choice from Athletics, Nature, Survival, or Perception. Additionally, you gain proficiency with navigator's tools.

#### RESOLVE: ANCIENT INSIGHT

Starting at 2nd level, you can use your Resolve to gain insight into the secrets of the past. As an action, you connect to the database in your Focus. For 1 minute, you gain advantage on Intelligence (History) and Wisdom (Survival) checks. Additionally, you can cast comprehend knowledge without expending a spell slot.

#### RESOLVE: REPEL CORRUPTION

At 6th level, you can use your Resolve to repel corruption and malevolent influence. As an action, you activate your Focus to counter the effects. Each ally within 30 feet of you gains this effect.

#### AURA OF GUIDANCE

At 8th level, you emanate an aura of guidance that aids your allies in navigation and exploration. While you're conscious, friendly creatures within 10 feet of you gain a bonus equal to your Wisdom modifier (minimum of +1) to their Wisdom (Survival) checks. Additionally, difficult terrain has no effect on you or allies in range.

#### MASTER OF THE ANCIENTS

Starting at 17th level, you have become a master of ancient knowledge and lore. You can cast legend lore once per long rest without expending a spell slot.

Additionally, you have advantage on saving throws against spells and effects created by constructs.

## CLERIC SUBCLASSES

### APOTHECARY DOMAIN

Followers of the Apothecary Domain are devoted servants of nature, drawing upon the power of plants and herbs to heal the wounded, protect the innocent, and preserve the natural world.

#### APOTHECARY DOMAIN SPELLS

Cleric Level	Spells
1st	Goodberry, Purify Food and Drink
3rd	Enhance Ability, Lesser Restoration
5th	Plant Growth, Protection from Poison
7th	Freedom of Movement, Guardian of Nature
9th	Greater Restoration, Mass Cure Wounds

#### APOTHECARY DOMAIN FEATURES

Cleric Level	Feature
1st	Bonus Proficiencies
2nd	Resolve: Nature's Blessing
6th	Thorns Slash
8th	Aura of Vitality
17th	Verdant Blessing

#### BONUS PROFICIENCIES

At 1st level, you gain proficiency with the Herbalism Kit if you don't already have it. Additionally, you gain proficiency in the Nature skill if you don't already have it. If you do, you gain expertise in the Nature skill.

#### RESOLVE: NATURE'S BLESSING

Starting at 2nd level, as an action, you can throw a potion you made from herbs. Choose one creature within 30 feet of you. That creature regains hit points equal to  $2d6 + \text{your cleric level}$ . Additionally, the target gains advantage on saving throws against poison and disease for 1 hour. Divine Strike

#### THORNS SLASH

At 6th level, you gain the ability to infuse your weapon strikes with the power of nature. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra  $1d8$  acid damage to the target.

#### AURA OF VITALITY

At 8th level, you and friendly creatures within 10 feet of you regain hit points equal to your Wisdom modifier (minimum of 1) at the start of each of their turns if they have no more than half of their hit points left. This effect works only if you are conscious.

## VERDANT BLESSING

You become a beacon of vitality and rejuvenation, embodying the life-giving power of nature. As an action, you can call upon the verdant energies of the plants to restore life and vitality to your allies. Each creature of your choice within 30 feet of you regains hit points equal to  $10d8 +$  your Wisdom modifier. Additionally, any plants in the area flourish and grow, becoming lush and vibrant.

## CORRUPTTECH

As an corrupttech, gain the following class features

### HIT POINTS

**Hit Dice:** 1d8 per corrupttech level

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

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

### PROFICIENCIES

**Armor:** Light armor

**Weapons:** Simple weapons

**Tools:** None

**Saving Throws:** Wisdom, Charisma

**Skills:** Choose two from Technology, Deception, History, Intimidation, Investigation, Nature, and Culture

### EQUIPMENT

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

- (a) a light crossbow and 20 bolts or (b) any simple weapon
- a component pouch
- (a) a scholar's pack or (b) a dungeoneer's pack
- Leather armor, any simple weapon, and two daggers

### TERM CHANGES

These terms are changed to fit the setting:

- Magic becomes **Tech**
- Spell slots becomes **Tech slots**
- Otherworldly Patron becomes **Virtual Overseer**
- Pact becomes **Binary Bond**

## CORRUPTTECH SUBCLASSES

### BINARY BOND: NANITE CHANNELER

The Nanite Channeler draws power from the microscopic machines coursing through their body, granting them remarkable healing abilities and enhancing their combat prowess with nanite-infused melee attacks. This subclass embodies the fusion of magic and technology, echoing the themes present in the Horizon game series.

### NANITE CHANNELER EXPANDED SPELLS

Spell level	Spells
1st	Cure Wounds, False Life
2nd	Enhance Ability, Aid
3rd	Revivify, Haste
4th	Death Ward, Stoneskin
5th	Greater Restoration, Mass Cure Wounds

### NANITE CHANNELER FEATURES

Corrupttech Level	Feature
1st	Nanite Infusion
6nd	Nanite Weapon
10th	Nanite Reconstruction
14th	Nanite Overdrive

### NANITE INFUSION

Starting at 1st level, you can channel the power of nanites to infuse yourself with enhanced abilities. As a bonus action, you can expend a Warlock spell slot to gain temporary hit points equal to  $1d6 +$  your Charisma modifier per level of the spell slot expended.

Additionally, you gain proficiency with medium armors.

### NANITE WEAPON

At 6th level, you learn to infuse your melee attacks with nanites, making your strikes more potent. Your weapon attacks now deal an additional  $1d6$  force damage.

### NANITE RECONSTRUCTION

Beginning at 10th level, you can use your action to manipulate the nanites within your body, allowing you to heal yourself. You regain hit points equal to  $2d6 +$  your Warlock level.

Additionally, you can choose one creature you can see within 30 feet of you to regain hit points equal to  $1d6 +$  your Charisma modifier.

### NANITE OVERDRIVE

Upon reaching 14th level, you can temporarily overload your body with nanites, granting you enhanced abilities for a short duration. As an action, you can enter a state of Nanite Overdrive for 1 minute. During this time, you gain the following benefits:

- Your melee weapon attacks deal an additional  $1d8$  force damage.
- You gain temporary hit points equal to your Warlock level at the start of each of your turns.
- Whenever you cast a spell of 1st level or higher, you regain hit points equal to the spell's level.

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

## ECHOES OF THE ANCIENTS

At 14th level, you become a vessel for the ancient echoes that resonate throughout the world, granting you incredible power. You can use fabricate once per long rest without expending a tech slot, but the tech can only be used to create or manipulate non-magical objects made of metal, stone, or other raw materials.

Additionally, when you cast a spell of 1st level or higher, you can choose to regain a warlock spell slot of a level equal to or lower than the spell slot expended for the casting.

## BINARY BOND: CORRUPTED INTERFACE

Ancient artificial intelligences lurk, corrupted by time and the chaos of the past. These entities offer power to corrupttechs willing to delve into the darkness, granting them abilities tied to corruption and technology.

### CORRUPTED INTERFACE EXPANDED SPELLS

Spell level	Spells
1st	Alarm, Dissonant Whispers
2nd	Enhance Weapon (Magic Weapon), Mind Spike
3rd	Summon Shadowspawn, Clairvoyance
4th	Leomund's Secret Chest, Locate Creature
5th	Animate Objects, Telekinesis

### CORRUPTED INTERFACE FEATURES

Corrupttech Level	Feature
1st	Corruption's Grasp
6nd	Techno-Corruption
10th	Infusion of Chaos
14th	Assimilation

### CORRUPTION'S GRASP

Starting at 1st level, you can channel the corrupting influence of your patron to twist the minds of your enemies. As an action, you can target one creature you can see within 30 feet of you. The target must make a Wisdom saving throw against your warlock spell save DC. On a failed save, the target takes psychic damage equal to your Charisma modifier and has disadvantage on its next attack roll or ability check before the end of its next turn. On a successful save, the target takes half as much damage, and the disadvantage effect is not applied. You can use this feature a number of times equal to your Charisma modifier (minimum of once). You regain all expended uses when you finish a short or long rest.

### TECHNO-CORRUPTION

At 6th level, you gain resistance to lightning and force damage. Additionally, when you deal damage to a creature with a spell or other magical effect, you can choose to corrupt the target's technology. Until the end of your next turn, the target has disadvantage on ability

checks made with technological devices and suffers a -2 penalty to AC if wearing technological armor.

## INFUSION OF CHAOS

At 10th level, your connection to the corrupted AI allows you to harness chaotic energy. Once per turn when you deal damage to a creature with tech, you can choose to inflict additional corruption damage equal to your Charisma modifier.

## ASSIMILATION

At 14th level, you gain the ability to temporarily merge your consciousness with a technological entity. As an action, you can attempt to take control of a construct or creature with the construct type that you can see within 60 feet of you. The target must make a Charisma saving throw against your warlock spell save DC. On a failed save, you gain control of the target's actions for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success. Once you use this feature, you can't use it again until you finish a long rest.

## FIGHTER

As an fighter, gain the following class features

### HIT POINTS

**Hit Dice:** 1d10 per fighter level

**Hit Points at 1st Level:** 10 + your Constitution modifier

**Hit Points at Higher Levels:** 1d10 (or 7) + your Constitution modifier per fighter level after 1st

### PROFICIENCIES

**Armor:** All armor, shields

**Weapons:** Simple weapons, martial weapons

**Tools:** None

**Saving Throws:** Strength, Constitution

**Skills:** Choose two skills from Acrobatics, Machine Handling, Athletics, History, Insight, Intimidation, Perception, and Survival

### EQUIPMENT

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

- (a) chain mail or (b) leather, longbow, and 20 arrows
- (a) a martial weapon and a shield or (b) two martial weapons
- (a) a light crossbow and 20 bolts or (b) two handaxes
- (a) a dungeoneer's pack or (b) an explorer's pack

# FIGHTER SUBCLASSES

## MARTIAL ARCHETYPE: MECHANIZED FRONTEER

Fighters who follow the path of the Mechanized Fronter are masters of both martial prowess and technological innovation. They harness the power of ancient machines to gain an edge on the battlefield.

### MECHANIZED FRONTEER FEATURES

Fighter Level	Feature
3rd	Bonus Proficiencies
3rd	Integrated Armory
7th	Expanded Armory
10th	Advanced Armory
10th	Great Arsenal
18th	Technological Overdrive

### TECHNOLOGICAL APTITUDE

Starting at 3rd level, you gain proficiency with tinker's tools and the technology skill. Additionally, you can use welding (mending cantrip) without expending a tech slot, but it can only repair objects made of metal.

### INTEGRATED ARMORY

At 3rd level, you gain the ability to integrate technology into your weapons and armor, enhancing their capabilities. As a bonus action, you can activate one of the following enhancements:

- Energy Surge: Your weapon crackles with energy, dealing an extra 1d6 lightning or fire damage (your choice) on a successful hit until the start of your next turn.
- Shield Generator: Your armor projects a protective energy field, granting you a +2 bonus to AC until the start of your next turn. You can use this feature a number of times equal to your Strength or Dexterity modifier (your choice), and you regain all expended uses when you finish a short or long rest.

### EXPANDED ARMORY

At 7th level, you learn more abilities to integrate technology into your weapons and armor, enhancing their capabilities. As a bonus action, you can activate one of the following enhancements:

- Nano-Repair System: As a bonus action, you can initiate the repair process, restoring hit points equal to  $1d8 + \text{your Constitution modifier}$  (minimum of 1) to yourself or to an ally within 5 feet of you.

- Sonic Blast Module: As a bonus action, you can activate the Sonic Blast Module, creating a 15-foot cone in front of you. Each creature in that area must make a Constitution saving throw, taking  $2d6$  thunder damage on a failed save, or half as much damage on a successful one. The DC for this saving throw equals  $8 + \text{your proficiency bonus} + \text{your Strength or Dexterity modifier}$  (your choice). You can use this feature a number of times equal to your Strength or Dexterity modifier (your choice), and you regain all expended uses when you finish a short or long rest.

### ADVANCED ARMORY

At 10th level, you learn even more abilities to integrate technology into your weapons and armor, enhancing their capabilities. As a bonus action, you can activate one of the following enhancements:

- Stealth Cloak: As a bonus action, you can activate the cloak, granting you advantage on Dexterity (Stealth) checks until the start of your next turn, as well as making you invisible to creatures relying on thermalvision to see you until the start of your next turn.
- Gravity Well Module: As a bonus action, you can deploy a gravitational anomaly at a point within 30 feet of you. Each creature within a 10-foot radius of that point must succeed on a Strength saving throw or be pulled 10 feet towards the center of the gravity well. Additionally, affected creatures have disadvantage on Strength and Dexterity saving throws until the start of your next turn. You can use this feature a number of times equal to your Strength or Dexterity modifier (your choice), and you regain all expended uses when you finish a short or long rest.

## GREAT ARSENAL

At 15th level, you learn even more abilities to integrate technology into your weapons and armor, enhancing their capabilities. As a bonus action, you can activate one of the following enhancements:

- **Holographic Decoy Projector:** As a bonus action, you can create a holographic duplicate of yourself within 30 feet of your current position. The duplicate appears indistinguishable from you and lasts until the start of your next turn or until it takes any damage. Creatures that can see the duplicate are distracted by it, giving them disadvantage and you advantage.
- **Grenade Launcher:** As a bonus action, you can activate the Grenade Launcher, launching a grenade at a point within 60 feet of you. Each creature within a 10-foot radius of the impact point must make a Dexterity saving throw, taking  $6d6$  fire damage on a failed save, or half as much damage on a successful one. The DC for this saving throw equals  $8 +$  your proficiency bonus + your Dexterity modifier. You can use this feature a number of times equal to your Strength or Dexterity modifier (your choice), and you regain all expended uses when you finish a short or long rest.

## TECHNOLOGICAL OVERDRIVE

Starting at 18th level, you can push your body and mind beyond its limits, tapping into the power of ancient machines. As an action, you enter a state of technological overdrive for 1 minute. During this time, you gain the following benefits:

- Your movement speed increases by 10 feet.
- Your attacks with melee weapons deal an additional  $1d8$  lightning or fire damage (your choice).
- You have advantage on Strength and Dexterity saving throws. Once you use this feature, you can't use it again until you finish a long rest.

## MARTIAL ARCHETYPE: SENTINEL

The Sentinel is a fighter who dedicates themselves to protecting their allies and mastering a blend of ranged and melee combat techniques.

### SENTINEL FEATURES

Fighter Level	Feature
3rd	Combat Versatility
3rd	Sentinel's Watch
7th	Covering Fire Armory
10th	Riposte
10th	Evasive Maneuvers
18th	Overwatching Guardian

### COMBAT VERSATILITY

At 3rd level, you gain the ability to hold a shield while wielding a ranged weapon. Additionally, you can use your

Strength or Dexterity modifier for attack and damage rolls with ranged weapons, regardless of the weapon's properties. You can draw or stow a weapon as part of the attack action.

### SENTINEL'S WATCH

At 3rd level, you gain a heightened awareness of your surroundings, allowing you to react swiftly to danger. You gain proficiency in the Perception skill if you don't already have it. If you are already proficient in Perception, you gain expertise in the skill, doubling your proficiency bonus for any ability check you make with it.

### COVERING FIRE

At 7th level, you learn to provide covering fire for your allies, allowing them to maneuver more safely on the battlefield. When you take the Attack action and make at least one ranged weapon attack on your turn, you can use a bonus action to grant one friendly creature within 30 feet of you advantage on its next saving throw before the start of your next turn.

### RIPOSTE

At 10th level, you gain the ability to use your reaction on any attack missed by your enemies, even those targeted on other friendly creatures.

### EVASIVE MANEUVERS

At 15th level, you gain the ability to evade danger with remarkable agility. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you can use your reaction to instead take no damage if you succeed on the saving throw, or half damage if you fail.

### OVERWATCHING GUARDIAN

At 18th level, you become the ultimate guardian of your allies, able to intercept threats and shield them from harm in multiple ways:

- As a reaction when a friendly creature within your attack range is targeted by an attack, you can deflect the attacker's attack. If you can hit his AC the friendly creature takes no damage if you succeed on the hit, or half damage if you fail.
- As a reaction when a friendly creature within 5 feet of you is targeted by an attack, you can interpose yourself between the attacker and the target. You become the target of the attack instead, using your AC and any relevant abilities to determine whether the attack hits you.

# MONK

As an monk, gain the following class features

## HIT POINTS

**Hit Dice:** 1d8 per monk level

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

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

## PROFICIENCIES

**Armor:** None

**Weapons:** Simple weapons, shortswords

**Tools:** Choose one type of artisan's tools or one musical instrument

**Saving Throws:** Strength, Dexterity

**Skills:** Choose two from Acrobatics, Athletics, History, Insight, Culture, and Stealth

## EQUIPMENT

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

- (a) a shortsword or (b) any simple weapon
- (a) a dungeoneer's pack or (b) an explorer's pack
- 10 darts

# MONK SUBCLASSES

## WAY OF THE IRON FIST

This subclass channels the raw power and agility, allowing the monk to become a master of hand-to-hand combat with their big mechanical fists, delivering devastating strikes and controlling the battlefield with incredible force.

### WAY OF THE IRON FIST FEATURES

Monk Level	Feature
3rd	Mechanical Gauntlets
6th	Hydraulic Strike
11th	Thunderous Impact
17th	Iron Cyclone

### MECHANICAL GAUNTLETS

At 3rd level, you gain proficiency with mechanical gauntlets, large metal fists crafted with intricate gears and mechanisms. These gauntlets count as monk weapons for you, allowing you to use your Dexterity instead of Strength for attack and damage rolls with them. Your body becomes as resilient as iron. While you are wearing your mechanical gauntlets, you gain a +1 bonus to AC. Additionally, you can spend 1 ki point to gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons for 1 minute.

### HYDRAULIC STRIKE

Beginning at 6th level, you can infuse your attacks with hydraulic power, striking with incredible force. When you hit with an unarmed strike using your mechanical

gauntlets, you can spend 1 ki point to deal an extra 1d10 bludgeoning damage and push the target up to 10 feet away from you, provided the target is Large or smaller.

### THUNDEROUS IMPACT

At 11th level, your strikes with your mechanical gauntlets create thunderous shockwaves. Whenever you hit a creature with an unarmed strike using your mechanical gauntlets, you can spend 2 ki points to unleash a thunderous shockwave. Each creature of your choice within 10 feet of the target must make a Constitution saving throw against a DC equal to 8 + your proficiency bonus + your Dexterity modifier. On a failed save, a creature takes thunder damage equal to your 4 martial arts die roll (the damage from your unarmed strike) and is pushed 10 feet away from you.

### IRON CYCLONE

Starting at 17th level, you become a whirlwind of destruction on the battlefield. While you are wearing your mechanical gauntlets, you can use your action to enter a state of Iron Cyclone for 1 minute. During this time, whenever you hit a creature with an unarmed strike using your mechanical gauntlets, you can immediately make another unarmed strike against a different creature within your reach, using the same attack roll. Additionally, creatures have disadvantage on opportunity attacks against you, and you have advantage on Strength (Athletics) checks made to grapple or shove creatures. Once you use this feature, you can't use it again until you finish a long rest.

## WAY OF THE HARD LIGHT

This subclass captures the essence of the hard light technology, allowing the monk to harness radiant energy to enhance their combat prowess and maneuverability on the battlefield.

### WAY OF THE HARD LIGHT FEATURES

Monk Level	Feature
3rd	Light Infusion
6th	Luminous Step
11th	Prismatic Strikes
17th	Radiant Avatar

### LIGHT INFUSION

At 3rd level, you learn to channel your ki to manifest constructs of hard light around your hands and feet. Whenever you take the Attack action on your turn, you can spend 1 ki point to infuse your unarmed strikes with hard light. For the duration of your turn, your unarmed strikes deal radiant damage instead of bludgeoning damage, and they emit bright light in a 10-foot radius and dim light for an additional 10 feet.

## LUMINOUS STEP

Beginning at 6th level, you gain the ability to move with incredible speed by manipulating hard light. As a bonus action, you can spend 1 ki point to move up to 30 feet to an unoccupied space that you can see. You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a long rest.

## PRISMATIC STRIKES

At 11th level, your strikes become infused with prismatic energy, dazzling and disorienting your foes. Once per turn when you hit a creature with an unarmed strike while your Hard Light Infusion feature is active, you can spend 2 ki points to impose one of the following effects on the target:

- Blinding Light: The target must succeed on a Constitution saving throw against your monk save DC or be blinded until the end of its next turn.
- Dazzling Flare: The target must succeed on a Dexterity saving throw against your monk save DC or be knocked prone.
- Scintillating Burst: The target must succeed on a Wisdom saving throw against your monk save DC or be frightened of you until the end of its next turn.

## RADIANT AVATAR

Starting at 17th level, you can briefly transform into a being of pure radiant energy. As an action, you can spend 4 ki points to activate your Radiant Avatar for 1 minute. During this time, you gain the following benefits:

- You emit bright light in a 30-foot radius and dim light for an additional 30 feet.
- Your unarmed strikes deal an additional 1d8 radiant damage.
- You have advantage on saving throws against tech and other effects.
- You can use your Luminous Step feature without expending ki points.
- Once per turn, when you hit a creature with an unarmed strike, you can impose one of the effects from your Prismatic Strikes feature without spending ki points. Once you use this feature, you can't use it again until you finish a long rest.

# PALADIN

As a paladin, gain the following class features

## HIT POINTS

**Hit Dice:** 1d10 per paladin level

**Hit Points at 1st Level:** 10 + your Constitution modifier

**Hit Points at Higher Levels:** 1d10 (or 7) + your

Constitution modifier per paladin level after 1st

## PROFICIENCIES

**Armor:** All armor, shields

**Weapons:** Simple weapons, martial weapons

**Tools:** None

**Saving Throws:** Wisdom, Charisma

**Skills:** Choose two from Athletics, Insight, Intimidation, Medicine, Persuasion, and Culture

## EQUIPMENT

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

- (a) a martial weapon and a shield or (b) two martial weapons
- (a) five javelins or (b) any simple melee weapon
- (a) a priest's pack or (b) an explorer's pack
- Chain mail

## TERM CHANGES

These terms are changed to fit the setting:

- Magic becomes **Tech**
- Spell slots becomes **Tech slots**
- Divine becomes **Sublime**

# PALADIN SUBCLASSES

## OATH OF THE BLASTING

The paladins who swear the Oath of the Blasting are dedicated to harnessing the explosive power of their surroundings to protect the innocent, vanquish evil, and maintain balance in the world. Their tenets include mastering the art of explosives, safeguarding their allies, and using their power responsibly.

## OATH OF THE BLASTING SPELLS

Paladin Level	Spells
3rd	Expeditious Retreat, Thunderwave
5th	Pyrotechnics, Shatter
9th	Fireball, Protection from Energy
13th	Ice Storm, Storm Sphere
17th	Destructive Wave, Maelstrom

## OATH OF THE BLASTING FEATURES

Paladin Level	Feature
3rd	Explosive Arsenal
7th	Blast Zone
15th	Explosive Aegis
20th	Nova Burst

## EXPLOSIVE ARSENAL

At 3rd level, you gain proficiency with alchemist's supplies. You can use your action to throw a grenade as an improvised ranged weapon attack, dealing 1d6 fire damage in a 10-foot radius on a hit.

- **Explosive Smite**, when you hit a creature with a weapon attack, you can expend one spell slot to deal additional fire damage equal to  $2d8 + \text{the level of the spell slot expended}$ . Additionally, the target and each creature within 5 feet of it must make a Dexterity saving throw against your Paladin spell save DC, taking half damage on a success.

## BLAST ZONE

Beginning at 7th level, you can channel your divine energy to create a zone of explosive power. As an action, you can expend one use of your Channel Divinity to create a 20-foot-radius sphere of volatile energy centered on a point within 60 feet of you. Each creature in the area must make a Dexterity saving throw against your Paladin spell save DC, taking 4d8 fire damage and being pushed 10 feet away from the center on a failed save, or half as much damage and not being pushed on a successful one.

## EXPLOSIVE AEGIS

At 15th level, you gain resistance to fire damage, and allies within 10 feet of you also gain this resistance. Additionally, when you use your Divine Smite feature to deal radiant damage, you can choose to have the target also take fire damage equal to half the radiant damage dealt.

## NOVA BURST

Starting at 20th level, you can unleash a devastating explosion of divine energy. Once per long rest, as an action, you can unleash a Nova Burst in a 30-foot radius centered on yourself. Each creature in the area must make a Dexterity saving throw against your Paladin spell save DC, taking  $10d10$  fire damage and  $10d10$  radiant damage on a failed save, or half as much damage on a successful one. Additionally, the area becomes filled with volatile energy, causing it to be considered difficult terrain for 1 minute.

## OATH OF THE PINNING

The paladins who swear the Oath of the Pinning are dedicated to immobilizing their foes, preventing their advance, and protecting the innocent through strategic positioning and control. Their tenets include mastering the art of restraint, safeguarding vulnerable allies, and using their power to hinder the movements of their enemies.

## OATH OF THE PINNING SPELLS

### Paladin

Level	Spells
3rd	Command, Entangle
5th	Hold Person, Web
9th	Slow, Glyph of Warding
13th	Hardlightskin (Stoneskin), Freedom of Movement
17th	Hold Monster, Wall of Force

## OATH OF THE PINNING FEATURES

Paladin Level	Feature
3rd	Binding Smite
7th	Restraining Aura
15th	Pinning Strike
20th	Aura of Immobilization

## BINDING SMITE

At 3rd level, when you hit a creature with a weapon attack, you can expend one spell slot to deal additional damage and attempt to restrain the target. The target must succeed on a Strength saving throw against your Paladin spell save DC or be restrained until the end of your next turn. Additionally, the target takes extra damage equal to  $2d8 + \text{the level of the spell slot expended}$ .

## RESTRAINING AURA

Beginning at 7th level, you emanate an aura of binding energy that hinders the movement of your enemies. Within 10 feet of you, the speed of hostile creatures is halved, and they have disadvantage on Dexterity saving throws against effects that would cause them to be moved.

## PINNING STRIKE

At 15th level, your attacks become exceptionally adept at pinning your foes in place. Once per turn, when you hit a creature with a weapon attack, you can choose to attempt to pin the target in place. The target must succeed on a Strength saving throw against your Paladin spell save DC or be restrained until the end of its next turn.

## AURA OF IMMOBILIZATION

Starting at 20th level, you can use your action to activate an aura of immobilization, extending out to a range of 30 feet from you. Hostile creatures within this aura have their movement speed reduced to 0. This aura lasts for 1 minute, and you can use it once per long rest.

# RANGER

As an ranger, gain the following class features

## HIT POINTS

**Hit Dice:** 1d10 per ranger level

**Hit Points at 1st Level:** 10 + your Constitution modifier

**Hit Points at Higher Levels:** 1d10 (or 7) + your Constitution modifier per ranger level after 1st

## PROFICIENCIES

**Armor:** Light armor, medium armor, shields

**Weapons:** Simple weapons, martial weapons

**Tools:** None

**Saving Throws:** Strength, Dexterity

**Skills:** Choose three from Machine Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, and Survival

## EQUIPMENT

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

- (a) scale mail or (b) leather armor
- (a) two shortswords or (b) two simple melee weapons
- (a) a dungeoneer's pack or (b) an explorer's pack
- A longbow and a quiver of 20 arrows

## TERM CHANGES

These terms are changed to fit the setting:

- Magic becomes **Tech**
- Spell slots becomes **Tech slots**

# RANGER SUBCLASSES

## ELEMENTAL CONCLAVE

This subclass embodies the versatile and deadly elemental arrow attacks, allowing the Ranger to unleash the power of the elements with precision and finesse.

### ELEMENTAL CONCLAVE

Ranger Level	Spells
3rd	Ice Knife
5th	Dragon's Breath
9th	Fireball
13th	Elemental Bane
17th	Corrupted Flood (Negative Energy Flood)

### ELEMENTAL CONCLAVE

Ranger Level	Feature
3rd	Elemental Archer
7th	Elemental Barrage
11th	Elemental Mastery
15th	Nova Burst

## ELEMENTAL ARCHER

At 3rd level, you gain the ability to infuse your arrows with elemental energy. You learn to craft specialized arrows that deal additional elemental damage based on the element you choose: fire, ice, lightning, or acid. You can make 20 during a long rest. When you hit a creature with a ranged weapon attack, you gain additional effects of your elemental arrows:

- Fire: Your arrows ignite the target, causing it to take an additional 1d6 fire damage at the start of each of its turns for 1 minute, unless it uses its action to douse the flames.
- Ice: Your arrows freeze the target in place, reducing its speed to 0 until the end of its next turn.
- Lightning: Your arrows crackle with electricity, causing them to jump to another creature within 10 feet of the original target. The second creature must make a Dexterity saving throw against your Ranger spell save DC, taking the same elemental damage on a failed save.
- Corruption: Your arrows corrupt the target, reducing its AC by 1 until the end of its next turn.

You can use this feature equal to your Dexterity modifier (minimum of 1). You regain this feature after a long rest.

## ELEMENTAL BARRAGE

Beginning at 7th level, you can unleash a barrage of elemental arrows with incredible speed. Once per short rest, when you take the Attack action on your turn, you can load 2 arrows on your bow for 1 minute.

## ELEMENTAL MASTERY

At 11th level, you gain mastery over the elements. You can choose one of your elemental arrows to ignore resistance to their associated damage type, and creatures with vulnerability to that damage type take extra damage equal to your proficiency bonus until your next long rest, where you can change your choice.

## ELEMENTAL OVERLOAD

Starting at 15th level, your infused elemental arrows are upgraded with overwhelming power.

- Fire: The target is engulfed in flames, taking an additional 2d6 fire damage at the start of each of its turns for 1 minute.
- Ice: The target is frozen solid, becoming paralyzed until the end of its next turn.
- Lightning: The target is struck by a powerful surge of electricity, stunning it until the end of its next turn. The lightning jumps to an another creature within 10 feet of the original target. The second creature must make a Dexterity saving throw against your Ranger spell save DC, taking the same elemental damage on a failed save.
- Corruption: The target is corrupted to the core, suffering 1d6 corruption damage at the start of each of its turns for 1 minute, and its AC is reduced by 2 until the end of its next turn.

## SPEAR MASTER

This subclass embodies the agile and precise combat style of dual wielding spears, allowing the Ranger to strike swiftly and decisively with deadly accuracy.

### SPEAR MASTER CONCLAVE

Ranger Level	Spells
3rd	Bane
5th	Blur
9th	Haste
13th	Staggering Smite
17th	Hold Monster

### SPEAR MASTER CONCLAVE

Ranger Level	Feature
3rd	Spear Proficiency
7th	Piercing Precision
11th	Momentum Strike
15th	Dual Mastery

### SPEAR PROFICIENCY

At 3rd level, you gain the ability to dual wield spears. While you are wielding a spear in each hand, you can use your bonus action to make a melee attack with the spear in your other hand.

### PIERCING PRECISION

At 7th level, your mastery of dual wielding spears allows you to exploit weaknesses in your foes' defenses. Once on each of your turns when you hit a creature with a weapon attack while dual wielding spears, you can add your Wisdom modifier to the damage of that attack.

### MOMENTUM STRIKE

Beginning at 11th level, your strikes with spears gain momentum, allowing you to penetrate even the toughest

armor. When you hit a creature with a weapon attack while dual wielding spears, you can choose to forgo adding your Wisdom modifier to the damage of that attack. Instead, the attack ignores any resistance the target has to piercing damage.

## DUAL MASTERY

At 15th level, you achieve mastery in the art of dual wielding spears. Your attacks with spears while dual wielding score a critical hit on a roll of 19 or 20.

## ROGUE

As an rogue, gain the following class features

### HIT POINTS

**Hit Dice:** 1d8 per rogue level

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

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

### PROFICIENCIES

**Armor:** Light armor

**Weapons:** Simple weapons, hand crossbows, longswords, rapiers, shortswords

**Tools:** Thieves' tools

**Saving Throws:** Dexterity, Intelligence

**Skills:** Choose four from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, and Stealth

### EQUIPMENT

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

- (a) a rapier or (b) a shortsword
- (a) a shortbow and quiver of 20 arrows or (b) a shortsword
- (a) a burglar's pack, (b) dungeoneer's pack, or (c) an explorer's pack
- Leather armor, two daggers, and thieves' tools

## ROGUE SUBCLASSES

### HOLOGRAPHIC INFILTRATOR

This subclass embodies the deceptive and crowd-controlling abilities, allowing the rogue to use holographic technology to confuse and outmaneuver their enemies on the battlefield.

### HOLOGRAPHIC INFILTRATOR

Rogue Level	Feature
3rd	Illusory Techniques
3rd	Holographic Decoy
9th	Dazzling Display
13th	Mirage Walker
17th	Holographic Distraction

## ILLUSORY TECHNIQUES

At 3rd level, you gain proficiency with holographic projectors and learn to manipulate light to create convincing illusions. You gain the minor illusion cantrip if you don't already know it, and it doesn't count against your number of cantrips known.

### HOLOGRAPHIC DECOY

Starting at 3rd level, you can use your holographic projectors to create a lifelike decoy of yourself. As a bonus action, you can create a holographic duplicate of yourself in an unoccupied space within 30 feet of you. The amount of decoys at the same time is equal to your proficiency bonus. The duplicate appears identical to you and moves with you, mimicking your actions unless given a command as an bonus action. You can command all your holographic in that bonus action. The duplicate lasts for 1 minute or until it is destroyed. You can use this feature a number of times equal to your Intelligence modifier (minimum of once), and you regain all expended uses when you finish a long rest.

### DAZZLING DISPLAY

Beginning at 9th level, you can use your holographic projectors to create dazzling displays of light that disorient and distract your enemies. As an bonus action, you can expend one of your Holographic Decoys to create a burst of blinding light in a 20-foot radius centered on the Decoy. Each creature of your choice within the area must make a Constitution saving throw against your Rogue spell save DC. On a failed save, a creature is blinded until the end of its next turn. Additionally, any creature that can see you and is within 5 feet of you when you use this feature must make the saving throw with disadvantage.

### MIRAGE WALKER

At 13th level, you gain the ability to manipulate light to blend seamlessly with your surroundings. You can cast the invisibility tech without expending a tech slot or requiring material components. Once you use this feature, you can't use it again until you finish a short or long rest.

### HOLOGRAPHIC DISTRACTION

Starting at 17th level, you can use your holographic projectors to create realistic illusions that distract and confuse your enemies. As an action, you can expend one use of your Holographic Decoy feature to create illusory copies of yourself and your allies. Choose any number of creatures within 30 feet of you, including yourself, up to a maximum of your Intelligence modifier (minimum of one creature). Each chosen creature gains the benefits of the mirror image tech for 1 minute. Once you use this feature, you can't use it again until you finish a long rest.

## RUINS DELVER

Ruins Delvers are skilled adventurers who specialize in exploring long-forgotten ruins, deciphering ancient scripts, and evading deadly traps. Their keen intellect and quick reflexes make them invaluable members of any archaeological expedition.

### RUINS DELVER

Rogue Level	Feature
3rd	Ancient Lore
3rd	Trap Expert
9th	Relic Hunter
13th	Ruin Raider
17th	Loot Critical

### ANCIENT LORE

At 3rd level, you gain proficiency in History and Investigation skills if you don't already have them. If you do, you gain expertise in one of them. You also gain proficiency with a set of tools related to archaeological pursuits, such as cartographer's tools, forgery kit, or mason's tools.

### TRAP EXPERT

Starting at 3rd level, you've become adept at detecting and disarming traps. You gain expertise with thieves' tools. Additionally, you have advantage on saving throws against traps and tech effect, and you can use your reaction to give allies equal to your proficiency bonus advantage on a Dexterity saving throw against a trap or tech effect you can see.

### RELIC HUNTER

Beginning at 9th level, you gain a knack for finding hidden treasures and ancient artifacts. You gain the ability to sense the presence of precious or tech items within 30 feet of you, as long as they are not behind total cover. Additionally, you gain expertise with the investigation skill.

### RUIN RAIDER

At 13th level, you have honed your skills to swiftly plunder ancient treasures. You can use your Cunning Action to search an area for treasure or hidden objects, allowing you to make a Wisdom (Perception) or Intelligence (Investigation) check as a bonus action.

## LOOT CRITICAL

At 17th level, your achievement of mastering the art of ruin delving allows you to use the skill on working machines.

You can identify the most valuable and critical components within machines and constructs. When you successfully hit a mechanical creature or device, you can choose to perform a precision salvage. This allows you to extract a critical component from the target, dealing critical damage. The extracted component is highly valuable and can be used in the crafting of powerful items or sold for a significant profit. Additionally, if the target was a construct or a creature with artificial enhancements, it becomes incapacitated for 2 turns. You can use this feature a number of times equal to your Dexterity modifier (minimum of once), and you regain all expended uses of this feature after finishing a long rest.

## SCRIBE

As a scribe, gain the following class features

### HIT POINTS

**Hit Dice:** 1d6 per scribe level

**Hit Points at 1st Level:** 6 + your Constitution modifier

**Hit Points at Higher Levels:** 1d6 (or 4) + your Constitution modifier per scribe level after 1st

### PROFICIENCIES

**Armor:** None

**Weapons:** Daggers, darts, slings, quarterstaffs, light crossbows

**Tools:** None

**Saving Throws:** Intelligence, Wisdom

**Skills:** Choose two from Technology, History, Insight, Investigation, Medicine, and Culture

### EQUIPMENT

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

- (a) a quarterstaff or (b) a dagger
- a component pouch
- (a) a scholar's pack or (b) an explorer's pack
- A Databank

### TERM CHANGES

These terms are changed to fit the setting:

- Magic becomes **Tech**
- Spell slots becomes **Tech slots**
- Spellbook becomes **Databank**

## SCRIBE SUBCLASSES

### SCHOOL: MACHINE AUGMENTED

Machine Augmented are scribes who have dedicated themselves to the integration of machinery and

technology into their own bodies, achieving feats that transcend traditional magical abilities.

### MACHINE AUGMENTED FEATURES

Scribe Level	Feature
2nd	Integrated Machinery
6th	Augmented Resilience
10th	Integrated Arsenal
14th	Ultimate Integration

### INTEGRATED MACHINERY:

At 2nd level, you gain proficiency with one type of artisan's tools related to mechanical or technological augmentation, such as Tinker's Tools or Smith's Tools. You can integrate mechanical augmentations into your body.

Choose one of the following augmentations:

- **Mechanical Limb:** You gain a mechanical arm or leg, which grants you advantage on Strength (Athletics) checks and Dexterity (Acrobatics) checks related to climbing or jumping.
- **Enhanced Vision:** You gain darkvision with a range of 60 feet, or if you already have darkvision, its range increases by 30 feet.
- **Resilient Frame:** You gain a +1 bonus to your Armor Class when you are not wearing armor.

### AUGMENTED RESILIENCE

Beginning at 6th level, your body becomes further enhanced with machinery, granting you additional benefits based on your chosen augmentation:

- **Mechanical Limb:** You gain resistance to bludgeoning damage.
- **Enhanced Vision:** You gain advantage on Wisdom (Perception) checks.
- **Resilient Frame:** You gain resistance to piercing damage.

### INTEGRATED ARSENAL

Starting at 10th level, you can further augment your body to incorporate weaponry or defensive mechanisms. Choose one of the following enhancements:

- **Weaponized Appendage:** Your mechanical limb is now equipped with a built-in weapon, such as a retractable blade or a built-in crossbow, allowing you to make an additional attack action as a bonus action on each of your turns.
- **Defensive System:** You gain the ability to deploy a protective barrier around yourself as a reaction when you are hit by an attack. This barrier grants you temporary hit points equal to your wizard level + your Intelligence modifier.

## ULTIMATE INTEGRATION

At 14th level, your body achieves a perfect harmony between flesh and machine, unlocking the full potential of your augmentations. You gain the following benefits:

- You can choose an additional augmentation from Integrated Machinery, gaining its benefits.
- Once per long rest, you can activate an overclocking mode, granting you advantage on all attack rolls, ability checks, and saving throws for 1 minute. Additionally, your movement speed is doubled during this time.

## SCHOOL: HERBALIST

The Herbalist would specialize in botanical knowledge and manipulation, harnessing the power of plants and herbs

### HERBALIST FEATURES

Scribe Level	Feature
2nd	Botanical Lore
6th	Plant Affinity
10th	Master Herbalist
14th	Green Thumb

### BOTANICAL LORE

At 2nd level, you gain proficiency in the Herbalism Kit and Nature skill. Additionally, you can identify plants and herbs with ease, learning their properties and potential uses. Also you can create various herbal remedies during a short rest. These remedies provide temporary boosts to allies' abilities or grant advantage on certain saving throws or skill checks. The effectiveness of these remedies improves on level 6, 10 and, 14 adding 1 die to each remedie. You can create a number of potions equal to your Intelligence modifier (minimum of one).

### PLANT AFFINITY

At 6th level, you develop a deep connection with plants, allowing you to grow them quickly with special fertilizer, to a limited extent. You can use this ability to gain information about your surroundings, manipulate plants to create distractions, or even use them to entangle or restrain enemies.

### MASTER HERBALIST

Upon reaching 10th level, your knowledge of herbs and plants becomes unparalleled. You can identify any plant or herb instantly and know its properties and uses. Additionally, when you create herbal remedies, you can infuse them with additional effects, such as healing, temporary hit points, or status condition removal. You can now create a number of potions double to your Intelligence modifier (minimum of two).

## GREEN THUMB

At 14th level, you become a master manipulator of vegetation. You gain the ability to accelerate the growth of plants, causing them to rapidly spread and entwine with each other. You can create barriers, camouflage yourself and your allies, or even summon forth thickets of thorns to impede enemies' movements.

