



EXPERIENCE THE

# RE - EVOLUTION

AN ADAPTABLE ROLE PLAYING GAME BASED ON THE D&D 5E RULESET



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FOR EVERYONE WHO WANTS TO PLAY D&D

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# INTRODUCTION

## Re-Evolution

Re-Evolution is a D&D style role playing game designed for the type of player who doesn't have time to play campaigns that require large time commitments or regular attendance.

Everything about the game is meant to be simple, streamlined, and adaptable. Nothing is missing from the regular D&D experience, except for the time sink. The story and character development systems are designed so that you can get out of this game as much or as little as you want to. Play every week, or only once a month. Spend dozens of hours developing your character, or make a new one for each session. The choice is yours.

This book will show how to create a character for Re-Evolution. The system used here is a modified version of the D&D 5E system. Many details have been rewritten to fit to a science fiction setting, but work mechanically identical to their 5E counterparts. Races, classes, and magic have all been replaced by sci-fi equivalents. Described below are a few details about the story of Re-Evolution and a little about character creation. The various character options are described in detail in later sections. The rules of how to play D&D are **not** detailed in this book. To learn, you can read the D&D 5E players handbook or simply build a character and join in a session. The easiest way to learn to play, is to play.

## The World

Re-Evolution is set on Earth in the year 2057. Five years prior to the start of the campaign, crime, political corruption, and social unrest had brought our already divided world even closer to the brink of anarchy. Then Re-Evolution changed everything. The event was a worldwide power blackout that disabled all technology temporarily. Additionally, every living thing on Earth lost consciousness for approximately one hour. However, this did not hit everyone simultaneously; some people managed to stay awake during the

first few minutes. Regardless of where they were in the world, these few eye-witness reported the sky turning blood red, the sun becoming black, and tendrils of bright white light arcing across the sky from horizon to horizon like fire.

But eventually everyone would lose consciousness. When the world wakes back up, everything is back to normal. Power has been restored, the sky is blue, the sun is out. But nothing will ever be the same again.

Re-Evolution effected the DNA of every living thing on planet Earth, causing strange and random mutations from the mundane to the terrifying. A small portion of the population simply died from having their bodies turn against them in all manner of gruesome ways. The majority, however, realized Re-Evolution had given them abilities they never could have dreamed of before. Some people received extreme intelligence, some people were lucky enough to gain comic-book like super powers, some became something other than human. These are only some of the recorded side-effects. The true scope of what Re-Evolution caused is still being investigated years later.

As you can imagine, society crumbled for a period of time. The United States government, in conjunction with what remained of the administrations of the other world powers, created the National Re-Evolution Taskforce (NRT) to get the world back under control. They succeeded, but that would only be the start of their job. The ongoing mission of the NRT is to discover the cause of Re-Evolution, investigate the lasting effects, and preserve the peace for the majority of humanity that just wants to live normal lives.

## Using This Book

First, don't read this entire book. I'll say it again, **don't** read this entire book. Nothing will happen if you do, you'll just waste a lot of your time and curse my name for asking you to read more than

100 pages of game mechanics. **So don't read it all.** In order to begin building a character, you must first read the following:

- The introductory pages (6-11)
- The Species choice pages (12-20)
- The first section only of each of the 10 class options (starting at the class name and going until the section entitled "Class Features." These are all approximately one page in length) (21-104)
- As much or as little as you see fit to read of the Lore section. This section is optional because it is up to you how deep into the story you wish to become invested. (116-128)

Reading these parts of the book will give you an excellent preview of what Re-Evolution is all about and allow you to know enough to start building a character. Note: once you find a class you like, I encourage you to read its entire class description to make sure you aren't going to change your mind. You might want to do this for a few different classes, until you're sure you have one that suits your character.

Also, this book assumes a certain amount of familiarity with D&D 5E and doesn't explain certain game mechanics that are common there within. Until you play your first session, some of these mechanics will be foreign to you. They are easy to learn, but numerous. Don't sweat it if you don't know everything while making a species or class choice. If you have questions, feel free to ask or seek answers for yourself. Or just pick something you think sounds cool. Either choice should work out fine.

Once you think you are ready, the official Re-Evolution Character Sheet is included at the end of this document, pages 137-140. If you played Re-Evolution before update v1.2.0 and want a copy of the previous character sheet, request it from your DM and they can provide it. Note: The character sheet is meant to be printed double sided. If you have access to a printer with this capability, do not

forget to take advantage of it, and be careful not to print the entire handbook!

Finally, when using this book, you will find many typos and errors all over the place. Please, bring them to my attention so I can get them fixed for the next update. I am too poor to hire an editor. I wish to slowly fix these typos as we go on, but I need your help.

# RULE CHANGE NOTES

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This section lists the rule changes and major differences between Re-Evolution and D&D 5E.

## Character Creation

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The player characters will all be agents of the NRT. Each session will represent a mission these operatives must tackle in order to further the taskforce's ultimate goal of understanding exactly what Re-Evolution was. Races, classes, and magic found in vanilla D&D 5E have been replaced by species, classes, and REVO abilities.

Your "species" is either Human or REVO. A REVO is any organism who, during the Re-Evolution event, received mutations to their DNA, no matter how minor. Transversely, a Human is now defined as only someone who received no mutations from Re-Evolution. The dichotomy between Humans and REVOs is typically a positive one, given that the difference between two organisms of these different species might be very slight. But this isn't universal. In the opinions of many individuals and groups, one species or the other is superior. You will likely encounter heavy racism from individuals who support this belief, depending which species you belong to.

Your "class" represents what classification of abilities you received from Re-Evolution, if any. It also represents your area of specialty within the NRT. Your class is extremely important because it will determine how you fight, what you fight with, and what access you have to REVO abilities.

"REVO abilities" have replaced magic in the world of Re-Evolution. A REVO ability is any spell you cast or class feature you utilize in game. In the case of Humans, this means you have advanced technology either inside or outside of your body which produces your powers. In the case of REVOs, the mutations you received from Re-Evolution have given you your fantastic abilities.

A common mutation caused by Re-Evolution was increased intelligence. Thus, in the years after Re-Evolution occurred, technology made incredible

advances that would normally be impossible in such a short time. These advances primarily manifested themselves in the form of weapons, armor, and augmentations (biologically implanted prosthetics which replace full body parts and organs with superior mechanical versions).

Every spell in D&D 5E is available in this world, but should be reskinned by the player to either be technology or mutation, based on their species and backstory. For example, an Augment which uses the REVO ability burning hands might say that a small nozzle opens on the palm of their artificial hand and sprays fire like a flamethrower. Transversely, a REVO could say their skin lights itself on fire and allows them to shoot a stream of flames straight from their body.

Note: In Re-Evolution we will be ignoring the material components of all REVO Abilities unless it is otherwise stated.

## Stamina

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REVO abilities will **not** rely on spell slots, as in typical D&D 5E. Instead, a stamina system will be used to represent the energy required to use REVO abilities. Regardless of whether your REVO abilities stem from your character's mutations or advanced technology that has been implanted in your body, the energy required to use them is taken directly from your body's store of energy produced from the digestion of food (in world, this conversion of energy is accomplished via a chemical called neuropozyne). It is expected your character should act exhausted when they have nearly used all of their stamina, same as if they had exhausted all of their physical energy.

You will receive a number of stamina points per Rank depending on your class. Each class has a table showing the number of points available at each Rank. You may spend these points to use REVO abilities (spells). These abilities are organized in levels from 0-9. Each level requires a

different number of stamina points to use, as outlined below.

REVO Ability Level	Stamina Point Cost
0 (Cantrip)	0
1	2
2	3
3	5
4	6
5	7
6	9
7	10
8	11
9	13

Note: In world, the chemical "neuropozyne" is a controlled chemical substance typically used for medical procedures. If injected, it can replenish spent stamina points at the cost of possibly forming an addiction. If neuropozyne is injected when stamina is not depleted, it could cause an overdose. This is extremely dangerous to not only the victim of the overdose, but anyone nearby, as neuropozyne can cause a REVO or Human to completely lose control of their powers.

To find the various spell lists referenced in this book, you can see the D&D 5E player's handbook, or one of the hundreds of online sources filled with all the spells you could want. A great online source is here:

<http://thebombzen.github.io/grimoire/>

## Ability Scores + Interfacing

Re-Evolution will utilize the six basic ability scores found in D&D 5E: strength, dexterity, constitution, intelligence, wisdom, and charisma. In addition, there will be a custom 7th ability score known as interfacing which represents your ability to interact with technology. You have 31 points to spend on your ability scores. The cost of each

score is shown below. For example, a score of 14 costs 7 points. Using this method, 16 is the highest ability score you can end up with, before applying species increases. You can't have a score lower than 7. A score of 10 represents average ability in the area governed by that modifier.

Score	Cost	Modifier
7	-1	-2
8	0	-1
9	1	-1
10	2	0
11	3	0
12	4	1
13	5	1
14	7	2
15	9	2
16	10	3

Re-Evolution will also use the basic set of skills found in D&D 5E with the edition of three custom skills that utilize the interfacing ability score. These are mechanics, which will be used when attempting to interact with, construct, repair, or tamper with mechanical systems; programming, which will be used when attempting to set up or break through computerized security, or otherwise interact with computer systems; and vehicle handling, which will be used when trying to pilot any sort of craft meant for either land, air, sea, or space.

As with any other ability score, there are penalties for not putting points into interfacing. Specifically, a very low interfacing score will make you almost unable to interact with many facets of the world around you. From door locks to touch screens, interfacing is extremely important to being a functioning human being, even if you aren't an expert hacker.

Additionally, it is important to note interfacing is different than intelligence. An extremely intelligence person who has never seen a computer before is going to be terrible at interfacing. Transversely, it is possible to be a savant when it comes to electronics while coming up short in the other areas of mental prowess. Also, classes such as the Nano class allow for interfacing to be accomplished through means that make it more of a question of physical interaction than knowledge of technology as most people use it.

## Rank and Leveling

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Your character's level in D&D 5E is represented by their Rank as an agent of the NRT in Re-Evolution. This is on a scale from 1-20. The various titles are described in the table on the next page.

Gaining Ranks in Re-Evolution will be accomplished by gaining XP, or "experience points," by successfully completing missions (participating in sessions). Note: it is possible to advance the story of Re-Evolution by failing missions. This will produce negative results in the world and reward less XP.

Your Rank will determine what technology you have access to and how much authority you have over other NRT agents. For certain missions, you may temporarily receive a promotion to a higher Rank in order to give you clearance to accomplish certain tasks. Additionally, exceptional actions may award you permanent promotions as a reward for bravery, heroism, and dedication during a mission.

Note: The words "rank" and "level" are used interchangeably in their guide. They mean the same thing.

The NRT as an organization has three separate tracks an operative may wish to go down. The agent track, which all player characters in Re-Evolution will be advancing through, represents an operative who completes missions using a variety of techniques and skills including, but not limited

to, combat, investigation, undercover work, and scientific inquiry. The NRT Officer track is an option for higher ranking agents who wish to reduce their amount of field work and take a more active leadership position in the NRT. The orders of an NRT Officer outweigh the orders of an NRT Agent even at the same number rank. NRT Officers typically do not see action, but are directly responsible for making decisions on behalf of the organization.

The final track in the NRT is the Grunt Track. The Grunt Track represents the path of an NRT operative who does not have the desire or aptitude to become an agent or officer. The grunts of the NRT are the foot soldiers who often handle the more rudimentary tasks required by the agents and officers. Grunts are pilots, soldiers, guards, and detail men. In times of conflict, they are the very backbone of the NRT fighting force. It is not required for an agent to have spent time as a grunt, but it is possible that many agents would have been grunts before showing the aptitude necessary to apply to start gaining rank as an agent. This is especially true if your character joined the NRT very soon after Re-Evolution. During the war-like period in which the NRT was tasked with regaining control of the civilized world, all new recruits became grunts as the need for the agent track was non-existent. Years later, once the NRT abandoned its military nature and became what it is today, many of these grunts would be made agents due to their special aptitude. This special aptitude can be anything from above average intelligence, to a potent amount of power as a REVO, to a particular skillset in any of the areas the NRT considers useful, to simply an extreme proficiency in combat that is above the level of a typical grunt. Even NRT agents need protection in times where their assignments put them in harm's way.

The primary difference between grunts and agents of any rank is the amount of freedom agents get. Agents can decide how to go about a particular mission. Including choosing their own

equipment and strategy to best make use of their unique skills. An agent is also allowed to train in whichever way they see fit to enhance their particular strengths and weaknesses. A grunt is treated much more like a soldier of a typical military establishment and trained how the members of the administration wish, with far less freedom of choice. The rank titles for the Grunt track are not shown here, however both agents and grunts technically share their lowest level as all operatives are considered grunts when they enter basic training.

## Conclusion

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This book is meant to be as short and as simple as possible for quick access and easy play. If you have questions, consult the D&D 5E player's handbook for more in-depth information or ask your DM.

Rank/ Level	Title	XP
0	Grunt	0
1	Cadet Third Class	0
2	Cadet Second Class	300
3	Cadet First Class	900
4	Ensign	2,700
5	Ensign Third Class	6,500
6	Ensign Second Class	14,000
7	Ensign First Class	23,000
8	Agent	34,000
9	Agent Third Class	48,000
10	Agent Second Class	64,000
11	Agent First Class	85,000
12	Special Agent	100,000
13	Special Agent Third Class	120,000
14	Special Agent Second Class	140,000
15	Special Agent First Class	165,000
16	Elite Agent	195,000
17	Officer – Second Lieutenant  Operative – Elite Agent Third Class	225,000
18	Officer – First Lieutenant  Operative – Elite Agent Second Class	265,000
19	Officer – Lieutenant Commander  Operative – Elite Agent First Class	305,000
20	Commander	355,000

# SPECIES

In Re-Evolution, your species is the first thing many people will judge you on. For better or worse, it splits you into one of two categories which permeate modern society. Humans and REVOs. While neither stereotype is universally true, Humans are often seen by their detractors as weak, inferior, beings without the strength to stand up for themselves. Meanwhile, REVOs can be seen by some as wild, dangerous, animals who should be locked away and not allowed to intermix with regular society.

The majority of people, Human and REVO, have gotten used to living with both species taking equal roles in society. It is only a faction within both species that fiercely hates the other and secretly dreams of ridding the planet of their opposite. While playing Re-Evolution, your characters will certainly meet individuals who see things this way, but it will not be the common viewpoint. It will also not be the viewpoint of the NRT. They employ both REVO and Human agents, believing both to be useful in certain situations. Many NRT squads feature REVOs and Humans directly working together to cover for each other's strengths and weaknesses.

If you are a REVO, your species is subdivided into 6 levels of mutation. These levels represent how outwardly obvious it is that you are a REVO, or put another way, how mutated you appear to the naked eye. Humans are divided into two sub-categories, one for standard humans, and one for a variant human with a very special extra option.

As a note, do not feel restricted by the sub-category you choose. Customization is key in both D&D 5E and Re-Evolution. Feel free to take what is said here with a grain of salt and make it your own. Things like asking for custom features or abilities to reflect a certain, unique, mutation or to reinforce something important in your backstory are encouraged. But please, clear everything with the DM before you make any major changes.

If you don't know which species to pick, you might try skipping ahead and choosing a class. Your species gives bonuses that will primarily serve to help you develop your character, whereas your class will determine the vast majority of your in-game mechanics. If you already have a class you like, picking a species that works well with it might become easier.

The possible species choices are detailed in depth on the following pages. Unlike regular D&D, the ability score bonuses granted by your species are **not** bound to a particular species. Any combination of bonus and species is available. First choose your species, then pick one of the following ability score bonuses which fits your character.

- Strength + 2, Constitution + 1
- Strength + 2, Charisma + 1
- Intelligence + 1, Charisma + 2
- Charisma + 2, Two other (your choice) + 1
- Intelligence + 2, Dexterity OR Constitution + 1
- Dexterity + 2, Charisma OR Constitution + 1
- Dexterity + 2, Intelligence OR Wisdom OR Charisma + 1
- Constitution + 2, Wisdom + 1 OR Strength + 2
- All scores + 1

# REVO

## Mutation Level: ALPHA

Mutation level ALPHA represents someone who was heavily mutated by Re-Evolution. Typically members of ALPHA have very obvious physical anomalies. Such anomalies could include (but are **NOT** limited to) extra limbs or body parts, non-human features such as wings, tails, or claws, or a complete non-human form. Some become creatures with an entirely new appearances, unlike anything else found on Earth, while others occasionally take on more familiar forms. ALPHAs might have bodies completely made of metal or living crystal, or simply look like your average Joe with eyes literally on the back of their head. The possibilities are endless, but are typically not minor.

### Mutation Level Traits

---

You have the following special traits based on your mutation level.

**Speed:** Your base speed is 30 feet.

**Elemental Advantage:** Most ALPHAs have a particular element they form a connection to. This is **NOT** limited to air, water, earth, or fire. This element represents the specific mutations your character has. Some possible choices are:

- Acid
- Fire
- Cold
- Poison
- Metal
- Crystal
- Necrotic/Rot
- Radiancy/Light
- Electricity/Lightning
- Psychic
- Thunder/Sound
- Force
- Energy

**Mutation Weapon:** As an ALPHA, is it likely your mutations are advanced enough that you can use your body as a weapon. As an action, you can make an attack using a custom weapon that is part of your body. This weapon typically is an Area of Effect attack with the following properties.

Range: 5 by 30 foot line/cone (weapon dependent)

Saving throw: Dex/Con (weapon dependent)

DC: 8 + your Constitution modifier + your proficiency bonus

Damage: 2d6 on a failed save, half as much on a successful save

Damage Increase: 3d6 at Rank 6, 4d6 at Rank 11, 5d6 at Rank 16

Usage: Once per long or short rest.

The form this weapon takes is totally up to you, and deals a damage type depending on your chosen elemental advantage. If the element you chose is not on the list above or not already a D&D 5E damage type, the DM will tell you what type of damage your weapon deals. Examples:

An ALPHA made of living crystal might shoot a hail of crystal shards from their hand. This would be in the shape of either a cone or a line, and require a Dex saving throw. This attack would do piercing damage.

An ALPHA whose skin can produce flames might exhale a burst of fire like a flamethrower. This would be in the shape of a line, and require a Dex saving throw. This attack would do fire damage.

**Damage Resistance:** You have a natural resistance to a type of damage based on your elemental advantage. If the element you chose is not on the list above or not already a D&D 5E damage type, the DM will tell you what type of damage you are resistant to.

# REVO

## Mutation Level: BETA

Mutation level BETA represents the second highest level of mutation caused by Re-Evolution. They share many physical traits in common with ALPHA and are prone to be just as varied in appearance. However typically the mutations of a BETA do not have the ability to be used as weapons. Instead, BETAs tend to have other advantages such as greater size, durability, and resistance to disease.

### Mutation Level Traits

---

You have the following special traits based on your mutation level.

**Speed:** Your base speed is 30 feet.

**Menacing:** You gain proficiency in the Intimidation skill.

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

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

**Disease Resistance:** You cannot become ill from any standard type of pathogen or virus that would effect a regular human. In addition, spoiled, undercooked, or otherwise rotten food does not upset your stomach. Conditions such as cancer that are caused by outside agents like radiation or hazardous chemicals **can** still effect you.

# REVO

## Mutation Level: GAMMA

Mutation level GAMMA is characterized by far less substantial mutations as ALPHA and BETA but still tend to have strange outward appearances. The difference is, species GAMMAS nearly always are humanoid and only very rarely have extra body parts. Instead, their mutations tend to focus around skin coverings and colors. Often GAMMAS will have fur or scales instead of skin, or have human textured skin but in fantastic colors or patterns. It often looks as though species GAMMAS have intricate or full body pattern tattoos given their skin. Additionally, this mutation level is characterized by extremely well-tuned senses and mutations that can have varied and specific effects. Because of this variety, GAMMAS are further subdivided into three groups based on their mutations: GAMMA Prime, GAMMA Double-Prime, and GAMMA Triple-Prime.

### Mutation Level Traits

---

You have the following special traits based on your mutation level.

**Speed:** Your base speed is 30 feet.

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

**Mental Resistances:** You have advantage on saving throws against being charmed, and REVO abilities can't put you to sleep.

**Sleep Decrease:** You don't need as much sleep as other species. You can gain as much rest from 4 hours of sleep as other species can from 8.

**Sub-Species:** GAMMAS are further subdivided into three other groups, each with particular abilities. You must choose only one.

#### GAMMA Prime

**Cantrip:** You know one cantrip of your choice from the Augment REVO ability list. Intelligence is your spellcasting ability for it.

#### GAMMA Double - Prime

**Speed Increase:** Your speed increases by 5.

**Easy Camouflage:** You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, or in other similar situations. If your skin pattern, color, or appearance were to aid with this hiding, you have advantage on the check.

#### GAMMA - Triple Prime

**REVO Enhancements:** You have the dancing lights cantrip. When you Rank 3, you can use the faerie fire REVO ability once per day without expending stamina. When you reach Rank 5, you can also use the darkness REVO ability once per day. Charisma is your spellcasting ability for these REVO abilities.

**Sensitivities:** Your mutations have made you sensitive to either sunlight, water, or metal. Your skin coming into direct contact with these substances burns and will slowly do damage if contact is maintained. Protective clothing against these substances is common and readily available.

# REVO

## Mutation Level: DELTA

The mutation level DELTA shares many physical traits in common with GAMMA and mutate in similar ways. However, DELTA does not have the fine senses of a GAMMA, nor do they tend to have quite the variety in skin patterns/coverings. Instead, DELTAs have thicker skins that are resistant to certain factors and even enhanced eyesight for seeing in the dark.

### Mutation Level Traits

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You have the following special traits based on your mutation level.

**Speed:** Your base speed is 30 feet.

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

**Skin Resistance:** You have resistance to one of the following damage types: fire, cold, or acid.

**REVO Enhancements:** You have the thaumaturgy cantrip. Once you reach Rank 3, you can use the hellish rebuke REVO ability once per day as a 2nd level ability without expending stamina. Once you reach Rank 5, you can also use the darkness REVO ability once per day. Charisma is your spellcasting ability for these REVO abilities.

# REVO

## Mutation Level: EPSILON

The mutation level EPSILON is characterized by extremely minor physical abnormalities such as odd hair/eye colors or patches of mutated skin covering. It is somewhat common for EPSILONs to develop a physical anomaly or skin covering on only one limb or one half of their body. However, an EPSILON may have no obvious abnormalities at all, making them very hard to visually identify.

The abilities of an EPSILON tend toward their mind and intuition. While not necessarily more intelligent than any other REVO, EPSILONs typically seem to have a better understanding of certain things naturally as compared to those around them. Additionally, there is some evidence to suggest that they have extremely limited abilities to see events before they occur.

Mutation level EPSILON is split into two sub-species based on their intuitive abilities: EPSILON Prime and EPSILON Double-Prime.

### Mutation Level Traits

---

You have the following special traits based on your mutation level.

**Speed:** Your base speed is 30 feet.

**EPSILON Foresight:** You have advantage on all Intelligence, Wisdom, and Charisma saving throws against REVO abilities.

**Sub-Species:** EPSILONs are further subdivided into two other groups, each with particular abilities. You must choose only one.

#### EPSILON Prime

**Speak with Small Beasts:** Through sounds and gestures, you can roughly communicate with small or smaller beasts such as squirrels, rats, rabbits, birds, or bugs.

#### EPSILON Double - Prime

**Mechanical Intuition:** Whenever you make an Intelligence check related to understanding the workings of any mechanical or technological device, you may add twice your proficiency bonus.

# REVO

## Mutation Level: ZETA

The mutation level ZETA is the lowest mutation level for REVOs. ZETAs have even fewer obvious mutations than species EPSILON, to the point that it would nearly be impossible for a ZETA to have any visible abnormalities characteristic of other REVOs. This mutation level represents the least amount of physical mutation possible (before class choice) while still having some. By virtue of this, ZETAs have the widest range possible of slight benefits to bodily performance of any species. This is the most versatile species.

### Mutation Level Traits

---

You have the following special traits based on your mutation level.

**Speed:** Your base speed is 30 feet.

**Mental Fortitude:** You have advantage on saving throws against being charmed, and REVO abilities cannot put you to sleep.

**Skill Versatility:** You gain proficiency in two skills of your choice.

## HUMAN

Your species is purely Human. You were completely unaffected by Re-Evolution and have no mutation what so ever. This species represents nearly half the population of planet earth and almost outnumbers all of the REVO mutation levels combined.

By some, Humans are more pure. By others, they are weak and inferior. Yet none can deny their right to at least fight for the right to remain the dominant species on planet Earth.

Most of the time Humans and REVOs coexist peacefully, however this is very much not always the case. When race struggles begin between humans and REVOs, causalities in high numbers can be expected on both sides.

To make up for their lack of naturally gained powers, humans rely on extremely advanced technology. This technology is occasionally carried with them, but more often built directly into their bodies. Since Re-Evolution, the field of human augmentation has made incredible strides. Now, choosing to have limbs amputated and replaced with artificial versions is not only common but can potentially put you at an advantage over Humans who choose to stay purely biological.

### Human Traits

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You have the following special traits based on your species.

**Speed:** Your base speed is 30 feet.

**Restricted Class:** The mutant class has no Human variant and therefore is not an applicable choice for you if you select the Human species.

No other special traits are awarded for the human species.

# HUMAN

## Variant: NRS

Humans technically have one very rare variant which is governed by special rules. This variant case describes a Human who has developed an extreme allergy to neuropozyne, known as Neuropozyne Rejection Syndrome. Neuropozyne is an extremely common chemical compound created naturally in low concentrations by REVO mutations **and** artificially by mechanically implanted augmentations. It is sometimes referred to as the "life blood" of REVO abilities because it enables the conversion of the energy the body produces from food into energy that can be used by either the REVO's mutations or the Human's implanted devices. An allergy to neuropozyne means that your body is unable to receive any form of augmentation, and could react violently if mutated matter were to enter your system. Choosing this variant has its benefits, but drastically limits the number of classes you can choose from. It also makes you extremely vulnerable to certain REVO abilities and to certain situational conditions.

### NRS Traits

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To pick this variant, you must be willing to pick the ability score increase that is described below. You may **not** mix and match any other ability score increase with this variant. Additionally, you must realize that your character could be at an extreme disadvantage in certain scenarios and should be role-played accordingly. This variant represents a role-play challenge.

**Speed:** Your base speed is 30 feet.

**Ability Score Increase:** Three different ability scores of your choice increase by 1.

**Skills:** You gain proficiency in one skill of your choice.

**Feat:** You gain one feat of your choice (must be DM approved). If you don't know what this means, ask the DM.

**Restricted Classes:** The following classes are off limits to you if you choose this species, for they are the classes that require some level of mutation or technology to operate. All other classes can still be chosen and role-played without mutation/augmentation.

- Augment
- Cerebral
- Nano
- Uplift
- Mutant
- Super Soldier (Fighter Sub-Class)
- Arcane Trickster (Rogue Sub-Class)

Note: If you want to play one of these restricted classes and can think of a good argument for how you are able to use the powers you are able to use without mutation/technology, talk to your DM. They will listen and allow you to play that class.

# CLASS

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Your character's species and mutation level represents general classifications used by the US government to try and categorize the broad similarities between the mutations of different individuals.

Your class, on the other hand, specifically groups your character's powers and abilities into one of 11 different types. Within that type, there is still plenty of customization to be had, but this is where your choices begin to really develop how your character will operate.

In general, your class defines what type of mutations/technology your character possess. Each class has been reskinned for you to match to a sci-fi equivalent power, instead of magic. However, that doesn't mean one method of reskinning is better than another. Most classes will have variant descriptions for both REVOs and Humans.

The REVO variant describes how your class could operate if you would rather your character have biological powers as a direct result of Re-Evolution. Typically, this means your DNA is mutated in whatever way causes your class features and REVO abilities to be possible. As with the Human variant, you should feel free to take creative liberty with the descriptions, and tailor the exact role-play of your abilities to your individual character.

The Human variant describes how your class could operate if you would rather your character have non-biological powers as a direct result of mechanical augmentations implanted in your body. Depending on the class, this could mean anything from a fully robotic body, to individual prosthetic limbs, to undetectable cognitive upgrades, to non-implanted technology you carry with you. As with the REVO variant, you should feel free to take creative liberty with the descriptions, and tailor the exact role-play of your abilities to your individual character.

Not every class will have both the REVO and Human variants. Certain classes will have both, and a few have neither. In the case of neither, it means the class does not utilize mutation or technology to operate. Instead, it relies on the character's natural skills. Other stipulations and variants are listed in the individual classes.

The possible class choices are listed on the next page.

Class	Description	Primary Ability	REVO Variant	Human Variant
Blitzer	A battle torn wastelander who can summon a deadly rage and slaughter their enemies	Strength	Yes	Yes
Bard	A REVO that utilizes sound for psychic effects and illusions	Charisma	Yes	Yes
Preacher	A REVO that bends extra-dimensional energy to shape reality	Wisdom	Yes	Yes
Nano	A REVO that uses microscopic robots to control matter and energy	Wisdom & Interfacing	Yes	Yes
Fighter	A master of combat, skilled with a variety of weapons and armor	Strength or Dexterity	Available but not required	Available but not required
Monk	A REVO who has mastered martial arts by taking advantage of the flow of internal energy	Dexterity & Wisdom	Available but not required	Available but not required
Uplift	A REVO who's intelligence can leap from body to body and even into machines	Strength & Charisma	Yes	Yes
Rogue	A master of deception and stealth who relies on wits before brawn	Dexterity	Available but not required	Available but not required
Mutant	A REVO with extremely powerful, possibly even uncontrollable, biological mutations	Charisma	Yes	No
Cerebral	A REVO who has been gifted intelligence beyond their understanding	Intelligence	Yes	Yes
Augment	An expert on mechanical augmentation and technology in general	Interfacing	No	Yes

## BLITZER

Blitzers are the ultimate in pure survivalist might. They are strong and fierce, willing to go toe to toe with the worst REVOs Re-Evolution churned out. Blitzers are characterized by personal experience fighting REVOs either on their own or for some organization. Blitzers are the world's wastelanders after Re-Evolution, unafraid to go where no one else will, despite the obvious dangers.

Blitzers are united by their keen instincts, primal physicality, and ferocious rage. This is especially apparent in combat. Blitzers come alive at the heart of the fight. They can enter a berserk state where adrenaline and rage takes over, giving them superhuman strength and resilience. A blitzer can draw on this reservoir of fury only a few times without resting, but those few rages are usually sufficient to defeat whatever threats arise.

Not every muscle bound jarhead or adventure seeking outdoorsman is a blitzer. It takes a special type of crazy to truly be this type of REVO. Blitzers are set apart by their drive to accomplish the most they can with life. He or she can often play a similar role as a protector of the people, and a leader in times of conflict.

Blitzers are also often hired for expeditions into parts unknown. With so much of the planet changed forever and now left largely unexplored, companies with interests in less savory corners of the world will often hire blitzers to go in and clear an area of REVOs or explore what hasn't been explored since Re-Evolution. Blitzers relish in the danger that accompanies these tasks, as well as the pride of saying they were there first.

**REVO Variant:** The mutations of a blitzer are typically fairly standard and based around physical enhancement. Mutations that boost strength, speed, and durability, and damage output categorize the blitzer class and make them that much more deadly.

**Human Variant:** Blitzers that take augmentations do so out of a desire to be even more than they were before. Their technology does about what you expect: increases raw physical power, gives resistance to damage, and allows them to keep fighting when most would just give up. Unlike the augmentations of most classes, blitzers tend to prefer less streamlined, less efficient augmentations. They don't usually care if they can appear as a normal person. If massive servos, tubes, wires, and mechanics poke through their skin, or if they have hands which have claws or built in knives/guns rather than human like fingers, they relish in the combative potential instead of worrying about their social image.

### Creating a Blitzer

---

When creating a blitzer character, think about where your character comes from and his or her place in the world. What were you like before Re-Evolution? The particular personality type closely associated with blitzers indicates you probably had a little blitzer in you before receiving your mutations/augmentations. What experiences caused this? What kind of background inspired your bravery, strength, and rage?

After Re-Evolution, think about exactly how your character reacted. Did they pick up a gun and jump in the planet wide chaos-fest head first until the NRT got things under control? Did they decide this was a perfect time to fall off the grid, and went to live on their own in the wild until the apocalypse blew over? Or did they waste no time enlisting in whatever military would take them, realizing this was their chance to see action?

As with any class, also give special thought as to why you joined the NRT. Many walks of life could have brought you here, so what exactly did it for you? Were you drawn to the prospect of helping others? To making your world a better place? Was this the next logical step up from your military or government career? Do you quest for the excitement and life of adventure inherent in this

# THE BLITZER

Level	Proficiency Bonus	Rages	Rage Damage
1st	+2	2	+2
2nd	+2	3	+2
3rd	+2	3	+2
4th	+2	3	+2
5th	+2	4	+2
6th	+2	4	+2
7th	+2	4	+2
8th	+2	4	+2
9th	+4	4	+3
10th	+4	4	+3
11th	+4	4	+3
12th	+4	5	+3
13th	+5	5	+3
14th	+5	5	+3
15th	+5	5	+3
16th	+5	5	+4
17th	+6	6	+4
18th	+6	6	+4
19th	+6	6	+4
20th	+6	Unlimited	+4

line of work? Maybe you're in it for the science, you want to experience firsthand the effects of Re-Evolution, and you saw no better way to do that but to step up to the front lines. Or maybe you know the government will give you a gun and a license to kill any dirty REVO who can't be convinced to come quietly. Are you in it for the violence? The possibilities are endless.

## Class Features

As a blitzer, you gain the following class features.

### Hit Points:

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

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

**Hit Points at Higher Levels:** 1d12 (or 7) + your Constitution modifier per blitzer 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:

- (a) A axe or (b) any martial weapon
- (a) Two hatchets or (b) any simple weapon
- A NRT Agent pack

## Rage

In battle, you fight with primal ferocity. On your turn, you can enter an adrenaline fueled rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor:

- You have advantage on Strength checks and Strength saving throws.
- When you make a melee weapon attack using Strength, or a ranged weapon attack using Dexterity, you gain a bonus to the damage roll that increases as you gain levels as a blitzer, as shown in the Rage Damage column of the blitzer table.
- You have resistance to bludgeoning, piercing, and slashing damage.

If you are able to use REVO abilities, you can't use them or concentrate on them while raging.

Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action.

Once you have raged the number of times shown for your blitzer level in the Rages column of the blitzer table, you must finish a long rest before you can rage again.

## Unarmored Defense

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While you are not wearing any armor, your Armor Class equals  $10 + \text{your Dexterity modifier} + \text{your Constitution modifier}$ . You can use a shield and still gain this benefit.

## Reckless Attack

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Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on weapon attacks rolls during this turn, but attack rolls against you have advantage until your next turn.

## Danger Sense

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At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger.

You have advantage on Dexterity saving throws against effects that you can see, such as traps and REVO abilities. To gain this benefit, you can't be blinded, deafened, or incapacitated.

## Primal Path

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At 3rd level, you choose a path that shapes the nature of your rage. Choose the Path of the Berserker or the Path of the Reformed, both detailed at the end of the class description. Your choice grants you features at 3rd level and again at 6th, 10th, and 14th levels.

## Ability Score Improvements

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

## Extra Attack

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

## Fast Movement

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Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armor.

## Feral Instinct

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By 7th level, your instincts are so honed that you have advantage on initiative rolls.

Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.

## Brutal Critical

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Beginning at 9th level, you can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

This increases to two additional dice at 13th level and three additional dice at 17th level.

## Relentless Rage

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Starting at 11th level, your rage can keep you fighting despite grievous wounds. If you drop to 0 hit points while you're raging and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead.

Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

## Persistent Rage

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Beginning at 15th level, your rage is so fierce that it ends early only if you fall unconscious or if you choose to end it.

## Indomitable Might

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Beginning at 18th level, if your total for a Strength check is less than your Strength score, you can use that score in place of the total.

## Primal Champion

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At 20th level, you embody the power of the survivalist. Your Strength and Constitution scores increase by 4. Your maximum for those scores is now 24.

## Primal Paths

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Rage burns in every blitzer's heart, a furnace that drives him or her toward greatness. Different blitzers attribute their rage to different sources, however. For some, it is an internal reservoir where pain, grief, and anger are forged into a fury hard as steel. This rage can often lead to a path of crime or darkness, and an isolation from others. Others see it as a spiritual blessing, a gift that can be used and controlled for positive means.

### Path of the Berserker

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For some blitzers, rage is a means to an end—that end being violence and often crime. The Path of the Berserker is a path of untrammeled fury, slick with blood. As you enter the berserker's rage, you thrill in the chaos of battle, heedless of your own health or well-being.

#### Frenzy:

Starting when you choose this path at 3rd level, you can go into a frenzy when you rage. If you do so, for the duration of your rage you can make a single weapon attack as a bonus action on each of your turns after this one. When your rage ends, you suffer one level of exhaustion.

#### Mindless Rage:

Beginning at 6th level, you can't be charmed or frightened while raging. If you are charmed or frightened when you enter your rage, the effect is suspended for the duration of the rage.

#### Intimidating Presence:

Beginning at 10th level, you can use your action to frighten someone with your menacing presence. When you do so, choose one creature that you can see within 30 feet of you. If the creature can see or hear you, it must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier) or be frightened of you until the end of your next turn. On subsequent turns, you can use your action to extend the duration of the effect on the frightened creature until the end of your next turn. This effect ends if the creature ends its turn out of line of sight of more than 60 feet away from you.

If the creature succeeds on its saving throw, you can't use this feature on that creature again for 24 hours.

#### Retaliation:

Starting at 14th level, when you take damage from a creature that is within 5 feet of you, you can use your reaction to make a weapon attack against that creature.

### Path of the Reformed

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Despite what people from most parts of the world would tell you, not every blitzer is a mindless, violent, killing machine. Some decide they wish to lead a life of virtue, spiritualism, family, or reservedness, while still living up to their destructive roots in a positive way. Your rage is more focused and specific, giving you more finely tuned abilities rather than just raw, unfocused, power.

#### Animalistic Survivalist:

Ever the wastelander, your connection with nature and the animals within it is stronger than the typical blitzer. At 3rd level when you adopt this path, you gain ownership of the beast sense and speak with animals REVO abilities. You can use them both twice per long or short rest.

### **Rage Focus:**

At 3rd level, when you adopt this path, you choose a focused trait you emulate while raging. This represents an area your character is particularly skilled at or has a natural ability in favor of.

**Durability:** While raging, you have resistance to all damage except psychic damage.

**Speed/Proficiency:** While you're raging and aren't wearing heavy armor, other creatures have disadvantage on opportunity attack rolls against you, and you can use the Dash action as a bonus action on your turn.

**Intimidation:** While you're raging, your friends have advantage on attack rolls against any creature within 5 feet of you that is hostile to you.

### **Aspect of Rage:**

At 6th level, you gain a boost of skill and ability related to the focus you have chosen.

**Strength:** Your carrying capacity (including maximum load and maximum lift) is doubled, and you have advantage on Strength checks made to push, pull, lift, or break objects.

**Speed/Perception:** You can see up to 1 mile away with no difficulty, able to discern even fine details as though looking at something no more than 100 feet away from you. Additionally, dim light doesn't impose disadvantage on your Wisdom (Perception) checks.

**Intimidation:** You gain proficiency in the intimidation skill. If you already have proficiency, you can add double your proficiency bonus to intimidation checks.

### **Spirit Walker:**

At 10th level, you gain the ownership of the commune with nature REVO ability, but only as a ritual. The REVO ability is no longer limited by caves, construction, or urbanization.

### **Enhanced Rage:**

At 14th level, you gain a final ability based on the focus you have chosen.

**Strength:** While you're raging, you can use a bonus action on your turn to knock a Large or smaller creature prone when you hit it with a melee weapon attack.

**Speed/Perception:** While raging, you can jump an incredible distance. You have a "flying" speed equal to your current walking speed. You fall if you end your turn in the air and nothing else is holding you aloft.

**Intimidation:** While you're raging, any creature within 5 feet of you that's hostile to you has disadvantage on attack rolls against targets other than you or another character with this feature. An enemy is immune to this effect if it can't see or hear you or if it can't be frightened.

## BARD

For centuries, science has told us that sound has power. It's all around us, invisible yet crucial to our daily lives. It has a profound effect on how we perceive the world around us, although most of us have no idea how lost we would be without it. Sound can make us believe things are lurking in the shadows that really aren't, elevate our spirits at times of both hardship, and render us incapacitated in an instant if need be.

Bards are more than just local musicians playing on stage or on the local street corner, much more. Bards are experts in sound.

Whether it be from personal research, inherited knowledge passed down from generation to generation, or occasionally just sheer talent, bards are tuned-in to the effects sound waves can have on the human brain, and the environment at large. This allows them to mess with the senses, alter your attitude, or even damage your mind.

Bards are also extremely versatile people. Many prefer to stick to the sidelines in combat, using their REVO abilities to inspire their allies, and hinder their foes from a distance. But bards are capable of defending themselves manually if necessary, using sound to bolster their attacks and defenses. Their use of REVO abilities leans toward charms and illusions rather than blatantly destructive devices. They have a wide-ranging knowledge of many subjects, and a natural aptitude for learning that lets them do almost anything well. Bards become masters of the talents they set their minds to perfecting, from musical performance to cybernetic knowledge.

**REVO Variant:** Bards who are of the REVO variant create all of their REVO abilities through the talent of their own bodies. When paired with any instrument, or even when just using their voices, they can hear sounds unlike anyone else can, and interpret the data to fine-tune the effect those sounds have on others. Their mutations give them

the intuitive ability to use their REVO abilities even if they don't fully understand the science behind it.

**Human Variant:** A bard who uses technology to enable their REVO abilities will often have minor cognitive implants to improve their hearing and comprehension of sound. Additionally, they will almost always use specialized instruments that automatically enhance the sound with the intention of effecting the minds of others. While lacking natural intuition, a bard that relies on technology will tend to be an expert of the science behind every note and vibration, making them a deadly accurate opponent on stage or on the battlefield.

### Creating a Bard

---

When creating a bard, you should give careful thought to how your character discovered music. Bards often thrive on stories, whether those stories are true or not. Perhaps you had a secure and mundane childhood. There's no good story to be told about that, so you might paint yourself as an orphan who grew up on the streets of New Providence dodging police and besting violent criminals with your wit and cunning. Or your childhood might be worthy of a story. It's up to you.

Keep in mind that there is more than one way bards can have received their innate knowledge of sound manipulation. Did you serve an apprenticeship, studying under a master? Was this master your father or grandfather? Or did you use music as an escape from your abuse parents, spending many long nights in libraries learning everything you could about these mystical vibrations in the air that could be so powerful? Did you have your love of music before Re-Evolution happened? Perhaps you were a regular performer when suddenly you realized your music was having strange effects on your audience. Were you scared at first? Are you still scared you might hurt someone just by humming or singing? Or did you immediately seize the newfound power with a bloodlust no amount of violence can quench?

## THE BARD

Level	Proficiency Bonus	Cantrips Acquired	REVO Abilities Acquired	Stamina Points	Max REVO Ability Level
1st	+2	2	4	4	1
2nd	+2	2	5	6	1
3rd	+2	2	6	14	2
4th	+2	3	7	17	2
5th	+3	3	8	27	3
6th	+3	3	9	32	3
7th	+3	3	10	38	4
8th	+3	3	11	44	4
9th	+4	3	12	57	5
10th	+4	4	14	64	5
11th	+4	4	15	73	6
12th	+4	4	15	73	6
13th	+5	4	16	83	7
14th	+5	4	18	83	7
15th	+5	4	19	94	8
16th	+5	4	19	94	8
17th	+6	4	20	107	9
18th	+6	4	22	114	9
19th	+6	4	22	123	9
20th	+6	4	22	133	9

As with any class, also give special thought as to why you joined the NRT. Many walks of life could have brought you here, so what exactly did it for you? Were you drawn to the prospect of helping others? To making your world a better place? Was this the next logical step up from your military or government career? Do you quest for the excitement and life of adventure inherent in this line of work? Maybe you're in it for the science, you want to experience firsthand the effects of Re-Evolution, and you saw no better way to do that but to step up to the front lines. Or maybe you know the government will give you a gun and a license to kill any dirty REVO who can't be convinced to come quietly. Are you in it for the violence? The possibilities are endless.

### Class Features

As a bard, you gain the following class features.

#### Hit Points:

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

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

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

#### Proficiencies:

**Armor:** Light armor

**Weapons:** Simple weapons, auto pistols, longswords, energy swords, shortswords

**Tools:** Three musical instruments of your choice (for the sake of proficiencies, an upgraded instrument capable of being used by a tech variant is the same as a standard instrument)

**Saving Throws:** Dexterity, Charisma

**Skills:** Choose any three

#### Equipment:

You can start with the following equipment:

- (a) A switchblade, (b) A longsword/energy sword, or (c) Any simple weapon
- A NRT Agent pack
- Any (upgraded if tech variant) musical instrument
- Civilian Ballistic Fiber clothing and a switchblade

## REVO Abilities

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You have learned to control sound and other types of waves to do everything from influence the senses, to twist emotions, to even altering the world around you.

### Cantrips:

You know two cantrips of your choice from the bard REVO ability list. You learn additional bard cantrips of your choice at higher levels, as shown in the Cantrips Acquired column of the bard table.

### Stamina:

The bard table shows how much stamina you have to use your REVO abilities of 1st level and higher. To use one of these abilities, you must expend stamina equal to the cost of that level of ability. You regain all expended stamina when you finish a long rest.

### REVO Abilities Acquired of 1st Level and Higher:

You have four 1st level abilities of your choice from the bard REVO ability list.

The Abilities Acquired column of the bard table shows when you acquire more bard REVO abilities of your choice. Each of these abilities must be of a level no higher than the level allowed for your level, as shown on the table.

Additionally, when you gain a level in this class, you can choose one of the bard abilities you have and replace it with another ability from the bard REVO ability list, which also must be of a level which is allowed by the table.

Note, as a bard, your abilities can either be gained as a physical upgrade to your instrument or by

you acquiring new knowledge and skill in sound manipulation. Which is which is your choice given the ability in question and your character's situation in the story.

### "Spellcasting" Ability:

Charisma is your "Spellcasting" ability for your bard technology/mutation. In other words, your bard spells. You use your Charisma whenever a REVO ability refers to your "spellcasting ability". In addition, you use your Charisma modifier when setting the saving throw DC for a bard REVO ability you use, and when making an attack roll with one.

**Spell save DC:**  $8 + \text{your proficiency bonus} + \text{your Charisma modifier}$

**Spell attack modifier:** Your proficiency bonus + your Charisma modifier

### Ritual REVO Abilities:

You can use any bard REVO ability you know as a ritual if that ability has the ritual tag.

### REVO Focus:

You must use a musical instrument as an AT Focus for your bard abilities. On occasion, your voice can be a substitute but will come with disadvantages based on the situation.

## Bardic Inspiration

---

You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d6.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

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

Your Bardic Inspiration die changes when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 and 10th level, and a d12 and 15th level.

## Jack of All Trades

---

Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

## Song of Rest

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Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. Your music causes their minds to heal their wounds faster and release chemicals which improve their moods. Any creature friendly to you within earshot regains hit points at the end of the short rest. Each of those creatures regains 1d6 hit points.

The hit points regained increase when you reach certain levels in this class: to 1d8 at 9th level, to 1d10 at 13th level, and to 1d12 at 17th level.

## Bard College

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At 3rd level, you delve into the advanced techniques of a bard college of your choice: the College of Lore or the College of Valor, both detailed at the end of the class description. Your choice grants you features at 3rd level and again at 6th and 14th level.

## Expertise

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At 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 10th level you can choose another two skill proficiencies to gain this benefit.

## Ability Score Improvement

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

## Font of Inspiration

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Beginning when you reach 5th level, you regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.

## Counter Sound

---

At 6th level, you gain the ability to use musical notes or words of power to disrupt mind-influencing effects. As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

## Secrets of Technology

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By 10th level, you have plundered auditory knowledge from a wide spectrum of disciplines. Choose two REVO abilities from any class, including this one. An ability you choose must be of a level you can use, as shown on the bard table, or a cantrip.

The chosen REVO abilities count as bard REVO abilities for you, and are included in the number in the REVO Abilities Known column of the bard table.

You learn two additional REVO abilities from any class at 14th level and again at 18th level.

Note: Additional REVO abilities taken from classes other than bard may not be well explained by the premise of sound manipulation. Depending on the class and the REVO ability, feel free to be creative with the reasoning behind the ability. Bards, due to their versatility, often dabble in other forms of technology/mutation beyond their own.

## Superior Inspiration

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At 20th level, when you roll initiative and have no uses of Bardic Inspiration left, you regain one use.

## Bard Colleges

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

## College of Lore

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Bards of the College of Lore know something about most things, collecting bits of knowledge from sources as diverse as scholarly tomes, computer archives, and civilian conversations. Whether panhandling for spare change on a street corner or playing on stage for a packed crowd, these bards use their gifts to hold audiences spellbound. When the applause dies down, the audience members might find themselves questioning everything they held to be true, from their faith in religion, to their loyalty to their government.

The loyalty of these bards lies in the pursuit of beauty and truth, not in fealty to an employer. While it is rare that any bard would submit themselves to being tied down to being an advisor or political employee, these bards above all would prefer to be honest than politic. Remember this when deciding why your character joined the NRT.

The college's members gather in libraries and sometimes in actual colleges, complete with lecture halls and dormitories, to share their lore

with one another. They also meet at festivals, concerts, or affairs of state, where they can expose corruption, unravel lies, and poke fun at self-important figures of authority.

### **Bonus Proficiencies:**

When you join the College of Lore at 3rd level, you gain proficiency with three skills of your choice.

### **Cutting Words:**

Also at 3rd level, you learn how to use your wit to distract, confuse, and otherwise sap the confidence and competence of others. When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the DM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being charmed.

### **Additional Secrets of Technology:**

At 6th level, you acquire two REVO abilities of your choice from any class. A REVO ability you choose must be of a level you can use, as shown on the bard table, or a cantrip. The chosen abilities count as bard REVO abilities for you but don't count against the number of bard REVO abilities you know.

### **Peerless Skill:**

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

## College of Valor

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Bards of the College of Valor are daring travelers whose tales keep alive the memory of the great heroes of the past, and thereby inspire a new generation of heroes. In a world where heroism seems like an outdated ideal, these bards are sometimes looked at as crazy or purposely hopeful optimist. However, this is not the case. These bards understand that heroes can come in all shapes and sizes and tell stories that harken back to the days of discovery, exploration, innovation, and a more prosperous world.

These bards gather in bars, restaurants, taverns, or often just around bonfires to sing the deeds of the mighty, both past and present. They travel the land to witness great events firsthand and to ensure that the memory of those events doesn't pass from the world. With their songs, they inspire others to reach the same heights of accomplishment as the heroes of old.

#### **Bonus Proficiencies:**

When you join the College of Valor at 3rd level, you gain proficiency with medium armor, shields, and martial weapons.

#### **Combat Inspiration:**

Also at 3rd level, you learn to inspire others in battle. A creature that has a Bardic Inspiration die from you can roll that die and add the number rolled to a weapon damage roll it just made. Alternatively, when an attack roll is made against the creature, it can use its reaction to roll the Bardic Inspiration die and add the number rolled to its AC against that attack, after seeing the roll be before knowing whether it hits or misses.

#### **Extra Attack:**

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

#### **Battle Tech:**

At 14th level, you have mastered the art of weaving sound manipulation and weapon use into one harmonious act. When you use your action to

use a bard REVO ability, you can make one weapon attack as a bonus action.

## **Final Thoughts on Bards**

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Bards are typically described here as free spirits who don't like to be very tied down. This is a suggested archetype and not the only type of bard you are required to play. In fact, you are more than welcome to play the exact opposite personality type described here, although I would suggest finding a way to remain charismatic.

Furthermore, if you do feel like playing a classical bard, remember you are an agent of a very professional national security agency. While nowhere as strict about your behavior as the US Army, the NRT will expect a certain amount of discipline and composure from all agents. That's just on the job, what you do in your free time is up to you. Keep that in mind and try not to feel too restricted one way or the other. Ask your DM if you have any specific questions regarding this.

## PREACHER

Religion is a funny thing. In some places in the world it is viewed as an archaic fantasy. Something lesser minded people long ago created before they had the appropriate technology to explain the world around them. In other regions, religion is the lifeblood that fuels entire races of people toward peace, prosperity, community, and service. It can be a very real and sometimes even quantifiable force that can't be explained in any other way. It can be used to unite people, or tear them apart.

The preacher class may be a misnomer, but even the most inaccurate of stereotypes got their start somewhere. Preachers are people who can summon energy seemingly out of thin air and bend it to their will. Science states this is forth dimensional energy originating from a region humans can't perceive, known only as the "Flux." The faithful believe preachers act as the intermediaries between the mortal world and the distant planes of the gods. The fact that some preachers in recent history have been known to use this reputation as an advantage, doesn't help anything. Are they con men? Modern prophets? Or scientists who want nothing to do with the reputations created by strangers with similar powers? The simple answer is no. They are something else altogether.

When it comes to REVO abilities, preachers are no stranger to their benefits. Typically, preachers explore the most foreign type of Re-Evolution enhancement. That which is considered to be the fringe science of energy manipulation. This field is relatively new and just on the edge of our understanding as to exactly how it works, but absolutely bursting at the seams with possibilities and unanswered questions. And that's just how most preachers like it.

**REVO Variant:** Preachers who gain their powers from REVO mutations wield their bodies as their ultimate weapons. Their cells allow them to pull energy from thin air and use it to warp reality.

**Human Variant:** Preachers who use technology to fuel their REVO abilities typically have a network of dermal implants running across the surface of their body, just above or below the skin. These implants allow them to pull energy out of thin air and use it to warp reality. If the implants are etched on top of the skin, they can take many appearances. Anything from a complex network of wires and circuits, to tribal tattoos written in another language that cover the majority of the body. Exactly what they look like is totally up to you.

## Creating a Preacher

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When creating a preacher, it is important to know how you handle your reputation as a celestial intermediary. Do you believe this whole heartedly and think Re-Evolution was an act of God? Or do you dismiss it easily because you believe science is the only higher power there is? Or are you somewhere in the middle?

As with any class, also give special thought as to why you joined the NRT. Many walks of life could have brought you here, so what exactly did it for you? Were you drawn to the prospect of helping others? To making your world a better place? Was this the next logical step up from your military or government career? Do you quest for the excitement and life of adventure inherent in this line of work? Maybe you're in it for the science, you want to experience firsthand the effects of Re-Evolution, and you saw no better way to do that but to step up to the front lines. Or maybe you know the government will give you a gun and a license to kill any dirty REVO who can't be convinced to come quietly. Are you in it for the violence? The possibilities are endless.

## Class Features

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As a preacher, you gain the following class features.

**Note:** Despite their names, no feature in this class forces your character to have a connection to any

# THE PREACHER

Level	Proficiency Bonus	Cantrips Acquired	Stamina Points	Max REVO Ability Level
1st	+2	3	4	1
2nd	+2	3	6	1
3rd	+2	3	14	2
4th	+2	4	17	2
5th	+3	4	27	3
6th	+3	4	32	3
7th	+3	4	38	4
8th	+3	4	44	4
9th	+4	4	57	5
10th	+4	5	64	5
11th	+4	5	73	6
12th	+4	5	73	6
13th	+5	5	83	7
14th	+5	5	83	7
15th	+5	5	94	8
16th	+5	5	94	8
17th	+6	5	107	9
18th	+6	5	114	9
19th	+6	5	123	9
20th	+6	5	133	9

God or believe any certain way. Unless you want them to.

## Hit Points:

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

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

**Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per preacher 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, Mechanics, and Religion

## Equipment:

You start with the following equipment:

- (a) a quarterstaff, (b) any simple melee weapon
- (a) Tech-Metal with Harness armor, (b) Civilian Ballistic Fiber clothing, or (c) Full Body Plates armor (if proficient)
- (a) a small caliber pistol and 20 bullets or (b) any simple weapon
- A NRT Agent pack and a priest's pack (optional)
- A shield and a holy symbol (optional)

## REVO Abilities

As a conduit for the energy that runs both through and outside of our known world, you can create reality warping effects using electricity, magnetism, radiological waves, EM waves, light waves, sound waves, and most importantly the mysterious cosmic energy from the hypothetical 4<sup>th</sup> dimension of space known as the "Flux".

## Cantrips:

At 1st level, you have three cantrips of your choice from the preacher spell list. You learn additional preacher cantrips of your choice at higher levels, as shown in the Cantrips Acquired column of the Preacher table.

#### **Preparing and Using REVO Abilities:**

The Preacher table shows how much stamina you have to use your REVO abilities of 1st level and higher. To use one of these REVO abilities, you must spend stamina equal to the cost of the ability's level. You regain all expended stamina when you finish a long rest.

You prepare the list of preacher REVO abilities that are available for you to use, choosing from the preacher REVO ability list. When you do so, choose a number of preacher REVO abilities equal to your Wisdom modifier + your preacher level (minimum of one REVO ability). The REVO abilities must be of a level for which you are allowed to use, as shown in the table.

You can change your list of prepared REVO abilities when you finish a long rest.

#### **"Spellcasting" Ability:**

Wisdom is your "Spellcasting" ability for your preacher REVO abilities. Your power comes from both your intuitive knowledge of how to bend energy to your will, but also optionally from your devotion to your god. You use your Wisdom whenever an REVO ability refers to your "spellcasting ability". In addition, you use your Wisdom modifier when setting the saving throw DC for a preacher REVO ability you use and when making an attack roll with one.

**Spell save DC:** 8 + your proficiency bonus + your Wisdom modifier

**Spell attack modifier:** Your proficiency bonus + your Wisdom modifier

#### **Ritual AT:**

You can use a preacher REVO ability as a ritual if that REVO ability had the ritual tag and you have the REVO ability prepared.

#### **AT Focus:**

You can use a hold symbol as a focus for your preacher REVO abilities. You do not have to.

## **Divine Domain**

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Choose one domain related to your particular area of focus as a Preacher: Knowledge, Life, Light, Nature, Tempest, Trickery, or War. Each domain is detailed at the end of the class description. Your choice grants you domain REVO abilities and other features when you choose it at 1st level. It also grants you additional ways to use Channel Divinity when you gain that feature at 2nd level, and additional benefits at 6th, 8th, and 17th levels.

#### **Domain REVO Abilities:**

Each domain has a list of REVO abilities that you gain at the preacher levels noted in the domain description. Once you gain a domain REVO ability, you always have it prepared, and it doesn't count against the number of REVO abilities you can prepare each day.

If you have a domain REVO ability that doesn't appear on the preacher REVO ability list, the ability is nonetheless a preacher REVO ability for you.

## **Channel Divinity**

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At 2nd level, you gain the ability to channel energy directly from the extra-dimensional space where your cosmic energy is thought to originate. This could also be interpreted as channeling energy directly from your deity and using that energy to fuel REVO ability effects. You start with two such effects: Turn the Unholy and an effect determined by your domain. Some domains grant you additional effects as you advance in levels, as noted in the domain description.

When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again.

Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your preacher spell save DC.

Beginning at 6th level, you can use your Channel Divinity twice between rests, and beginning at 18th level, you can use it three times between rests. When you finish a short or long rest, you regain your expended uses.

#### **Channel Divinity: Turn the Unholy:**

As an action, you present your holy symbol (if applicable) and speak a prayer censuring the unholy. You create an aura of radiant energy waves that affect the minds of others, using your Channel Divinity. Each creature with a corrupted spirit that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevent it from moving. If there's nowhere to move, the creature can use the Dodge action.

#### **Ability Score Improvement**

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

#### **Destroy Unholy**

Starting at 5th level, when a creature with an corrupt spirit fails its saving throw against your Turn the Unholy feature, the creature is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Destroy Unholy table.

#### **Destroy Unholy:**

Preacher Level	Destroys Unholy of CR...
5	0.5 or lower
8	1 or lower
11	2 or lower
14	3 or lower
17	4 or lower

#### **Divine Intervention**

Beginning at 10th level, you can call on your deity, to cause fate to intervene on your behalf when your need is great. Transversely, this could be thought of as using energy from the Flux to warp fate in your favor.

This requires you to use your action. Describe the assistance you seek, and roll percentile dice. If you roll a number equal to or lower than your preacher level, your deity intervenes/your luck improves. The DM chooses the nature of the intervention.

If you are successful, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest.

At 20th level, your attempt to use this feature succeeds automatically. No roll required.

#### **Divine Domains**

Each of the following domains represents an area of focus for the study of a preacher, whether that be religious or scientific. The same god may be worshiped under the umbrella of many different domains. Your choice of a domain should reflect something about your character. Maybe their connection to the deity, or maybe it is just what most appeals to them for educational advancement or another personal reason.

#### **Knowledge Domain**

The knowledge domain focuses on learning and understanding above all. Whether that is in an attempt to further science or horde power for

yourself, is up to you. Followers of this domain study esoteric lore, collect old tomes, delve in to the secret places of their world, and try to learn all they can from every source.

#### **Knowledge Domain Spells:**

Preacher Level	REVO Ability
1	<b>Command, identify</b>
3	<b>Augury, suggestion</b>
5	<b>Nondetection, speak with dead</b>
7	<b>Arcane eye, confusion</b>
9	<b>Legend lore, scrying</b>

#### **Blessings of Knowledge:**

At 1st level, you learn two languages of your choice. You also become proficient in your choice of two of the following skills: History, Nature, or Religion.

Your proficiency bonus is doubled for any ability check you make that uses either of those skills.

#### **Channel Divinity: Knowledge of the Ages:**

Starting at 2nd level, you can use your Channel Divinity to tap into a divine well of knowledge. As an action, you choose one skill or tool. For 10 minutes, you have proficiency with the chosen skill or tool.

#### **Channel Divinity: Read Thoughts:**

At 6th level, you can use your Channel Divinity to read a creature's thoughts by sensing the electrical impulses in their brain. You can then use your access to the creature's mind to command it.

As an action, choose one creature that you can see with 60 feet of you. That creature must make a Wisdom saving throw. If the creature succeeds on the saving throw, you can't use this feature on it again until you finish a long rest.

If the creature fails its save, you can read its surface thoughts (those foremost in its mind, reflecting its current emotions and what it is actively thinking about) when it is within 60 feet of you. This effect lasts for 1 minute.

During that time, you can use your action to end this effect and use the suggestion REVO ability on the creature without expending stamina. The target automatically fails its saving throw against that REVO ability.

#### **Potent Technology:**

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any preacher cantrip.

#### **Visions of the Past:**

Starting at 17th level, you can call up visions of the past that relate to an object you hold or your immediate surroundings. You spend at least 1 minute in meditation and prayer, then receive dreamlike, shadowy glimpses of recent events. You can meditate in this way for a number of minutes equal to your Wisdom score and must maintain concentration during that time, as if you were using an REVO ability.

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

**Object Reading:** Holding an object as you meditate, you can see visions of the object's previous owner. After meditating for 1 minute, you learn how the owner acquired and lost the object, as well as the most recent significant event involving the object and that owner. If the object was owned by another creature in the recent past (within a number of days equal to your Wisdom score), you can spend 1 additional minute for each owner to learn the same information about that creature.

**Area Reading:** As you meditate, you see visions of recent events in your immediate vicinity (a room, street, tunnel, clearing, or the like, up to a 50-foot cube), going back a number of days equal to your Wisdom score. For each minute you meditate, you learn about one significant event, beginning with the most recent. Significant events typically involve powerful emotions, such as battles and betrayals, marriages and murders, births and funerals. However, they might also include more

mundane events that are nevertheless important in your current situation.

## Life Domain

The life domain focuses on the vibrant positive energy that sustains all life. The domain of life promotes vitality and health through healing the sick and wounded, caring for those in need, and driving away the forces of death and darkness.

### Life Domain AT Abilities:

Preacher Level	REVO Ability
1	<b>Burning hands, faerie fire</b>
3	<b>Flaming sphere, scorching ray</b>
5	<b>Daylight, fireball</b>
7	<b>Guardian of faith, wall of fire</b>
9	<b>Flame strike, scrying</b>

### Bonus Proficiency:

When you choose this domain at 1st level, you gain proficiency with heavy armor.

### Disciple of Life:

Also starting at 1st level, your healing REVO abilities are more effective. Whenever you use a REVO ability of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the REVO ability's level.

### Channel Divinity: Preserve Life:

Starting at 2nd level, you can use your Channel Divinity to heal the badly injured.

As an action, you present your holy symbol (if applicable) and evoke healing energy that can restore a number of hit points equal to five times your preacher level. Choose any creature within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on a person of corrupt spirit or any machine.

### Blessed Healer:

Beginning at 6th level, the healing REVO abilities you use on others heal you as well. When you use a REVO ability of 1st level or higher that restores hit points to a creature other than you, you regain hit point equal to 2 + the ability's level.

### Divine Strike:

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

### Supreme Healing:

Starting at 17th level, when you would normally roll one or more dice to restore hit points with a REVO ability, you instead use the highest number possible for each die. For example, instead of restoring 2d6 hit points to a creature, you restore 12.

## Light Domain

The domain of light promotes the ideals of rebirth and renewal, truth, vigilance, and beauty. Preachers of the domain of light are enlightened souls infused with radiance and power, charged with chasing away lies and burning away darkness.

### Light Domain REVO Abilities:

Preacher Level	REVO Ability
1	<b>Burning hands, faerie fire</b>
3	<b>Flaming sphere, scorching ray</b>
5	<b>Daylight, fireball</b>
7	<b>Guardian of faith, wall of fire</b>
9	<b>Flame strike, scrying</b>

### Bonus Cantrip:

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

### Warding Flare:

Also at 1st level, you can interpose light between yourself and an attacking enemy. When you are attacked by a creature within 30 feet of you that you can see, you can use your reaction to impose disadvantage on the attack roll, causing light to flare before the attacker before it hits or misses. An attacker that can't be blinded is immune to this feature.

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

#### Channel Divinity: Radiance of the Dawn:

Starting at 2nd level, you can use your Channel Divinity to harness sunlight, banishing darkness and dealing energy damage to your foes in the form of radiation waves from the sun.

As an action, you present your holy symbol (if applicable), and any REVO ability enhanced or created darkness within 30 feet of you is dispelled. Additionally, each hostile creature within 30 feet of you must make a Constitution saving throw. A creature takes energy damage equal to  $2d10 +$  your preacher level on a failed saving throw, and half as much damage on a successful one. A creature that has total cover from you is not affected.

#### Improved Flare:

Starting at 6th level, you can also use your Warding Flare feature when a creature that you can see within 30 feet of you attacks a creature other than you.

#### Potent Mutation:

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any preacher cantrip.

#### Corona of Light:

Starting at 17th level, you can use your action to activate an aura of sunlight that lasts for 1 minute or until you dismiss it using another action. You emit bright light in a 60-foot radius and dim light

30 feet beyond that. Your enemies in the bright light have disadvantage on saving throws against any spell that deals fire or energy damage.

## **Nature Domain**

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The domain of nature is as varied as the natural world itself, from inscrutable dangers of the deep forest to friendly pleasantries associated with particular springs and groves. Preachers of the nature domain tend to exemplify this and will go to extremes to protect what they value.

#### Nature Domain REVO Abilities:

Preacher Level	REVO Ability
1	<b>Animal friendship, speak with animals</b>
3	<b>Barkskin, spike growth</b>
5	<b>Plat growth, wind wall</b>
7	<b>Dominate beast, grasping vine</b>
9	<b>Insect plague, tree stride</b>

#### Acolyte of Nature:

At 1st level, you learn one nano cantrip of your choice. You also gain proficiency in one of the follow skills of your choice: Animal Handling, Nature, or Survival.

#### Bonus Proficiency:

Also at 1st level, you gain proficiency with heavy armor.

#### Channel Divinity: Charm Animals and Plants:

Starting at 2nd level, you can use your Channel Divinity to charm animals and plants.

As an action, you present your holy symbol and invoke the name of your deity (if applicable). You send out a wave of energy that influences the minds and cellular structures of beast or plant creatures that can see you within 30 feet of you. They must make a Wisdom saving throw. If the creature fails its saving throw, it is charmed by you for 1 minute or until it takes damage. While it is

charmed by you, it is friendly to you and other creatures you designate.

#### Dampen Elements:

Starting at 6th level, when you or a creature within 30 feet of you takes acid, cold, fire, lightning, or thunder damage, you can use your reaction to grant resistance to the creature against that instance of the damage.

#### Divine Strike:

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

#### Master of Nature:

At 17th level, you gain the ability to command animals and plant creatures. While creatures are charmed by your Charm Animals and Plants feature, you can take a bonus action on your turn to verbally command what each of those creatures will do on its next turn.

## Tempest Domain

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Gods whose portfolios include the Tempest domain govern storms, sea, and sky. They include gods of lightning and thunder, gods of earthquakes, some fire gods, and certain gods of violence, physical strength, and courage. Tempest gods send their preachers to inspire fear in the common folk, either to keep those people on the path of righteousness or to encourage them to offer sacrifices of propitiation to ward off divine wrath.

For a preacher that does not follow a God in this way, the tempest domain preserves a very similar feel. Except the preacher is in charge of this own destiny, taking actions on their own accord, with similar goals in mind.

#### Tempest Domain AT Abilities:

Preacher Level	REVO Ability
1	<b>Fog cloud, thunderwave</b>
3	<b>Gust of wind, shatter</b>
5	<b>Call lightning, sleet storm</b>
7	<b>Control water, ice storm</b>
9	<b>Destructive wave, insect plague</b>

#### Bonus Proficiencies:

At 1st level, you gain proficiency with martial weapons and have armor.

#### Wrath of the Storm:

Also at 1st level, you can thunderously rebuke attackers. When a creature within 5 feet of you that you can see hits you with an attack, you can use your reaction to cause the creature to make a Dexterity saving throw. The creature takes 2d8 lightning or thunder damage (your choice) on a failed saving throw, and half as much damage on a successful one.

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

#### Channel Divinity: Destructive Wrath:

Starting at 2nd level, you can use your Channel Divinity to wield the power of the storm with unchecked ferocity.

When you roll lightning or thunder damage, you can use your Channel Divinity to deal maximum damage, instead of rolling.

#### Thunderbolt Strike:

At 6th level, when you deal lightning damage to a Large or smaller creature, you can also push it up to 10 feet from you.

#### Divine Strike:

At 8th level, you gain the ability to infuse your weapon strikes with cosmic energy. Once on each of your turns when you hit a creature with a

weapon attack, you can cause the attack to deal an extra 1d8 thunder damage to the target. When you reach 14<sup>th</sup> level, the extra damage increases to 2d8.

#### **Stormborn:**

At 17th level, you have a flying speed equal to your current walking speed whenever you are not underground or indoors.

## **Trickery Domain**

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Preachers of trickery are mischief-makers and instigators who stand as a constant challenge to the accepted order among both gods and mortals. They're patrons of thieves, scoundrels, gamblers, rebels, and liberators. These preachers are a disruptive force in the world, puncturing pride, mocking tyrants, stealing from the righteous, freeing captives, and flouting hollow traditions. They prefer subterfuge, pranks, deception, and theft rather than direct confrontation.

Trickery Domain AT Abilities:

Preacher Level	REVO Ability
1	<b>Charm person, disguise self</b>
3	<b>Mirror image, pass without trace</b>
5	<b>Blink, dispel magic</b>
7	<b>Dimension door, polymorph</b>
9	<b>Dominate person, modify memory</b>

#### **Blessing of the Trickster:**

Starting when you choose this domain at 1st level, you can use your action to touch a willing creature other than yourself to give it advantage on Dexterity (Stealth) checks. This blessing lasts for 1 hour or until you use this feature again.

#### **Channel Divinity: Invoke Duplicity:**

Starting at 2nd level, you can use your Channel Divinity to create an illusory duplicate of yourself.

As an action, you create a perfect illusion of yourself from molded light energy that lasts for 1

minute, or until you lose your concentration (as if you were concentrating on an REVO ability). The illusion appears in an unoccupied space that you can see within 30 feet of you. As a bonus action on your turn, you can move the illusion up to 30 feet to a space you can see, but it must remain within 120 feet of you.

For the duration, you can use REVO abilities as though you were in the illusion's space, but you must use your own senses. Additionally, when both you and your illusion are within 5 feet of a creature that can see the illusion, you have advantage on attack rolls against that creature, given how distracting the illusion is to the target.

#### **Channel Divinity: Cloak of Shadows:**

Starting at 6th level, you can use your Channel Divinity to bend light around your body and essentially vanish.

As an action, you become invisible until the end of your next turn. You become visible if you attack or use an REVO ability.

#### **Divine Strike:**

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

#### **Improved Duplicity:**

At 17th level, you can create up to four duplicates of yourself, instead of one, when you use Invoke Duplicity. As a bonus action on your turn, you can move any number of them up to 30 feet, to a maximum range of 120.

## **War Domain**

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War has many manifestations. It can make heroes of ordinary people. It can be desperate and horrific, with acts of cruelty and cowardice

eclipsing instances of excellence and courage. In either case, the gods of war watch over warriors and soldiers and reward them for their great deeds. The preachers of such a domain excel in battle, inspiring others to fight the good fight or offering acts of violence as prayers.

#### **War Domain AT Abilities:**

Preacher Level	REVO Ability
1	<b>Divine favor, shield of faith</b>
3	<b>Magic weapon, spiritual weapon</b>
5	<b>Crusader's mantle, spirit guardians</b>
7	<b>Freedom of movement, stoneskin</b>
9	<b>Flame strike, hold monster</b>

#### **Bonus Proficiencies:**

At 1st level, you gain proficiency with martial weapons and heavy armor.

#### **War Priest:**

From 1st level, you can call on extra spurts of energy while you are engaged in battle. When you use the Attack action, you can make one weapon attack as a bonus action.

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

#### **Channel Divinity: Guided Strike:**

Starting at 2nd level, you can use your Channel Divinity to strike with supernatural accuracy. When you make an attack roll, you can use your Channel Divinity to gain a +10 bonus to the roll. You make this choice after you see the roll, but before the DM says whether the attack hits or misses.

#### **Channel Divinity: War God's Blessing:**

At 6th level, when a creature within 30 feet of you makes an attack roll, you can use your reaction to grant that creature a +10 bonus to the roll, using your Channel Divinity. You make this choice

after you the roll, but before the DM says whether the attack hits or misses.

#### **Divine Strike:**

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

#### **Avatar of Battle:**

At 17th level, you gain resistance to bludgeoning, piercing, and slashing damage from non-REVO Enhanced weapons.

## **Final Thoughts on Preachers**

Preachers are not meant to be tied to a God if they don't wish to be. By virtue of the class originally being bases off a D&D 5E class that is solely based from Gods, it would be very hard to preserve anything about this class without there being a religious component. Besides, it could very well be an interesting character option if they fully believed a deity is responsible for their powers and not some sort of science. And who is to say they are wrong? Given the ambiguity of both the Flux and fringe science as a whole, no one really knows.

That being said, don't mark this class off your list just because it seems to have a heavy religious component. This class, like any other in Re-Evolution, is very adaptable and can be played in many different ways.

## NANO

Nanos are a special class of REVO that receive their incredible powers from billions of microscopic robots that live inside of their bodies. These robots go by many names but are most commonly referred to as "nano-bots" or "nanites." The nanites give their hosts incredible powers over other life forms, especially non-sentient machines, and non-intelligent biology such as organic plant life. Because of this, nanos often see themselves as one with both technology and nature; both figurative and literally. Their nanites can alter their very DNA to make them a physical part of the world around them.

**REVO Variant:** The mutation variant of the Nano class operates more like a living machine than a human with nanites in their bloodstream. Instead of host and nanite being separate entities sharing a body, the mutation variant takes the already close machine/biology interaction of the nano a step further. The cells of this variation of nano have gained the mutant ability to become mechanized. At any given time, this means the nano is neither biological nor non-biological, but somewhere in between. The nano can actively control how much of their body is living machinery and how much is regular tissue. The cells of this type of nano can still exit their body in order to produce external effects, but tend to avoid it, as this would mean the body is losing potentially important cells. Instead, this variant of nano operates somewhat more like an augment. They produce REVO abilities by morphing parts of their bodies into the various machines and pieces of technology they require.

**Human Variant:** The Human variant of the Nano class operates like a human whose body is filled with nearly undetectable machines that can freely enter or exit through the skin to produce certain effects. Nanites like this were originally invented for the medical field. They would be temporarily injected into a patient to perform surgeries or other operations inside the body then be

removed. Medical nanites are an example of programmed nanites. Unprogrammed nanites are unpredictable and tend to pervert the biology of whatever they come in contact to in strange and unpredictable ways. This variant of nano relies on programmed nanites that have been either purposely or accidentally locked onto the brain wave pattern of the host. This forms a symbiotic relationship. The nanites have the power to operate inside the host's cells, warping the functions of the body, and even the structure of the body itself. They also have the power to leave the body for long periods of time. They can travel great distances to seek out objects, communicate with other machines, produce atmospheric effects, or at high Ranks, tempt fate and alter reality.

## Creating a Nano

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When creating a nano, decide how you received your nanites. If the answer is you are a mutation variant, then skip to the next paragraph. If not, consider what choices lead to your symbiotic relationship with this powerful technology. Nanites are not handed out freely and unprogrammed nanites are extremely dangerous. Did you steal yours from a medical facility? If so, why would you do such a thing? Maybe you didn't want nanites, but something went wrong during a routine operation and the nanites that saved your life have now forever become a part of who you are. Or maybe you fell victim to unprogrammed nanites. In very rare cases, individuals unlucky enough to have their bodies infested by these parasitic nanites survive, and find a way to control the mechanical disease living inside of them. Or maybe your story is a little more mundane than that. Maybe an accident left you stranded and injured in a nanite infested forest, and the machines decided to save your life. Even the unprogrammed variety can sometimes form symbiotic relationships on their own accord.

If you are a mutation variant nano, then Re-Evolution gave you the power to be more machine

## THE NANO

Level	Proficiency Bonus	Cantrips Acquired	Stamina Points	Max REVO Ability Level
1st	+2	2	4	1
2nd	+2	2	6	1
3rd	+2	2	14	2
4th	+2	3	17	2
5th	+3	3	27	3
6th	+3	3	32	3
7th	+3	3	38	4
8th	+3	3	44	4
9th	+4	3	57	5
10th	+4	4	64	5
11th	+4	4	73	6
12th	+4	4	73	6
13th	+5	4	83	7
14th	+5	4	83	7
15th	+5	4	94	8
16th	+5	4	94	8
17th	+6	4	107	9
18th	+6	4	114	9
19th	+6	4	123	9
20th	+6	4	133	9

than man. How did you find out? What events lead up to your powers manifesting? Typically mutation variant nanos got this power because something in their biology triggered it. Were you particularly close to technology or nature before Re-Evolution? Did you spend your days plugged into video games 24/7 until your body became one with the digital world? Or were you the victim of a horrible accident, laying in a hospital on life support, until your mutations allowed you to manufacture new organs, and get back to your life?

As with any class, also give special thought as to why you joined the NRT. Many walks of life could have brought you here, so what exactly did it for you? Were you drawn to the prospect of helping others? To making your world a better place? Was this the next logical step up from your military or government career? Do you quest for the excitement and life of adventure inherent in this line of work? Maybe you're in it for the science,

you want to experience firsthand the effects of Re-Evolution, and you saw no better way to do that but to step up to the front lines. Or maybe you know the government will give you a gun and a license to kill any dirty REVO who can't be convinced to come quietly. Are you in it for the violence? The possibilities are endless.

### Class Features

As a nano, you gain the following class features.

#### Hit Points:

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

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

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

#### Proficiencies:

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

**Weapons:** Simple melee weapons, hunting knives

**Tools:** Herbalism kit, interfacing tools

**Saving Throws:** Interfacing, Wisdom

**Skills:** Choose two from Vehicle Handling, Insight, Medicine, Nature, Perception, Programming, and Survival.

#### **Equipment:**

- (a) A shield or (b) any simple weapon
- (a) A hunting knife or (b) and simple melee weapon
- Civilian ballistic fiber clothing, and a NRT Agent pack

## Nanotonic

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You know an additional "language" called Nanotonic which is actually an auditory code created by your nanites altering your vocal cords, and deciphered by your nanites altering your ears and eyes. You can speak this language and use it to leave hidden messages. Only others who are nanos or have a device capable of deciphering the code can spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without a REVO ability.

## REVO Abilities

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Nanos use their nanites as an extension of themselves when using REVO abilities. Nearly always this is either in the form of A) altering the chemistry, function, arrangement, or shape of the nano's own cells and cell structure or B) using their nanites to communicate to other machines/the cells of biological beings.

#### **Cantrips:**

At 1st level, you have two cantrips of your choice from the nano REVO ability list. You learn additional nano cantrips of your choice at higher levels, as show in the Cantrips Acquired column of the nano table.

#### **Preparing and Using AT Abilities:**

The nano table shows how much stamina you have to use your REVO abilities of 1st level and higher. To use one of these nano REVO abilities, you must expend stamina equal to the cost associated with the REVO ability's level. You regain all expended stamina with you finish a long rest.

You prepare the list of nano REVO abilities that are available for you to use, choosing from the nano REVO ability list. When you do so, choose a number of nano REVO abilities equal to your Wisdom modifier + your nano level (minimum of 1). The REVO abilities must be of a level for which you are allowed to select, as shown in the table.

You can change your list of prepared REVO abilities when you finish a long rest.

#### **"Spellcasting" Ability:**

Wisdom is your "Spellcasting" ability for your nano REVO abilities. In other words, your nano spells. You use your Wisdom whenever a REVO ability refers to your "spellcasting ability". In addition, you use your Wisdom modifier when setting the saving throw DC for a nano REVO ability you use, and when making an attack roll with one.

**Spell save DC:**  $8 + \text{your proficiency bonus} + \text{your Wisdom modifier}$

**Spell attack modifier:** Your proficiency bonus + your Wisdom modifier

#### **Ritual AT:**

You can use a nano REVO ability as a ritual if that REVO ability has the ritual tag and you have the REVO ability prepared.

#### **Wild Shape:**

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Starting at 2nd level, you can use your action to have your nanites rebuild your cellular structure and assume the shape of a beast that you have seen before. This creature can either appear biological and normal, or mechanical and robotic (or somewhere in between), depending on your variant. You can use this feature twice. You regain

expended uses when you finish a short or long rest.

Your nano level determines the beasts you can transform into, as shown in the Beast Shapes table. At 2nd level, for example, you can transform into any beast that has no flying nor swimming and a challenge rating of 1/4 at maximum.

**Beast Shapes:**

Level	Max CR	Limitations	Example
2	1/4	No flying or swimming speed	Wolf
4	1/2	No flying speed	Crocodile
8	1	None	Eagle

You can stay in a beast shape for a number of hours equal to half of your nano level (rounded down). You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

While you are transformed, the following rules apply:

- You game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, Interfacing, and Charisma scores (note: this does NOT mean you will necessarily be able to accomplish interfacing tasks as an animal). You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them.

- When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 5 hit point left, you revert and take 5 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.
- You can't use REVO abilities, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on an REVO ability you've already used, however, or prevent you from taking actions that are part of a REVO ability, such as call lightning, that you've already used.
- You retain the benefit of any features from your class, species, or other source, and can use them if the new form is physically capable of doing so (DM discretion). However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense.
- You choose whether your equipment falls to the ground in your space, merges into your new form via nanite absorption, or is worn by your new form. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with your new body. Equipment that merges with you has no effect until you

- leave the form (note: the contoured body shield is designed to cover a humanoid figure only)
- and will not work for any creature).

## Nano Circle

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At 2nd level, you choose to identify with a circle of nanos: the Circle of the Land or the Circle of the Moon, both detailed at the end of the class description. Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

## Ability Score Improvement

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

## Machine Interface

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Starting at 4th level, you can communicate with machines in ways non-nanite enhanced life is incapable of. You can touch any computer or device running on electricity and speak with it inside of your mind as long as you maintain physical contact. Depending on the sophistication of the system, this communication will take on various forms. If you are attempting to speak to a combustion engine or other simple machine that uses electricity, you will be able to gather little more than information on its status or current functions. However, if you attempt to interface with a powerful computer or AI, you will be able to have full conversations even if that AI does not usually have conversation abilities.

## Nanite Infested Soil

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When you are in an area where the area (whether it be soil or machinery) is infested with nanites, your connection to your surroundings is

strengthened tenfold. You feel even more an ingrained part of the world around you, and you are empowered by it. Any time you are in an area where nanites have infested your surroundings, you receive the following benefits.

- You cannot get lost, except by means of a REVO ability
- You have advantage on Wisdom (Perception) checks for finding things you are looking for in the wild
- You have advantage on Intelligence (investigation) checks when investigating things directly connected the nanite infested surroundings.
- You have advantage on Interfacing (programming) checks when attempting to interface with digital systems connected to the infested nanites.
- You require half as much sleep as you normally would. If you are species GAMMA, you only require sleep every other night and are still fully rested for as long as you are in the nanite infested area
- You can use the communication aspects, not the animation nor control aspects, of the speak with plants REVO ability at will without expending a fuel cell even if you do not normally have access to this REVO ability.
- You can stay in an animal form due to Wild Shape for twice your normal expected duration.
- You have advantage on Constitution checks and Constitution saving throws.

## Timeless Body

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Starting at 18th level, the nanites in your body cause you to age more slowly. For every 10 years that pass, your body ages only 1 year.

## Beast Abilities

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Beginning at 18th level, you can use many of your nano REVO abilities in any shape you assume using Wild Shape.

## Alpha Nano

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At 20th level, you can use your Wild Shape an unlimited number of times.

## Nano Circles

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Though their organization is invisible to most outsiders, nanos are part of a society that spans the land, ignoring political and regional borders. All nanos are nominally members of this society, to one extent or the other, as they are connected by a bond that runs as deep as the cellular level. Nanos recognize each other as brothers and sisters. Like creatures of the wilderness however, nanos sometime compete with or even prey on each other.

At a local scale, nanos are organized into circles that share certain perspectives on technology, nature, and the way of the nanite.

## Circle of the Land

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The Circle of the Land is made up of nanos who are most comfortable in society. These nanos tend to be more settled in one place rather than travelers. They live in cities, have jobs to support themselves, and reside in one place. Yet this is most usually just a jumping off point. They often take long breaks off of work to go adventuring or further their personal quests. These nanos are the most likely to take up a political cause or start a movement, and spearhead their efforts toward one united aspiration. These nanos also often are the ones on the front line of nano-bot science. Both to improve their own abilities, but also to increase the potential of life everywhere through the use of nanite technology.

### Bonus Cantrip:

When you choose this circle at 2nd level, you acquire one additional cantrip of your choice.

### Natural Recovery:

Starting at 2nd level, you can regain some of your stamina by sitting in meditation and communing with either technology or nature. During a short rest, you choose expended stamina to recover. The stamina can have a combined value that is equal to or less than half your nano level (rounded up). You can't use this feature again until you finish a long rest.

For example, when you are a 4th level nano, you can recover up to two stamina. At 15th level you can recover up to 8.

When you are in an area with nanite infested soil, your recoverable stamina can have a combined level that is equal to or less than half your nano level (rounded up) + 1.

### Circle AT Abilities:

Your research into nanite technology has allowed you to unlock special REVO abilities hidden within you. These abilities are connected to the type of environment where you became a nano. Choose that environment—arctic, coastal, desert, forest, grassland, mountain, swamp, or urban—and consult the associated list of REVO abilities at the end of this circle description.

Once you gain access to a circle REVO ability, you always have it prepared, and it doesn't count against the number of REVO abilities you can prepare each day. If you gain access to a REVO ability that doesn't appear on the nano REVO ability list, the REVO ability is nonetheless a nano REVO ability for you.

### Land's Stride:

Starting at 6th level, moving through non REVO enhanced difficult terrain costs you no extra movement. You can also pass through non REVO Enhanced plants without being slowed by them

and without taking damage from them is they have thorns, spines, or a similar hazard.

In addition, you have advantage on saving throws against plants that are REVO created or manipulated to impede movement, such as those created by the entangle REVO ability.

#### **Nature's Ward:**

When you reach 10th level, you can't be charmed or frightened by robots or elementals, and you are immune to poison and disease.

#### **Nature's Sanctuary:**

When you reach 14th level, creatures of the natural world sense your connection to nature and become hesitant to attack you. Additionally, automated systems of all kinds have trouble differentiating you from a machine given your high density population of nanites. When a beast, plant, or mechanical creature attacks you, the creature must make a Wisdom saving throw against your nano spell save DC. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours.

The creature is aware of this effect before it makes its attack against you.

#### **Circle REVO Ability Lists:**

#### **Arctic**

<b>Nano Level</b>	<b>Circle REVO abilities</b>
<b>3</b>	<b>Hold person, spike growth</b>
<b>5</b>	<b>Sleet storm, slow</b>
<b>7</b>	<b>Freedom of movement, ice storm</b>
<b>9</b>	<b>Commune with nature, cone of cold</b>

#### **Coastal**

<b>Nano Level</b>	<b>Circle REVO abilities</b>
<b>3</b>	<b>Mirror image, misty step</b>
<b>5</b>	<b>Water breathing, water walk</b>

<b>7</b>	<b>Control water, freedom of movement</b>
<b>9</b>	<b>Conjure elemental, scrying</b>

#### **Desert**

<b>Nano Level</b>	<b>Circle REVO abilities</b>
<b>3</b>	<b>Blur, silence</b>
<b>5</b>	<b>Create food and water, protection from energy</b>
<b>7</b>	<b>Blight, hallucinatory terrain</b>
<b>9</b>	<b>Insect plague, wall of stone</b>

#### **Forest**

<b>Nano Level</b>	<b>Circle REVO abilities</b>
<b>3</b>	<b>Barkskin, spider climb</b>
<b>5</b>	<b>Call lightning, plant growth</b>
<b>7</b>	<b>Divination, freedom of movement</b>
<b>9</b>	<b>Commune with nature, tree slide</b>

#### **Grassland**

<b>Nano Level</b>	<b>Circle REVO abilities</b>
<b>3</b>	<b>Invisibility, pass without trace</b>
<b>5</b>	<b>Daylight, haste</b>
<b>7</b>	<b>Divination, freedom of movement</b>
<b>9</b>	<b>Dream, insect plague</b>

#### **Mountain**

<b>Nano Level</b>	<b>Circle REVO abilities</b>
<b>3</b>	<b>Spider climb, spike growth</b>
<b>5</b>	<b>Lightning bolt, meld into stone</b>
<b>7</b>	<b>Stone shape, stoneskin</b>
<b>9</b>	<b>Passwall, wall of stone</b>

#### **Swamp**

<b>Nano Level</b>	<b>Circle REVO abilities</b>
<b>3</b>	<b>Darkness, Meld's acid arrow</b>
<b>5</b>	<b>Water walk, stinking cloud</b>

7	<b>Freedom of movement, locate creature</b>
9	<b>Insect plague, scrying</b>

## Urban

Nano Level	Circle REVO abilities
3	<b>Spider climb, web</b>
5	<b>Gaseous form, stinking cloud</b>
7	<b>Greater invisibility, stone shape</b>
9	<b>Cloudkill, insect plague</b>

## Circle of the Wanderer

Nanos of the Circle of the Wanderers are truly connected to their wild side. They are fierce heroes that rarely have a home in any one place. These nanos travel the world, taking adventure wherever they can find it.

Changeable as the technology that runs through their veins, a nano of this circle might prowl as a great wolf one night, soar over the high-rises as an eagle the next day, and crash through the streets in bear form the following afternoon. The wild is in the nano's blood.

### Combat Wild Shape:

When you choose this circle at 2nd level, you gain the ability to use Wild Shape on your turn as a bonus action, rather than as an action.

Additionally, while you are transformed by Wild Shape, you can use a bonus action to regain hit points equal to 1d8 times the level of REVO ability cost you expend in stamina.

### Circle Forms:

The instinctual connection you have to animals as part of this circle grants you the ability to transform into more varied animal forms. Starting at 2nd level, you can use your Wild Shape to transform into a beast with a challenge rating as high as 1 (you ignore the Max CR column of the

Beast Shapes table, but must abide by the other limitations there).

Starting at 6th level, you can transform into a beast with a challenge rating as high as your nano level divided by 3, rounded down.

### Primal Strike:

Starting at 6th level, your attacks in beast form count as REVO enhanced for the purpose of overcoming resistance and immunity to non-REVO enhanced attacks and damage.

### Elemental Wild Shape:

At 10th level, you can expend two uses of Wild Shape at the same time to transform your body into one of the four key elements: water, earth, fire, or air. While in this form, you take on any shape or appearance you want although you cannot exceed the limitations of the chosen element (air cannot maintain hard corners or precise shapes, earth cannot be flowing or free form nor can it slide through small spaces, fire cannot cease to produce light, etc.). You also cannot vastly change your size. The definition of "vastly" will depend on your character, situation, and DM discretion. You might be asked to roll a check to see if your nanites can successfully increase or decrease the size of your cellular structure to accomplish this.

While in this form, not only are you composed/covered in your chosen element but you are considered to be an elemental creature as detailed in the D&D 5E Player's Handbook. You will adopt that creature's stats as you would with typical Wild Shape.

### Thousand Forms:

By 14th level, you have learned to use technology to alter your physical form in more subtle ways. You can use the alter self REVO ability at will.

### Infinite Energy:

By 16th level, you and your nanites have become so comfortable in animal form that you can stay in an animal form (not an elemental form) for an infinite amount of time as long as you are in an area with nanite-infested soil.

## Final Thoughts on Nanos

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As with the preacher class, nanos have a strong connection to a theme which does not have to be strictly adhered to in Re-Evolution. Your character's connection to nature is not required if you play this class. Your character can be completely based on a connection to technology instead, and still receive all the benefits associated with being a nano. This comes back to the idea that everything written in a class description should be taken lightly. Nothing about this class should restrict your character to acting a particular way. Don't be afraid to color outside of the lines.

## FIGHTER

Whether you are a soldier on the front lines of war, a police officer on the beat, a trained athlete in the ring, or simply a bare-knuckle brawler, vigilante, or a grunt of the NRT, you are a fighter.

Fighters are skilled combat professionals that can come from all walks of life and be found in all sorts of situations. Typically, they are regular people without any sort of mutation or technology upgrades. Despite this, they learn to harness the spirit of the warrior in order to survive in a world where their foes could be anything from a shape shifters, to robotic assailants, to body thieves.

That isn't to say all fighters were un-touched by Re-Evolution. Many draw extra power from mutations that make them stronger, faster, and more ruthless. A small group of fighters even take their bodies one step further and receive augmentations/mutations that allow them partial abilities similar to the augment class.

Regardless of the level of mutation, fighters are always a potent threat when they are against you, and a powerful ally when they're on your side. A nano is powerful, sure, but fighters cannot be underestimated. Less it be your last mistake.

### Creating a Fighter

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As you build your fighter, think about two related elements of your character's background: Where did you get the combat training, and what set you apart from the mundane warriors around you? Were you particularly ruthless? Did you get extra help from a mentor, perhaps because of your exceptional dedication? What drove you to this training in the first place? Was it your life long career goal? Or did you join the military fresh out of high school because you didn't have a life long career goal? Did something happen that made you decide you needed to be able to protect yourself and the ones you loved? Maybe you're on a quest for revenge. Someone who wronged you in your past is still at large, and it's your responsibility to

change that. Or maybe you're just a person with a keen mind who decided they could change the world.

You might have enjoyed formal training as a soldier or law enforcement officer. Perhaps you trained in a war academy, learning strategy, tactics, and military history of not just your home country but the rest of the world as well. Or you might be self-taught – unpolished but well tested. Did you take up the sword and gun as a way to escape the limits of life on a farm, or are you following a proud family tradition? Where did you acquire your weapons and armor? They might have been military issue or family heirlooms, or perhaps you scrimped and saved for years to buy them.

Keep in mind, in this class, it might be a completely legitimate option to say your training as a fighter started the day you joined the NRT. Ask your DM if your campaign of Re-Evolution is starting with player characters already past Rank 1. If so, it would make complete sense to be the veteran of dozens of missions with the organization before the start of the campaign. Or maybe you were there in the first days of the taskforce when they had the nasty job of regaining peace immediately after Re-Evolution.

As with any class, also give special thought as to why you joined the NRT. Many walks of life could have brought you here, so what exactly did it for you? Were you drawn to the prospect of helping others? To making your world a better place? Was this the next logical step up from your military or government career? Do you quest for the excitement and life of adventure inherent in this line of work? Maybe you're in it for the science, you want to experience firsthand the effects of Re-Evolution, and you saw no better way to do that but to step up to the front lines. Or maybe you know the government will give you a gun and a license to kill any dirty REVO who can't be convinced to come quietly. Are you in it for the violence? The possibilities are endless.

## THE FIGHTER

Level	Proficiency Bonus
1st	+2
2nd	+2
3rd	+2
4th	+2
5th	+3
6th	+3
7th	+3
8th	+3
9th	+4
10th	+4
11th	+4
12th	+4
13th	+5
14th	+5
15th	+5
16th	+5
17th	+6
18th	+6
19th	+6
20th	+6

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

### Equipment:

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

- (a) Full Body Plates armor or (b) Civilian Ballistic Fiber clothing, compound bow, and 20 arrows
- (a) a martial weapon and a shield or (b) two martial weapons
- (a) a small caliber pistol and 20 bullets or (b) two hatchets
- A NRT Agent pack

### Fighting Style

You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

#### Sniper:

You gain a +2 bonus to attack rolls you make with ranged weapons.

#### Defense:

While you are wearing armor, you gain a +1 bonus to AC.

#### Dueling:

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with the weapon.

#### Great Weapon Fighting:

When you roll a 1 or a 2 on a damage die for an attack you make with a weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

## Class Features

As a fighter, you 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 6) + your Constitution modifier per fighter level after 1st

### Proficiencies:

**Armor:** All armor, shields

**Weapons:** Simple weapons, martial weapons

**Tools:** None

**Saving Throws:** Strength, Constitution

### **Protection:**

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

### **Two-Weapon Fighting:**

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

## **Second Wind**

---

You have a limited well of energy that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to  $1d10 + \text{your fighter level}$ .

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

## **Action Surge**

---

Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action.

Once you use this feature, you must finish a short or long rest before you can use it again. Starting at 17th level, you can use it twice before a rest, but only once on the same turn.

## **Martial Archetype**

---

At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques. Choose Champion, Tactic Master, or Super Soldier, all detailed at the end of the class description. The archetype you choose grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

## **Ability Score Improvement**

---

When you reach 4th level, and again at 6th, 8th, 12th, 14th, 16th, and 19th level, you can increase on

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

## **Extra Attack**

---

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

The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

## **Indomitable**

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Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.

You can use this feature twice between long rests starting at 13th level and three times between longs rests starting at 17th level.

## **Martial Archetypes**

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Different fighters choose different approaches to perfecting their fighting prowess. The martial archetype you choose to emulate reflects your approach.

### **Champion**

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The Champion archetype focuses on the development of raw, physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

#### **Improved Critical:**

Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

#### **Remarkable Athlete:**

Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus.

In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to your Strength modifier.

#### **Additional Fighting Style:**

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

#### **Superior Critical:**

Starting at 15th level, your weapon attacks score a critical hit on a roll of 18-20.

#### **Survivor:**

At 18th level, you attain the pinnacle of resilience in battle. At the start of each of your turns, you regain hit points equal to  $5 + \text{your constitution modifier}$  if you have no more than half of your hit points left. You don't gain this benefit if you have 0 hit points.

## **Tactic Master**

---

Those who emulate the Tactic Master archetype employ martial techniques passed down through generations. To a Tactic Master, combat is an academic field, sometimes including subjects beyond battle such as weapon crafting and literature. Not every fighter absorbs the lessons of history, theory, and artistry that are reflected in the Tactic Master archetype, but those who do are well-rounded fighters of great skill and knowledge.

#### **Combat Superiority:**

When you choose this archetype at 3rd level, you learn maneuvers that are fueled by special dice called superiority dice.

**Maneuvers:** You learn three maneuvers of your choice, which are detailed under "Maneuvers" below. Many maneuvers enhance an attack in

some way. You can use only one maneuver per attack.

You learn two additional maneuvers of your choice at 7th, 10th, and 15th level. Each time you learn new maneuvers, you can also replace one maneuver you know with a different one.

**Superiority Dice:** You have four superiority dice, which are d8's. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest.

You gain another superiority die at 7th level and one more at 15th level.

**Saving Throws:** Some of your maneuvers require your target to make a saving throw to resist the maneuver's effects. The saving throw DC is calculated as follows:  $8 + \text{your proficiency bonus} + \text{your Strength or Dexterity modifier (your choice)}$ .

#### **Student of War:**

At 3rd level, you gain proficiency with one type of artisan's tools of your choice.

#### **Know Your Enemy:**

Starting at 7th level, if you spend at least 1 minute observing or interacting with another creature outside of combat, you can learn certain information about its capabilities compared to your own. The DM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice:

- Strength score
- Dexterity score
- Armor Class
- Current hit points
- Total class levels (if any)
- Fighter class levels (if any)

#### **Improved Combat Superiority:**

At 10th level, your superiority dice turn into d10's. At 18th level, they turn into d12's.

#### **Relentless:**

Starting at 15th level, when you roll initiative and have no superiority dice remaining, you gain 1 superiority die.

#### **Maneuvers:**

The maneuvers are presented in alphabetical order.

**Commander's Strike:** When you take the Attack action on your turn, you can forgo one of your attacks and use a bonus action to direct one of your companions to strike. When you do so, choose a friendly creature who can see or hear you and expend one superiority die. That creature can immediately use its reaction to make one weapon attack, adding the superiority die to the attack's damage roll.

**Disarming Attack:** When you hit a creature with a weapon attack, you can expend one superiority die to attempt to disarm the target, forcing it to drop one item of your choice that it's holding. You add the superiority die to the attack's damage roll, and the target must make a Strength saving throw. On a failed save, it drops the object you choose. The object lands at its feet.

**Distracting Strike:** When you hit a creature with a weapon attack, you can expend one superiority die to distract the creature, giving your allies and opening. You add the superiority die to the attack's damage roll. The next attack roll against the target by an attacker other than you has advantage if the attack is made before the start of your next turn.

**Evasive Footwork:** When you move, you can expend one superiority die, rolling the die and adding the number rolled to your AC until you stop moving.

**Feinting Attack:** You can expend one superiority die and use a bonus action on your turn to feint, choosing one creature within 5 feet of you are

your target. You have advantage on your next attack roll against that creature. If that attack hits, add the superiority die to the attack's damage roll.

**Goadng Attack:** When you hit a creature with a weapon attack, you can expend one superiority die to attempt to goad the target into attacking you. You add the superiority die to the attack's damage roll, and target must make a Wisdom saving throw. On a failed save, the target has disadvantage on all attack rolls against targets other than you until the end of your next turn.

**Lunging Attack:** When you make a melee weapon attack on your turn, you can expend one superiority die to increase your reach for that attack by 5 feet. If you hit, you add the superiority die to the attack's damage roll.

**Maneuvering Attack:** When you hit a creature with a weapon attack, you can expend one superiority die to maneuver one of your comrades into a move advantageous position. You add the superiority die to the attack's damage roll, and you choose a friendly creature who can see or hear you. That creature can use its reaction to move up to half its speed without provoking opportunity attacks from the target or your attack.

**Menacing Attack:** When you hit a creature with a weapon attack, you can expend one superiority die to attempt to frighten the target. You add the superiority die to the attack's damage roll, and the target must make a Wisdom saving throw. On a failed save, it is frightened of you until the end of your next turn.

**Parry:** When another creature damages you with a weapon attack, you can use your reaction and expend one superiority die to reduce the damage by the number you roll on your superiority die + your Dexterity modifier.

**Precision Attack:** When you make a weapon attack roll against a creature, you can expend one superiority die to add it to the roll. You can use this maneuver before or after making the attack roll, but before any effects of the attack are applied.

**Pushing Attack:** When you hit a creature with a weapon attack, you can expend one superiority die to attempt to drive the target back. You add the superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you push the target up to 15 feet away from you.

**Riposte:** When a creature misses you with a melee attack, you can use your reaction and expend one superiority die to make a melee weapon attack against the creature. If you hit, you add the superiority die to the attack's damage roll.

**Sweeping Attack:** When you hit a creature with a weapon attack, you can expend one superiority die to attempt to damage another creature with the same attack. Choose another creature within 5 of the original target and within your reach if using a melee weapon (if using a single shot firearm, the targets must be lined up along the path your bullet travels). If the original attack roll would hit the second creature, it takes damage equal to the number you roll on your superiority die. The damage is of the same type dealt by the original attack.

**Trip Attack:** When you hit a creature with a weapon attack, you can expend one superiority die to attempt to knock the target down. You add the superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you knock the target prone.

## Super Solider

Fighters of this archetype either have mutated enhancements gifted from Re-Evolution or mechanical augmentations similar to those of the augment class, but not to the same extent. This is in an attempt to supplement their existing abilities specializing primarily in enhanced offence and defense.

### REVO Abilities:

#### THE SUPER SOLDIER

Level	Cantrips Acquired	REVO Abilities Acquired	Stamina Points	Max REVO Ability Level
3rd	2	3	4	1
4th	2	4	4	1
5th	2	4	6	1
6th	2	4	6	1
7th	2	5	6	1
8th	2	6	14	2
9th	2	6	14	2
10th	3	7	14	2
11th	3	8	17	2
12th	3	8	17	2
13th	3	9	17	2
14th	3	10	27	3
15th	3	10	27	3
16th	3	11	27	3
17th	3	11	32	3
18th	3	11	32	3
19th	3	12	32	3
20th	3	13	38	4

When you reach 3rd level, you gain the ability to use REVO abilities. For these, see the Augment REVO ability list.

**Cantrips:** You learn two cantrips of your choice from the Augment REVO ability list. You learn another Augment cantrip of your choice at 10th level.

**Stamina:** The Super Solider REVO table shows how much stamina you have to use your REVO abilities of 1st level and higher. To use one of these REVO abilities, you must expend stamina equal to the cost associated with the ability's level. You regain all expended stamina when you finish a long rest.

**REVO Abilities Acquired of 1st-Level and Higher:** You have three 1st-level Augment REVO abilities of your choice, two of which you must choose from the abjuration and evocation REVO abilities on the Augment REVO ability list.

The REVO abilities acquired column of the Super Soldier REVO table shows when you learn more Augment REVO abilities of 1st level or higher. Each of these REVO abilities must be an abjuration or evocation REVO ability of your choice, and must be

of a level for which you are allowed to select, as shown on the table.

The REVO abilities you learn at 8th, 14th, and 20th, level can come from any school of REVO abilities.

Whenever you gain a level in this class, you can replace one of the Augment REVO abilities you have with another REVO ability of your choice from the Augment REVO ability list. The new REVO ability must be of a level for which you are allowed to select, and it must be an abjuration or evocation REVO ability, unless you're replacing the REVO ability you gained at 8th, 14th, or 20th level.

**"Spellcasting" Ability:** Intelligence is your "Spellcasting" ability for your Augment REVO abilities. You use your Intelligence whenever a REVO ability refers to your "spellcasting ability". In addition, you use your Intelligence modifier when setting the saving throw DC for an Augment REVO ability you use and when making an attack roll with one.

**Spell save DC:**  $8 + \text{your proficiency bonus} + \text{your Intelligence modifier}$

**Spell attack modifier:** Your proficiency bonus + your Intelligence modifier

#### **Weapon Bond:**

At 3rd level, you learn to enhance one weapon with a REVO ability and thus sync that weapon with the mutation/technology in your body. This process takes 1 hour, which can be done during a short rest. The weapon must be within your reach throughout the duration, at the conclusion of which you touch the weapon and finish the sync.

Once you have bonded a weapon to yourself in this way, you can't be disarmed of that weapon unless you are incapacitated. If it is in the same dimension, you can summon that weapon as a bonus action on your turn, causing it to teleport instantly to your hand.

You can have up to two synced weapons, but you can summon only one at a time with your bonus

action. If you attempt to sync a third weapon, you must break the connection with one of the other two.

#### **War Mutations:**

Beginning at 7th level, when you use your action to use a cantrip, you can make one weapon attack as a bonus action.

#### **Enhanced Strike:**

At 10th level, you learn how to make your weapon strikes undercut a creature's resistance to REVO abilities. When you hit a creature with a weapon attack, that creature then has disadvantage on the next saving throw it makes against a REVO ability you use before the end of your next turn.

#### **Arcane Charge:**

At 15th level, you gain the ability to teleport up to 30 feet to an unoccupied space you can see when you use your Action Surge. You can teleport before or after the additional action.

#### **Improved War Mutations:**

Starting at 18th level, when you use your action to use a REVO ability, you can make one weapon attack as a bonus action.

## **Final Thoughts on Fighters**

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It is worth noting here again that whenever a class has mechanical implants, augments, or mutations as referenced to as similar to the augment class, these augmentations can take any appearance you want.

Rogues of the Arcane Trickster subclass may wish to keep their augments/mutations slight and hidden under skin so as to not draw attention. However, a fighter may wish to have a hulking robot arm that is so large they have to remove one sleeve from every shirt or jacket they wear just to make it fit. Finally, true augments typically like a balance. Their enhancements tend to mimic the size and shape of the human body and look

perfectly natural when covered up with clothing, but are obviously abnormal in nature when they decide to show off. (Note: Your character cannot choose the way their mutations appear, such is the case of a mutation. But you, the player, can choose for them. Augmentations do, however, come in many shapes and sizes and the character is free to decide for themselves if they take that route.)

There is no gameplay difference between any of these options and any class with REVO abilities can make their augmentations/mutations look however they wish, it is simply character development. It is only important given how other people in the world will see you.

## MONK

In the world of Re-Evolution, the monk may seem like an outdated concept. Monks of old were skilled fighters who were typically raised and trained in a monetary where they learned to harness ancient energies both ambient in the world, and flowing through their own bodies. They were disciplined members of holy brotherhoods where wisdom and balance came before all else.

In many ways, modern monks are very similar. The modern monk, however, has been forced to embrace society as a whole. No longer do the majority of monks grow up in a monastery. They live their lives as seemingly normal people while also training in the ways of ancient fighting techniques and martial arts. Monks may appear small, but they have an understanding of fighting that normal people can simply not comprehend. To them, it truly is an art. Guided by the flow of spiritual energy known as Chi, monks are valiant opponents and occasionally deadly REVOs.

**REVO Variant:** Monks of the REVO variant typically do not have the reality warping powers of other REVOs. Instead, their mutations simply allow them to move faster, hit harder, heal quicker, and be more at one with their Chi. This, in turn, leads to all of the incredible things monks can do.

**Human Variant:** Monks of the Human variant supplement their natural skill with either dermal or sub-dermal networks of augmentation very similar in the way the preacher class does. However, the augmentations of monks tend to focus on bending the flow of spiritual energy inside of their body, rather than the flow of cosmic energy in the universe. The appearance of these augmentations can cross the same wide range of appearances as the preacher class: from completely invisible, to a second skin of shiny metal wires and circuits, to body covering tattoos that indicate something about the character's personality and past.

## Creating a Monk

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When creating your monk character, think about your connection to the place, person, or situation that allowed you to learn your skills. Fighting for you isn't just a hobby or cautionary skill, its an art form and a way of life. Even if you weren't raised in a monastery, you likely trained in the modern day equivalent of one. You very well might have still had a master and were required to go through every bit of the rigorous spiritual discipline required by monks of the past.

Or you could take a more modern approach. Maybe your master was your drill sergeant. Did you show promise during basic training and get promoted to a special unit where you received enhanced combat instruction? The same could feasibly happen in many careers, military or not. The only true requirements of being a monk is your dedication to perfecting your art. Whether you are trying to protect the world, destroy it, or just make it a better place, being a monk is more than the religion it once was.

As with any class, also give special thought as to why you joined the NRT. Many walks of life could have brought you here, so what exactly did it for you? Were you drawn to the prospect of helping others? To making your world a better place? Was this the next logical step up from your military or government career? Do you quest for the excitement and life of adventure inherent in this line of work? Maybe you're in it for the science, you want to experience firsthand the effects of Re-Evolution, and you saw no better way to do that but to step up to the front lines. Or maybe you know the government will give you a gun and a license to kill any dirty REVO who can't be convinced to come quietly. Are you in it for the violence? The possibilities are endless.

## Class Features

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As a monk, you gain the following class features:

### Hit Points:

## THE MONK

Level	Proficiency Bonus	Martial Arts	Chi Points	Unarmored Movement
1st	+2	1d4	-	-
2nd	+2	1d4	2	+10 ft
3rd	+2	1d4	3	+10 ft
4th	+2	1d4	4	+10 ft
5th	+3	1d6	5	+10 ft
6th	+3	1d6	6	+15 ft
7th	+3	1d6	7	+15 ft
8th	+3	1d6	8	+15 ft
9th	+4	1d6	9	+15 ft
10th	+4	1d6	10	+20 ft
11th	+4	1d8	11	+20 ft
12th	+4	1d8	12	+20 ft
13th	+5	1d8	13	+20 ft
14th	+5	1d8	14	+25 ft
15th	+5	1d8	15	+25 ft
16th	+5	1d8	16	+25 ft
17th	+6	1d10	17	+25 ft
18th	+6	1d10	18	+30 ft
19th	+6	1d10	19	+30 ft
20th	+6	1d10	20	+30 ft

**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 skills from Acrobatics, Athletics, History, Insight, Religion, and Stealth

### Equipment:

You start with the following equipment:

- (a) a shortsword or (b) any simple weapon
- A NRT Agent Pack

## Unarmored Defense

Beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

## Martial Arts

At 1st level, your practice of martial arts gives you mastery of combat styles that use unarmed strikes and monk weapons, which are shortswords and any simple melee weapon.

You gain the following benefits while you are unarmed or wielding only monk weapons and you aren't wearing armor or wielding a shield.

- You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and monk weapons.
- You can roll a d4 in place of the normal damage of your unarmed strike or monk weapon. This die changes as you gain monk levels, as shown in the Martial Arts column of the Monk table.
- When you use the Attack action with an unarmed strike or a monk weapon on your turn, you can make one unarmed strike as a bonus action. For example, if you take the Attack action and attack with a quarter-staff, you can also make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn.

Certain monks use specialized forms of the monk weapons. For example, you might use a club that is two lengths of wood connected by a short chain (called a nunchaku) or sickle with a shorter, straighter blade (called a kama). Whatever name you use for a monk weapon, you can use the game statistics provided for the weapon as per usual.

## Chi

Starting at 2nd level, your training allows you to harness the mystic energy of Chi. Your access to this energy is represented by a number of Chi points. Your monk level determines the number of points you have, as shown in the Chi Points column of the Monk table.

You can spend these points to fuel various Chi features. You start knowing three such features: Flurry of Blows, Patient Defense, and Step of the Wind. You learn more Chi features as you gain levels in this class.

When you spend a Chi point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended Chi back into yourself. You must spend at least 30 minutes of the rest meditating to regain your Chi points.

Some of your Chi features require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows:

**Chi Save DC:** 8 + your proficiency bonus + your Wisdom modifier

#### **Flurry of Blows:**

Immediately after you take the Attack action on your turn, you can spend 1 Chi point to make two unarmed strikes as a bonus action.

#### **Patient Defense:**

You can spend 1 Chi point to take the Dodge action as a bonus action on your turn.

#### **Step of the Wind:**

You can spend 1 Chi point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

### **Unarmored Movement**

---

Starting at 2nd level, your speed increases by 10 feet while you are not wearing armor or wielding a shield. This bonus increases when you reach certain monk levels, as shown in the Monk table.

At 9th level, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the move.

### **Monastic Tradition**

---

When you reach 3rd level, you commit yourself to a monastic tradition: the Way of the Open Hand,

the Way of Shadow, or the Way of the Four Elements, all detailed at the end of the class description. Your tradition grants you features at 3rd level and again at 6th, 11th, and 17th level.

### **Deflect Missiles**

---

Starting at 3rd level, you can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by  $1d10 +$  your Dexterity modifier + your monk level.

If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free. If you catch a missile in this way, you can spend 1 Chi point to make a ranged attack with the weapon or piece of ammunition you just caught, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile counts as a monk weapon for the attack.

This feature does apply to bullets but not energy burst weapons or laser based weapons (for these weapons lack a solid projectile).

It also does not apply to any weapon attacking while taking advantage of the Burst Fire property.

### **Ability Score Improvement**

---

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

### **Slow Fall**

---

Beginning at 4th level, you can use your reaction when you fall to reduce any falling damage you take by an amount equal to five times your monk level.

### **Extra Attack**

---

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

## Stunning Strike

---

Starting at 5th level, you can interfere with the flow of Chi in an opponent's body. When you hit another creature with a melee weapon attack, you can spend 1 Chi point to attempt a stunning strike. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

## Chi-Empowered Strikes

---

Starting at 6th level, your unarmed strikes count as REVO-enhanced for the purpose of overcoming resistance and immunity to non-REVO enhanced attacks and damage.

## Evasion

---

Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a flamethrower attack from a stampeding security droid, or the fireball REVO ability. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

## Stillness of Mind

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Starting at 7th level, you can use your action to end one effect on yourself that is causing you to be charmed or frightened.

## Purity of Body

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At 10th level, your mastery of the Chi flowing through you makes you immune to disease and poison.

## Tongue of the Sun and Moon

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Starting at 13th level, you learn to touch the Chi of other minds so that you understand all spoken languages. Moreover, any creature that can

understand a language can understand what you say.

## Diamond Soul

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Beginning at 14th level, your mastery of Chi grants you proficiency in all saving throws.

Additionally, whenever you make a saving throw and fail, you can spend 1 Chi point to reroll it and take the second result.

## Timeless Body

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At 15th level, your Chi sustains you so that you suffer none of the frailty of old age, and you can't be aged by means of REVO abilities. You can still die of old age, however. In addition, you no longer need food or water.

## Empty Body

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Beginning at 18th level, you can use your action to spend 4 Chi points to become invisible for 1 minute. During that time, you also have resistance to all damage but force damage.

Additionally, you can spend 8 Chi points to use the astral projection REVO ability. When you do so, you can't take any other creatures with you.

## Perfect Self

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At 20th level, when you roll for initiative and have no Chi points remaining, you regain 4 Chi points.

## Monastic Traditions

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Three traditions of monastic pursuit are common among the monks scattered across the world. Most monks practice one tradition exclusively. All three traditions rely on the same basic techniques, diverging as the student grows more adept. Thus, a monk need choose a tradition only upon reaching 3rd level.

## Way of the Open Hand

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Monks of the Way of the Open Hand are the ultimate masters of martial arts combat, whether

armed or unarmed. They learn techniques to push and trip their opponents, manipulate Chi to heal damage to their bodies, and practice advanced meditation that can protect them from harm.

### **Open Hand Technique**

Starting when you choose this tradition at 3rd level, you can manipulate your enemy's Chi when you harness your own. Whenever you hit a creature with one of the attacks granted by your Flurry of Blows, you can impose one of the following effects on that target:

- It must succeed on a Dexterity saving throw or be knocked prone.
- It must make a Strength saving throw. If it fails, you can push it up to 15 feet away from you.
- It can't take reactions until the end of your next turn.

### **Wholeness of Body:**

At 6th level, you gain the ability to heal yourself. As an action, you can regain hit points equal to three times your monk level. You must finish a long rest before you can use this feature again.

### **Tranquility:**

Beginning at 11th level, you can enter a special meditation that surrounds you with an aura of peace. At the end of a long rest, you gain the effect of the sanctuary REVO ability that lasts until the start of your next long rest (the REVO ability can end early, as normal). The saving throw DC for the REVO ability equals  $8 + \text{your Wisdom modifier} + \text{your proficiency bonus}$ .

### **Quivering Palm:**

At 17th level, you gain the ability to set up lethal vibrations in someone's body. When you hit a creature with an unarmed strike, you can spend 3 Chi points to start these imperceptible vibrations, which last for a number of days equal to your monk level. The vibrations are harmless unless you use your action to end them. To do so, you

and the target must be in the same dimension. When you use this action, the creature must make a Constitution saving throw. If it fails, it is reduced to 0 hit points. If it succeeds, it takes  $10d10$  necrotic damage.

You can have only one creature under the effect of this feature at a time. You can choose to end the vibrations harmlessly without using an action.

## **Way of the Shadow**

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Monks of the Way of the Shadow follow a tradition that values stealth and subterfuge. These monks might be called ninjas or shadow dancers, and they serve as spies and assassins. Some monasteries practicing this tradition function more like thieves' guilds, hiring out their services to companies, individuals, or governments.

### **Shadow Arts:**

Starting when you choose this tradition at 3rd level, you can use your Chi to duplicate the effects of certain REVO abilities. As an action, you can spend 2 Chi points to use the darkness, darkvision, pass without trace, or silence REVO abilities, without providing material components. Additionally, you gain the minor illusion cantrip if you don't already know it.

### **Shadow Step:**

At 6th level, you gain the ability to step from one shadow into another. When you are in dim light or darkness, as a bonus action you can teleport up to 60 feet to an unoccupied space you can see that is also in dim light or darkness. You then have advantage on the first melee attack you make before the end of the turn.

### **Cloak of Shadows:**

By 11th level, you have learned to become one with the shadows. When you are in an area of dim light or darkness, you can use your action to become invisible. You remain invisible until you make an attack, use a REVO ability, or are in an area of bright light.

### **Opportunist**

At 17th level, you can exploit a creature's momentary distraction when it is hit by an attack. Whenever a creature within 5 feet of you is hit by an attack made by a creature other than you, you can use your reaction to make a melee attack against that creature.

## **Way of the Four Elements**

You follow a monastic tradition that teaches you to harness the elements. When you focus your Chi, you can align yourself with the forces of creation and bend the four elements to your will, using them as an extension of your body. Some members of this tradition dedicate themselves to a single element, but others weave the elements together.

### **Disciple of the Elements:**

When you choose this tradition at 3rd level, you learn disciplines that harness the power of the four elements. A discipline requires you to spend Chi points each time you use it.

You know the Elemental Attunement discipline and one other elemental discipline of your choice, which are detailed in the "Elemental Disciplines" section below. You learn an additional elemental discipline of your choice at 6th, 11th, and 17th level.

Whenever you learn a new elemental discipline, you can also replace one elemental discipline that you already know with a different discipline.

**Using Elemental REVO abilities:** Some elemental disciplines allow you to use the equivalent of REVO abilities. You achieve these effects by harnessing the natural energy in your body granted by properly controlling your Chi. Both monks that embrace mutations/augmentations and those who choose to stay pure can still use REVO abilities in this way; for it is the manipulation of Chi that is causing the REVO effects, not the enhancements.

Once you reach 5th level in this class, you can spend additional Chi points to increase the level of

an elemental discipline REVO ability that you use, provided that the REVO ability has an enhanced effect at a higher level, as burning hands does. The REVO ability's level increases by 1 for each additional Chi point you spend.

The maximum number of Chi points you can spend to use a REVO ability in this way (including its base Chi point cost and any additional Chi points you spend to increase its level) is determined by your monk level, as shown in the REVO Abilities and Chi Points Table.

### **AT Abilities and Chi Points:**

Monk Level	Max Chi Points for a REVO Ability
5-8	3
9-12	4
13-16	5
17-20	6

### **Elemental Disciplines:**

The elemental disciplines are presented in alphabetical order. If a discipline requires a level, you must be that level in this class to learn the discipline.

**Breath of Winter (17th Level Required):** You can spend 6 Chi points to use the cone of cold REVO ability.

**Clench of the North Wind (6th Level Required):** You can spend 3 points to use the hold person REVO ability.

**Elemental Attunement:** You can use your action to briefly control elemental forces nearby, causing one of the following effects of your choice:

- Create a harmless, instantaneous sensory effect related to air, earth, fire, or water, such as a shower of sparks, a puff of wind, a spray of light mist, or a gentle rumbling of stone.
- Instantaneously light or snuff out a candle, torch, or a small campfire.
- Chill or warm up to 1 pound of nonliving material for up to 1 hour.

- Cause earth, fire, water, or mist that can fit within a 1-foot cube to shape itself into a crude form you designate for 1 minute.

**Eternal Mountain Defense (11th Level Required):** You can spend 5 Chi points to use the stoneskin REVO ability, targeting yourself.

**Fangs of the Fire Snake:** When you use the Attack action on your turn, you can spend 1 Chi point to cause tendrils of flame to stretch out from your fists and feet. Your reach with your unarmed strikes increases by 10 feet for that action, as well as the rest of the turn. A hit with such an attack deals fire damage instead of bludgeoning damage, and if you spend 1 Chi point when the attack hits, it also deals an extra 1d10 fire damage.

**Fist of Four Thunders:** You can spend 2 Chi points to use the thunderwave REVO ability.

**Fist of Unbroken Air:** You can create a block of compressed air that strikes like a mighty fist. As an action, you can spend 2 Chi points and choose a creature within 30 feet of you. That creature must make a Strength saving throw. On a failed save, the creature takes 3d10 bludgeoning damage, plus an extra 1d10 bludgeoning damage for each additional Chi point you spend, and you can push the creature up to 20 feet away from you and knock it prone. On a successful save, the creature takes half as much damage, and you don't push it or knock it prone.

**Flames of the Phoenix (11th Level Required):** You can spend 4 Chi points to use the fireball REVO ability.

**Gong of the Summit (6th Level Required):** You can spend 3 Chi points to use the shatter REVO ability.

**Mist Stance (11th Level Required):** You can spend 4 Chi points to use the gaseous form REVO ability, targeting yourself.

**Ride the Wind (11th Level Required):** You can spend 4 Chi points to use the fly REVO ability, targeting yourself.

**River of the Hungry Flame (17th Level Required):** You can spend 5 Chi points to use the wall of fire REVO ability.

**Rush of the Gale Spirits:** You can spend 2 Chi points to use the gust of wind REVO ability.

**Shape the Flowing River:** As an action, you can spend 1 Chi point to choose an area of ice or water no larger than 30 feet on a side within 120 feet of you. You can change water to ice within the area and vice versa, and you can reshape ice in the area in any manner you choose. You can raise or lower the ice's elevation, create or fill in a trench, erect or flatten a wall, or form a pillar. The extent of any such changed can't exceed half the area's largest dimension. For example, if you affect a 30-foot square, you can create a pillar up to 15 feet high, raise or lower the square's elevation by up to 15 feet, dig a trench up to 15 feet deep, and so on. You can't shape the ice to trap or injure a creature in the area.

**Sweeping Cinder Strike:** You can spend 2 Chi points to use the burning hands REVO ability.

**Water Whip:** You can spend 2 Chi points as a bonus action to create a whip of water that shoves and pulls a creature to unbalance it. A creature that you can see that is within 30 feet of you must make a Dexterity saving throw. On a failed save, the creature takes 3d10 bludgeoning damage, plus an extra 1d10 bludgeoning damage for each additional Chi point you spend, and you can either knock it prone or pull it up to 25 feet closer to you. On a successful save, the creature takes half as much damage, and you don't pull it or knock it prone.

**Wave of Rolling Earth (17th Level Required):** You can spend 6 Chi points to use the wall of stone REVO ability.

## Final Thoughts on Monks

Unlike certain other classes, monks have special powers that can come from mutations, can come from technology, but also can just come from Chi. You are more than welcome to play a monk who's

mystic powers are just that: ancient, mysterious, and not understood. I recognize that monks in real life can't harness their Chi to fly or to shoot fire from their hands, obviously. In this world however, something like that wouldn't be quite so out of place. There is a lot of debate as to whether the power of monks comes from some underlying mutation they just aren't aware of, or if it actually is just a result of their clarity of thinking and understanding of the mind and body. When playing this class, it is up to you to decide what flavor you want to give it.

Are you a mercenary who trained under a master to be the ultimate in a secret society of mechanically augmented ninjas? Or are you the epitome of discipline and purity, fighting for peace and tranquility in the universe?

It's your choice.

## UPLIFT

Uplifts are a very special class in Re-Evolution. They represent a very specific type of person that can come from any number of backgrounds, none of which are normal by any means. Uplifts are people whose intelligence, personality, and memories are not attached to their body the way most peoples' are. Regardless of how that came to be this way, via mutation or technology, Uplifts can project their consciousness's (known as an "Ego") into machines and computer systems then use them as bodies.

**REVO Variant:** The REVO variant of Uplift is a little less eventful than the Human variant, however, still just as powerful. The REVO variant defines an Uplift who, during Re-Evolution, received mutations to the brain that allows their consciousness to leave their body. They can interface with computer systems and wirelessly enter them, re-sleeving their "Ego" into a new, temporary body. These bodies are known as "Morphs" for the purpose of being occupied by Uplifts. Any piece of technology with a computer chip onboard can be used as a morph for an uplift. This includes, but is not limited to, cell phones, cars, robots, aircraft, and personal computers. This does not include purely non-computerized machines.

**Human Variant:** The Human variant of Uplift describes someone whose consciousness has undergone some form of procedure to be able to leave their bodies. Research into artificial intelligent computers (or an "AI") had come a long way before Re-Evolution. Afterward, the spike in highly intelligent people made the dream of intelligent computers a reality. An extension of that, uploading human consciousness into a machine, also became more than a fantasy. However, it is still fringe science. Human variant Uplifts are rare because of this. The technology required to take a human ego, upload it into a machine, and then allow it to control any morph (let alone their own body) is sketchy at best. Many

people have died or lost their sentience during procedures meant to create Uplifts. Most doctors and scientists refuse to research this topic, believing it to be taboo. Some, however, see it as the path to human immortality. For a normal person, becoming an Uplift usually is the last chance they have at living some form of a normal life. This usually applies to people who have been paralyzed from the neck down, or otherwise have lost use of their original bodies. However, being turned into an Uplift also tends to apply to those dying of incurable diseases or, occasionally, just those risk takers willing to risk it all for eternal life.

Despite why they chose to take the risk, Uplifts of the Human variant represent the rare cases when everything goes right, and the procedure is a success. Their minds exist digitally as a complex file in a computer system. Their primary bodies are typically either fully mechanical, or sometimes just heavily augmented versions of their original bodies. Many Uplifts are Frankenstein versions of what they once were. Making artificial bodies for Uplifts is another topic science generally looks at like a taboo, but many biomedical engineers find it too tantalizing to ignore. A Human variant Uplift can be anything from a cancer survivor whose artificial body is shiny, perfect, and indistinguishable from a real human; to a wounded soldier whose body is stitched together with jagged seems of metal and heavy augmentation covering terrible injuries, but whose mind survived.

Regardless of their background, Human variant uplifts all share a similar side effect. Once your ego is little more than data on a flash drive, it can easily be broadcast through the air to allow you to hack in and take over other machines. Any piece of technology with a computer chip onboard can be used as a morph for an uplift. This includes, but is not limited to, cell phones, cars, robots, aircraft, and personal computers. This does not include purely non-computerized machines.

### Creating an Uplift

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## THE UPLIFT

Level	Proficiency Bonus	Stamina Points	Max REVO Ability Level
1st	+2	4	1
2nd	+2	4	1
3rd	+2	6	1
4th	+2	6	1
5th	+3	14	2
6th	+3	14	2
7th	+3	17	2
8th	+3	17	2
9th	+4	27	3
10th	+4	27	3
11th	+4	32	3
12th	+4	32	3
13th	+5	38	4
14th	+5	38	4
15th	+5	44	4
16th	+5	44	4
17th	+6	57	5
18th	+6	57	5
19th	+6	64	5
20th	+6	64	5

In creating an Uplift, your choice between the mutation and Human variants is much more important to your backstory than it is in other classes. A mutation variant uplift is open ended. Any person from any walk of life could have become an uplift during Re-Evolution. Your primary concern is to figure out how your character discovered their powers and how they cope with them. Being an uplift means your ego is disconnected from your body. Even if you never use your powers, somewhere deep down you know your consciousness is no longer a permanent fixture inside any one shell.

If you are a Human variant uplift, your possibilities become fewer but more focused. You should give thought as to why you became an uplift. Typically speaking this would be your choice, and would be a rather extreme decision to make. Going into the procedure, your character wouldn't know if they were going to survive. Even if they do survive, there is an even greater chance they could lose

large amounts of the essences of what makes them human. Capturing the full breadth of an intelligence is by no means an exact science at this point. Was your character injured to the point where becoming an uplift might be a last resort before death or permanent incapacitation? Was this injury caused by a terrible accident or just some very rare disease? Was your character wealthy enough to request the procedure on his death bed in an attempt to get a second chance at life? Or were you a young man/woman questing for immortality at any cost? Finally, was becoming an uplift even your choice? While highly illegal, some scientists, driven mad by Re-Evolution, have been convicted of creating uplifts out of their victims just to see if they could.

As with any class, also give special thought as to why you joined the NRT. Many walks of life could have brought you here, so what exactly did it for you? Were you drawn to the prospect of helping others? To making your world a better place? Was

Is this the next logical step up from your military or government career? Do you quest for the excitement and life of adventure inherent in this line of work? Maybe you're in it for the science, you want to experience firsthand the effects of Re-Evolution, and you saw no better way to do that but to step up to the front lines. Or maybe you know the government will give you a gun and a license to kill any dirty REVO who can't be convinced to come quietly. Are you in it for the violence? The possibilities are endless.

## Class Features

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As an uplift, you gain the following class features.

### **Hit Points:**

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

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

**Hit Points at Higher Levels:** 1d10 (or 6) + your constitution modifier per uplift 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, mechanics, and programming.

### **Equipment:**

You start with the following equipment:

- (a) a martial weapon and a shield or (b) two martial weapons
- Any simple melee weapon
- A NRT Agent Pack
- Full Body Plates armor and a symbol of self

## Sixth Sense

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Your cerebral mutations/augmentations has given you increased awareness over yourself and the world around you. In short, you aren't blocked by some of the biological slights that prevent the rest of us from perceiving things inside and outside of our own bodies.

Any time a REVO ability is used on you that would charm you or otherwise change your pattern of thinking but fails to do so, you will be asked by the DM to make a perception check against the spell save DC of the person who used it. If you succeed, you will be aware that someone tried to charm you even if otherwise you would have no idea. You will also know the location from which the REVO ability was used but not the name of the specific REVO ability or the identity of the person who used it.

## Stem Cell Research

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Your body is but a tool for your ego to use as you see fit. You have control over the cells of your body and can use them to replace missing/corrupted cells within yourself and others. This gives you a "pool" from which you can restore a total number of hit points equal to your uplift level x 5.

As an action, you can touch a wounded creature, your stem cells, drawn from your available pool, restore hit points to that creature up to the maximum amount remaining in your pool.

Alternatively, you can expend 5 hit points from your pool of stem cells to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Stem Cell Research, expending hit points separately for each one.

This feature has no effect on machines, androids, or anything else purely non-biological. You regain your pool of available stem cells when you take a long rest.

## Fighting Style

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At 2nd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

#### **Defense:**

While you are wearing armor, gain a +1 bonus to AC.

#### **Dueling:**

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

#### **Great Weapon Fighting:**

When you roll a 1 or a 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll. The weapon must have the two-handed or versatile property for you to gain this benefit.

#### **Protection:**

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

## **REVO Abilities**

Uplifts of the mutation variant rarely are limited to only the mutations that allow them to change their morph. Where a little mutation is good, a lot is better. Uplifts of the Human variant, likewise, already have partially artificial bodies. It is common for more hardware to be loaded in to their inventory than just what keeps them alive and mobile.

By 2nd level, you have gained the ability to harness energy in a similar fashion as the Preacher class. The same mechanical augmentations/mutations that hold your body together allow you to harness and manipulate the energies flowing through the world. Electricity, radiation, magnetism, radio waves, etc.

#### **Preparing and Using AT Abilities:**

The uplift table shows how much stamina you have to use your REVO abilities. To use one of your uplift REVO abilities of 1st level or higher, you must expend stamina equal to the cost associated with that ability's level. You regain all expended stamina when you finish a long rest.

You prepare the list of uplift REVO abilities that are available for you to use, choosing from the uplift REVO ability list. When you do so, choose a number of uplift REVO abilities equal to your Charisma modifier + half your uplift level, rounded down (minimum of one REVO ability). The REVO abilities must be of a level for which you are allowed to select, as shown on the table.

You can change your list of prepared REVO abilities when you finish a long rest.

#### **"Spellcasting" Ability:**

Charisma is your "Spellcasting" ability for your uplift REVO Abilities, since your body is exchangeable and it is your ego alone from which you draw your REVO abilities. You use your Charisma whenever a REVO ability refers to your "spellcasting ability". In addition, you use your Charisma modifier when setting the saving throw DC for an uplift REVO ability you use and when making an attack roll with one.

**Spell save DC:** 8 + your proficiency bonus + your Charisma modifier

**Spell attack modifier:** Your proficiency bonus + your Charisma modifier

#### **Symbol of Self:**

Many uplifts will become focused on, and tend to cling to, a particular image or idea gathered from their past. Typically, this comes in the form of a symbol of themselves. Maybe it's an animal, a word, an object, a memory, or just an idea they feel drawn to. This reflects something stationary in their lives when it is possible they've changed primary bodies many times over the years. While it doesn't bother some uplifts, others have trouble

holding on to who they really are. This symbol could be anything and is usually represented by a small object carried with the uplift at all times.

## Enhanced Attack

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Starting at 2nd level, when you hit a creature with a melee weapon attack, you can expend stamina to send a burst of electrical energy into your body's muscles and increase the damage of the attack. The extra damage, in addition to the weapon's regular damage, is 2d8 for expending a 1st-level stamina cost, plus 1d8 for each level higher than 1st, to a maximum of 5d8, that you expend the stamina cost for.

## Stem-Biotic Prevention

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By 3rd level, your own stem cells make you immune to disease.

## Neural Pathways

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When you reach 3rd level, you choose a particular path to travel down with your personality and motivations. Think of this as the time when you decide how you will go at life given you now have a second chance. You can choose the Path of the Light, the Path of the Dark, or the Path of the Wanderer, all detailed at the end of the class description. Your choice might be influenced by how successful your procedure was (did you lose part of what made you whole or was something else added in?), by something you've experienced or seen since becoming an uplift, or simply a path your character feels drawn to.

Your choice grants you features at 3rd level and again at 7th, 15th, and 20th level. Those features include special REVO abilities and the Channel Ego feature.

### **Pathway AT Abilities:**

Each pathway has a list of associated REVO abilities. You gain access to these REVO abilities at the levels specified in the pathway description. Once you gain access to a pathway REVO ability, you always have it prepared. Pathway REVO

abilities don't count against the number of REVO abilities you can prepare each day.

If you gain a pathway REVO ability that doesn't appear on the uplift REVO ability list, the REVO ability is nonetheless an uplift REVO ability for you.

### **Channel Ego:**

Your pathway allows you to control your mind in ways not capable for a regular human. You can channel your ego to produce an extremely focused state in which you have access to extra REVO effects. These effects are produced by your body in the same way your regular REVO abilities are, but do not require stamina and have effects not found in other REVO abilities you may have prepared. Each Channel Ego option provided by your pathway explains how to use it.

When you use your Channel Ego, you choose which option to use. You must then finish a short or long rest to use your Channel Ego again.

Some Channel Ego effects require saving throws. When you use such an effect from this class, the DC equals your uplift spell save DC.

## Ability Score Improvement

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

## Change Morph

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Also beginning at 3rd level, you gain the primary special ability of all uplifts: to disconnect your Ego from your body. You can use this feature twice. After completing a long rest, you regain all expended uses.

The bodies you inhabit, whether they are a full body or just a cell phone, are called "morphs." Your consciousness which moves between morphs is called your "ego" and represents everything you are mentally. Memories,

experiences, likes and dislikes, and particular skills.

The term "artificial biological body" describes a body that has the full capacity to support the ego of an uplift for long term. This could be a biological body upgraded with mental augmentations, or a robot body specially equipped to be an uplift's morph. The original body you inhabit as an uplift is considered "artificial biological" and the rules for any time you use a different body of this same type as a morph are different than when using a lesser machine as a morph.

Your uplift level determines what you can use as a morph. This is based off a point system. Each applicable machine, vehicle, computer system, etc. is given a score that is similar to a challenge rating (note: the score is NOT the machine's challenge rating). This score is produced by adding up how the machine scores in several categories: size, complexity, security, and miscellaneous. Each category is scored on a scale from one to ten. The scores are then added up to produce a single score which must equal or be lower than your uplift level in order for you to attempt to use that machine as a body. The categories are described below.

**Size:** This is a score of the machine's physical size. Not to be confused with complexity. A four wheeled truck and an eighteen-wheeled truck might be of comparable complexity (both have internal combustion engine, on board computers, brakes, headlights, power steering, etc), but are of vastly different size. The larger the size, the harder it is to use the machine as a morph.

**Complexity:** This is a score of how complex the machine is. Typically measured by how many moving parts it has, how foreign the mechanisms are, how many of them there are, and what the machine is capable of. A fighter jet is very complex with many systems and independent moving parts. However certain computers may be more complex simply due to the vastness of their data pathways and calculating power.

**Security:** This is a measure of how much digital security is in place to prevent anyone from hacking into the system. You must overcome this security to use the morph.

**Miscellaneous:** This category takes into account any special circumstances that complicate your use of the machine as a morph. It could be anything from unstable corruption of the machine's CPU to a special type of lock designed specifically to keep out the egos of uplifts.

Listed below are several common machines and the breakdown of their scores.

<b>Motor Cycle</b>		
<b>Size</b>	2/10	
<b>Complexity</b>	2/10	
<b>Security</b>	1/10	
<b>Misc.</b>	0/10	<b>Total = 3</b>

<b>Car</b>		
<b>Size</b>	3/10	
<b>Complexity</b>	2/10	
<b>Security</b>	1/10	
<b>Misc.</b>	0/10	<b>Total = 4</b>

<b>Humanoid Security Droid</b>		
<b>Size</b>	2/10	
<b>Complexity</b>	3/10	
<b>Security</b>	3/10	
<b>Misc.</b>	0/10	<b>Total = 6</b>

<b>Attack Helicopter</b>		
<b>Size</b>	5/10	
<b>Complexity</b>	4/10	
<b>Security</b>	4/10	
<b>Misc.</b>	0/10	<b>Total = 13</b>

<b>Large Attack Drone</b>		
<b>Size</b>	6/10	
<b>Complexity</b>	5/10	

<b>Security</b>	<b>5/10</b>	
<b>Misc.</b>	<b>0/10</b>	<b>Total = 16</b>

<b>CPU Corrupted Large Attack Drone</b>		
<b>Size</b>	<b>6/10</b>	
<b>Complexity</b>	<b>5/10</b>	
<b>Security</b>	<b>1/10</b>	
<b>Misc.</b>	<b>5/10</b>	<b>Total = 17</b>

These are just a few examples of possible bodies you may encounter.

You can stay in any mechanical morph for a number of hours equal to half of your uplift level (rounded down). You can stay in any artificial biological body indefinitely. Your ego returns to your original morph once this time runs out unless you expend another use of this feature. You can return to your original morph earlier by using a bonus action on your turn. You automatically return if you fall unconscious, drop to 0 hit points, or die. All of these rules apply only to mechanical morphs. When in a different artificial biological body, it is treated as though you have chosen a new original morph and do not return unless you decide to. There are also additional rules that apply when you are not connected directly to your original morph and therefore cannot return in the event you are required to. Those are explained below.

In addition to what's been stated already, the following rules apply:

- Your game statistics are replaced by the statistics of the morph you take, but you retain your alignment, personality, all memories/consciousness, and Intelligence, Wisdom, Interfacing, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the morph (if any). If the morph has the same proficiency as you and the bonus in its

stat block is higher than yours, use the morph's bonus instead of yours.

- When you change morphs, you assume the morph's hit points and Hit Dice. When you return to your original morph, you return to the number of hit points you had before you moved. However, if you return as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in a morph and have only 1 hit point left, you return and take 9 damage. As long as the excess damage doesn't reduce your original morph to 0 hit points, you aren't knocked unconscious.
- You can't use REVO abilities other than those of the morph chosen that don't require prior knowledge of how they work (DM discretion), and your ability to speak or take any action that requires hands is limited to the capabilities of your chosen morph. Changing morphs does break your concentration on an REVO ability you've already used, however, and prevents you from taking actions that are part of an REVO ability, such as call lightning, that you've already used.
- You retain the benefit of any features from your class, species, or other source and can use them if the new morph is physically capable of doing so (DM discretion). However, you can't use any of your special senses, such as darkvision, unless your new morph also has that sense.
- No equipment changes morphs with your ego. You are simply shipping your consciousness off to a new body.
- You can only be inside one morph at a time. All other morphs you own, including your original body, immediately fall unconscious – in the case of an artificial biological body – or return to whatever programming they had (if any) before you took them over with your ego – in the

case of machines. In the case of an artificial biological body, it cannot be awoken until your ego returns to it, however it can still die of starving, dehydration, suffocation, drowning, or any inflicted wounds. If any artificial biological morph dies while you are NOT inside of it, you are unaffected. But, you cannot return to that morph as long as it is dead.

- You can never take over a morph already inhabited by any biological intelligence. For example, you cannot attempt to take over the body of a Human variant of the cerebral class despite the fact they have the mental hardware to support your presence. Transversely, you **can** attempt to take over a machine or artificial biological body controlled by an AI, given that their intelligence is not biological.
- Most of the time, you will enter a morph wirelessly. As long as there is no reason for this wireless connection to be broken, you can instantly return to your original morph at any time. If this connection is ever blocked, you must stay in your new morph until you can re-establish the connection (this might be as simple as establishing physical contact with your original morph). If any of the conditions are met that require you to return to your original morph while a connection is not present, you instantly drop to 0 HP (stable, not making death saving throws). You remain that way until the connection is re-established, then you instantly return to your original morph. If the connection is not re-established in at least one hour, you begin to lose 30 hit points every hour until the connection is reestablished, or you die. Any artificial biological body used as a morph is not effected by any of these rules concerning connection. Note: you die when your HP is reduced to its negative maximum.

## Extra Attack

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

## Improved Change Morph

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As your skill with changing morphs increases, you gain the following improvements.

At 7th level you may add your Charisma modifier to your uplift level for determining if you can or cannot use a machine as a morph.

At 15th level, you can stay in a mechanical morph indefinitely.

At 18th level you may add double your Charisma modifier to your uplift level for determining if you can or cannot use a machine as a morph.

At 20th level, you can use the Change Morph feature an unlimited number of times and can use any applicable machine up to a score of 35 as a morph.

## Neural Pathways

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Choosing a pathway to guide your life isn't necessarily even a conscious choice for your character, but a general temperament for which they choose to deal with their situation. It could have been heavily influenced by the changed that happened in your mind when you became an uplift, or not at all. It's up to you to decide for your character.

## Path of the Light

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The Path of the Light represents uplifts who decide to follow a righteous path. These uplifts are typically of the feeling that they were given a chance, a life, and they are going to do everything in their power to help others and make the world a better place.

### Pathway REVO Abilities:

You gain pathway REVO abilities at the uplift levels listed.

Uplift Level	REVO Ability
3	<b>Protection from evil and good, sanctuary</b>
5	<b>Lesser restoration, zone of truth</b>
9	<b>Beacon of hope, dispel magic</b>
13	<b>Freedom of movement, guardian of faith</b>
17	<b>Commune, flame strike</b>

#### **Channel Ego:**

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

**Energize Weapon:** As an action, you can imbue one weapon that you are holding with positive energy, using your Channel Ego. For 1 minute, you add your Charisma modifier to attack rolls made with that weapon (with a minimum bonus of +1). The weapon also emits bright light in a 20-foot radius and dim light 20 feet beyond that. If the weapon is not already considered REVO Enhanced, it becomes REVO Enhanced for the duration.

You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

**Turn the Unholy:** As an action, you can create an aura of radiant energy waves that affect the minds of others, using your Channel Ego. Each creature with an evil alignment that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevent it from moving. If there's

nowhere to move, the creature can use the Dodge action.

#### **Aura of Intelligence:**

Starting at 7th level, you and friendly creatures within 10 feet of you can't be charmed while you are conscious.

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

#### **Purity of Spirit:**

Beginning at 15th level, you are always under the effects of the protection from evil and good REVO ability.

#### **Light Radiance:**

At 20th level, as an action, you can emanate an aura of artificial light. For 1 minute, bright light shines from you in a 30-foot radius, and dim light shines 30 feet beyond that.

Whenever an enemy creature starts its turn in the bright light, the creature takes 10 energy damage.

In addition, for the duration, you have advantage on saving throws against spells cast by creatures with an evil alignment.

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

## **Path of the Wanderer**

The Path of the Wanderer is a way of looking at life through the looking glass of life itself. Uplifts who choose this path claim no real loyalty to good or evil, but instead choose to protect the life and beauty of the world as they see it. These uplifts attempt to understand themselves as an integral part of the world around them and quest to understand the nature of life itself. They do not necessarily believe in the principles of honor, courage, and justice.

#### **Pathway REVO Abilities:**

You gain pathway REVO abilities at the uplift levels listed.

Uplift Level	REVO Ability
3	Ensnaring strike, speak with animals
5	Moonbeam, misty step
9	Plant growth, protection from energy
13	Ice storm, stoneskin
17	Commune with nature, tree stride

#### Channel Ego:

When you take the pathway at 3rd level, you gain the following two Channel Ego options.

**Nature's Wrath:** You can use your Channel Ego to send electrical energy to nearby plant life to ensnare a foe. As an action, you can cause vines, bushes, tree branches, or whatever plant life is nearby to reach for a creature within 10 feet of you that you can see. The creature must succeed on a Strength or Dexterity saving throw (its choice) or be restrained. While restrained, the creature repeats the saving throw at the end of each of its turns. On a success, it frees itself and the plant life de-animates.

**Turn the Faithless:** As an action, you can create an aura of radiant energy waves that affect the minds of others, using your Channel Ego. Each creature with an evil alignment that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevent it from moving. If there's nowhere to move, the creature can use the Dodge action.

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

#### Aura of Warding:

Beginning at 7th level, your body gives off a heavy but natural electro-magnetic field that is harmless to other creatures or friendly electronic systems and undetectable by scanners. The field causes creatures within 10 feet of you to have resistance to damage from REVO abilities.

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

#### Undying Sentinel:

Starting at 15th level, when you are reduced to 0 hit points and are not killed outright, you can choose to drop to 1 hit point instead. Once you use this ability, you can't use it again until you finish a long rest.

Additionally, you suffer none of the drawback of old age, and you can't be aged artificially by REVO abilities.

#### Elder Champion:

At 20th level, you can cause any artificial biological body morph you are in to enter a hyper-mode or temporarily upgraded state of being. In this state, your eyes, mouth, nose, tattoos, and any exposed wounds (including the seams around visible augmentations in the skin) glow a bright color of your choosing. If there are any alterations to your appearance you wish to make, such as the edition of body parts such as wings or tentacles, these transformations take place as well while you are in this state.

Using your action, you enter your enhanced state and for 1 minute gain the following benefits:

- At the start of each of your turns, you regain 10 hit points
- Whenever you use an uplift REVO ability that has a use time of 1 action, you can use it using a bonus action instead.
- Enemy creatures within 10 feet of you have disadvantage on saving throws against your uplift REVO abilities and Channel Ego options.

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

## Path of the Dark

Uplifts who choose the Path of the Dark are vigilantes or "equalizers" who seek to distribute their own form of justice without regard to their honor or purity. These uplifts are those who have succumbed to the darkness inherit in their being. They are often depressed, unbalanced individuals who have lost parts of their humanity in the process of becoming an uplift. Yet, they still see the good in helping others. This type pf uplift swears to right the wrongs they see in the world, but do it with vengeance in their heart. These uplifts are avengers and dark knights. Keepers of the peace but only through extreme violence. They have soft spots for those they protect, and nothing but contempt for those who would do them wrong.

### **Pathway REVO Abilities:**

Uplift Level	REVO Ability
3	<b>Bane, hunter's mark</b>
5	<b>Hold person, misty step</b>
9	<b>Haste, protection from energy</b>
13	<b>Banishment, dimension door</b>
17	<b>Hold monster, scrying</b>

### **Channel Ego:**

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

**Abjure Enemy:** As an action, you can create an aura of radiant energy waves that affect the minds of others, using your Channel Ego. Choose one creature within 60 feet of you that you can see. That creature must make a Wisdom saving throw, unless it is immune to being frightened. Those with an evil alignment have disadvantage on this saving throw.

One a failed save, the creature is frightened for 1 minute or until it takes any damage. While frightened, the creature's speed is 0, and it can't benefit from any bonus to its speed.

On a successful save, the creature's speed is halved for 1 minute or until the creature takes any damage.

**Vow of Enmity:** As a bonus action, you can mentally fixate on an enemy creature you can see within 10 feet of you, using your Channel Ego. You gain advantage on attack rolls against the creature for 1 minute or until it drops to 0 hit points or falls unconscious.

### **Relentless Avenger:**

By 7th level, your supernatural speed and focus helps you close off a foe's retreat. When you hit a creature with an opportunity attack, you can move up to half your speed immediately after the attack and as part of the same reaction. This movement doesn't provoke opportunity attacks.

### **Soul of Vengeance:**

Starting at 15th level, the authority with which you make your Vow of Enmity gives you greater power over your foe. When a creature under the effect of your Vow of Enmity makes an attack, you can use your reaction to make an attack against that creature if it is within range.

### **Avenging Angel:**

At 20th level, you can assume the form of an angelic avenger. Using your action, you undergo a transformation. For 1 hour, you gain the following benefits:

- Wings of either flesh or metal sprout from your back and grant you a flying speed of 60 feet.
- You emanate an aura of menace in a 30-foot radius. The first time any enemy creature enters the aura or starts its turn there during battle, the creature must succeed on a Wisdom saving throw or become frightened of you for 1 minute or

until it takes any damage. Attack rolls against the frightened creature have advantage.

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

## Final Thoughts on Uplifts

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This class is weird.

It is inspired not so much by the Paladins which it emulates, but by the role playing game "Eclipse Phase." In it, the Change Morph feature is the defining characteristic for the entire world and is accessible by every class of character. This makes for a very strange world and many strange questions regarding personality, race, religion, sense of self, and even gender. This class reflects those questions but doesn't cover them fully. I hope for any player who chooses this class to not be afraid to make it their own. In many ways it had to conform to the structure of a Paladin, and I don't necessarily like that. If a player was inspired to put their own spin on it and play the class with their interpretation of my rules and description, I would be thrilled to work with them and see what they came up with. It is exactly for that reason that this class seems a little all over the place.

The uplift class can be one of great darkness or great light. It can cover the whole spectrum of characters from the mainstream to the completely crazy. And it should produce a backstory like no other. Just DON'T be turned off because one of the neural pathway doesn't fit your character's personality. If you have an idea that you like for Uplifts, choose a pathway which has features fitting for your character's aptitudes, and ignore the rest. You have my permission with this one.

When considering making your character an uplift, consider if it really interests you or not. Don't chose uplift off hand believing it to be like a regular class. There is a lot of grey area in this one. It opens up the possibility for a lot of interesting questions and maybe even a few intriguing

answers. What would it be like if your personality were to be uploaded into a computer? What would your opinions be if you could be male, female, gay, straight, white, black, etc. at the drop of a hat just by shipping your ego off to a new morph? It might not be everyone's cup of tea, but it certainly brings up some interesting conundrums.

I can't wait to see what someone who chooses this class might come up with. Unlike some of the others, I'm all ears to know what you think an uplift really is.

## ROGUE

The class of the rogue represents someone who is a master in the techniques of stealth, evasion, deception, and disguise. They are skilled fighters who you may never even see coming. They are smart, and resourceful. They are often excellent problem solvers and slick talkers who are discouraged by nothing and never give up. Rogues are a lot of things...but **not** necessarily criminals.

The reputation of a rogue as a criminal comes from the fact that their particular skillset lends itself well to a life of crime. However, this is not universally the case. Many rogues do commit crimes, but many others lend their skills to the side of good. Granted, this typically means they do it in their own (sometimes less than morally perfect) ways, but that really can't be helped.

The key to a rogue is a free spirit, a healthy distrust of any authority figure, and a tendency to get yourself into trouble. Whether that is as master criminal, or a silent vigilante, is totally up to you.

### Creating a Rogue

As you create your rogue character, consider the character's relationship to the law. Do you have a criminal past? Or are you a hero with the tactical mind of a super villain? Rogues can cover the entire spectrum, or simply just be regular people who live by their own rules, stealing from good guys and bad guys alike. Or maybe you were once lived up to the classical definition of a rogue, but something happened that made you abandon your life of crime. What was that trigger? Did someone you love get hurt? Did you get caught? Or did something else happen that convinced you that your actions were simply wrong?

As with any class, also give special thought as to why you joined the NRT. Many walks of life could have brought you here, so what exactly did it for you? Were you drawn to the prospect of helping others? To making your world a better place? Was this the next logical step up from your military or

## THE ROGUE

Level	Proficiency Bonus	Sneak Attack
1st	+2	1d6
2nd	+2	1d6
3rd	+2	2d6
4th	+2	2d6
5th	+3	3d6
6th	+3	3d6
7th	+3	4d6
8th	+3	4d6
9th	+4	5d6
10th	+4	5d6
11th	+4	6d6
12th	+4	6d6
13th	+5	7d6
14th	+5	7d6
15th	+5	8d6
16th	+5	8d6
17th	+6	9d6
18th	+6	9d6
19th	+6	10d6
20th	+6	10d6

government career? Do you quest for the excitement and life of adventure inherent in this line of work? Maybe you're in it for the science, you want to experience firsthand the effects of Re-Evolution, and you saw no better way to do that but to step up to the front lines. Or maybe you know the government will give you a gun and a license to kill any dirty REVO who can't be convinced to come quietly. Are you in it for the violence? The possibilities are endless.

### Class Features

As a rogue, you have 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, large caliber pistols, longswords, energy swords, hunting knives, shortswords

**Tools:** Thieves' tools

**Saving Throws:** Dexterity, Intelligence

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

## **Equipment:**

You start with the following equipment:

- (a) a hunting knife or (b) a shortsword
- (a) a recurve bow and quiver of 20 arrows, (b) a small caliber pistol, or (c) a small concealed gun
- A burglar's pack (optional) and a NRT Agent pack
- Civilian Ballistic Fiber clothing, two switchblades, and thieves' tools

## **Expertise**

At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

## **Sneak Attack**

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

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

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

## **Thieves' Cant**

During your life of adventure (whatever that might mean to you) you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly.

In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a gang, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

## **Cunning Action**

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to the Dash, Disengage, or Hide action.

## **Roguish Archetype**

At 3rd level, you choose an archetype that you emulate in the exercise of your rogue abilities: Thief, Assassin, or Arcane Trickster, all detailed at the end of the class description. Your archetype choice grants you features at 3rd level and then again at 9th, 13th, and 17th level. The roguish archetype you choose, despite its name, says nothing about your character's actions or profession. That's your choice.

## **Ability Score Improvement**

When you reach 4th level, and again at 8th, 10th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

## Uncanny Dodge

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Starting at 5th level, when an attack that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

## Evasion

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Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a flamethrower attack from a stampeding security droid, or the ice storm REVO ability. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

## Reliable Talent

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By 11th level, you have refined your chosen skills until the approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

## Blindsight

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Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

## Slippery Mind

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By 15th level, you have acquired greater mental strength. You gain proficiency in Wisdom saving throws.

## Elusive

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Beginning at 18th level, you are so evasive that attackers rarely gain the upper hand against you.

No attack roll has advantage against you while you aren't incapacitated.

## Stroke of Luck

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At 20th level, you have an uncanny knack for succeeding when you need to. If your attack misses a target within range, you can turn the miss into a hit. Alternatively, if you fail an ability check, you can treat the d20 roll as a 20.

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

## Roguish Archetypes

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Rogues have many features in common no matter what their background is, including their emphasis on perfecting their skills, their precise and deadly approach to combat, and their increasingly quick reflexes. But different rogues steer those talents in varying directions, embodied by the rogue archetypes. Your choice of archetype is a reflection of your focus – not necessarily an indication of your chosen profession or misdeeds, but a description of your preferred techniques.

## Thief

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You hone your skills in the larcenous arts. Burglars, bandits, hackers, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into the ancient corners of the multiverse, reading unfamiliar languages, and using REVO enhanced items you normally couldn't employ.

### Fast Hands:

Starting at 3rd level you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

### Second-Story Work:

When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement.

In addition, when you make a running jump, the distance you cover increase by a number of feet equal to your Dexterity modifier.

#### **Supreme Sneak:**

Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

In addition, you have advantage on an Interfacing (Programming) check if the security of the system you are interfacing hasn't already been alerted to the presence of any problem.

#### **Use REVO Enhanced Device:**

By 13th level, you have learned enough about the workings of REVO abilities and the technology that spawns from them that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of REVO Enhanced items.

#### **Thief's Reflexes:**

When you reach 17th level, you have become adept at laying ambushes and quickly escaping danger. You can take two turns during the first round of any combat. You take your first turn at your normal initiative and your second turn at your initiative minus 10. You can't use the feature when you are surprised.

## **Assassin**

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You focus your training on the grim art of death. Those who adhere to this archetype are diverse: hired killers, spies, and bounty hunters are just some examples. Again, these rogues are hired by both sides in any conflict. Stealth, poison, and disguise help you eliminate your foes with deadly efficiency.

#### **Bonus Proficiencies:**

When you choose this archetype at 3rd level, you gain proficiency with the disguise kit and the poisoner's kit.

#### **Assassinate:**

Starting at 3rd level, you are at your deadliest when you get the drop on your enemies. You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit you score against a creature that is surprised is a critical hit.

#### **Infiltration Expertise:**

Starting at 9th level, you can unfailingly create false identities for yourself. You must spend seven days and 500 dollars to establish the history, profession, and affiliations for an identity. As well as procure fake documentation and falsify digital records. You can't establish an identity that belongs to someone else.

Thereafter, if you adopt the new identity as a disguise, other creatures believe you to be that person until given an obvious reason not to.

#### **Imposter:**

At 13th level, you gain the ability to unerringly mimic another person's speech, writing, and behavior. You must spend at least three hours studying these three components of the person's behavior, listening to speech, examining handwriting, and observing mannerisms.

Your ruse is indiscernible to the casual observer. If a wary creature suspects something is amiss, you have advantage on any Charisma (Deception) check you make to avoid detection.

#### **Death Strike:**

Starting at 17th level, you become a master of instant death. When you attack and hit a creature that is surprised, it must make a Constitution saving throw (DC 8 + your Dexterity modifier + your proficiency bonus). On a failed save, double the damage of your attack against the creature.

## **Arcane Trickster**

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Some rogues enhance their finely-honed skills of stealth and agility with REVO abilities through simple physical augmentations not unlike those of a full blown augment, however, far less extensive. Transversely, rogues of this type might have gained slight mutations from Re-Evolution that either began or simply empowered their roguish ways.

### **REVO Abilities**

When you reach 3rd level, you gain the ability to use REVO abilities. For these, see the Augment REVO ability list.

**Cantrips:** You learn three cantrips: mage hand and two other cantrips of your choice from the Augment REVO ability list. You learn another Augment cantrip of your choice at 10th level.

**Stamina:** The Arcane Trickster REVO ability table shows how much stamina you have to use your REVO abilities of 1st level and higher. To use one of these REVO abilities, you must expend stamina equal to the cost associated with the ability's level. You regain all expended stamina when you finish a long rest.

**REVO Abilities Acquired of 1st-Level and Higher:** You have three 1st-level Augment REVO abilities of your choice, two of which you must choose from the enchantment and illusion REVO abilities on the Augment REVO ability list.

The REVO abilities acquired column of the Arcane Trickster REVO table shows when you learn more Augment REVO abilities of 1st level or higher. Each of these REVO abilities must be an enchantment or illusion REVO ability of your choice, and must be of a level for which you are allowed to select, as shown on the table.

The spells you learn at 8th, 14th, and 20th, level can come from any school of REVO ability.

Whenever you gain a level in this class, you can replace one of the Augment REVO abilities you know with another REVO ability of your choice from the Augment REVO ability list. The new REVO ability must be of a level for which you are allowed

### **THE ARCANE TRICKSTER**

Level	Cantrips Acquired	REVO Abilities Acquired	Stamina Points	Max REVO Ability Level
3rd	3	3	4	1
4th	3	4	4	1
5th	3	4	6	1
6th	3	4	6	1
7th	3	5	6	1
8th	3	6	14	2
9th	3	6	14	2
10th	4	7	14	2
11th	4	8	17	2
12th	4	8	17	2
13th	4	9	17	2
14th	4	10	27	3
15th	4	10	27	3
16th	4	11	27	3
17th	4	11	32	3
18th	4	11	32	3
19th	4	12	32	3
20th	4	13	38	4

to select, and it must be an enchantment or illusion REVO ability, unless you're replacing the REVO ability you gained at 8th, 14th, or 20th level.

**"Spellcasting" Ability:** Intelligence is your "Spellcasting" ability for your Augment REVO abilities. You use your Intelligence whenever a REVO ability refers to your "spellcasting ability". In addition, you use your Intelligence modifier when setting the saving throw DC for an Augment REVO ability you use and when making an attack roll with one.

**Spell save DC:**  $8 + \text{your proficiency bonus} + \text{your Intelligence modifier}$

**Spell attack modifier:** Your proficiency bonus + your Intelligence modifier

#### **Mage Hand Legerdemain:**

Starting at 3rd level, when you use the mage hand cantrip, you can make the holographic hand invisible, and you can perform the following additional tasks with it:

- You can stow one object the hand is holding in a container worn or carried by another creature.
- You can retrieve and object in a container worn or carried by another creature.
- You can use thieves' tools to pick locks and disarm traps at range.

You can perform one of these tasks without being noticed by a creature if you succeed on a Dexterity (Sleight of Hand) check contested by the creature's Wisdom (Perception) check.

In addition, you can use the bonus action granted by your Cunning Action to control the hand.

**Advanced Ambush:**

Starting at 9th level, if you are hidden from a creature when you use a REVO ability on it, the creature has disadvantage on any saving throw it makes against the REVO ability this turn.

**Versatile Trickster:**

At 13th level, you gain the ability to distract targets with your mage hand cantrip. As a bonus action on your turn, you can designate a creature within 5 feet of the spectral hand created by the REVO ability. Doing so gives you advantage on attack rolls against that creature until the end of the turn.

**Technology Thief:**

At 17th level, you gain the ability to steal the use of a REVO ability from another REVO.

Immediately after a creature uses a REVO ability that targets you or includes you in its area of effect, you can use your reaction to force the creature to make a saving throw with its "spellcasting" ability modifier. The DC equals your spell save DC. On a failed save, you negate the REVO ability's effect against you, and send a blast of electric feedback to stun the creature's REVO abilities. This puts that particular REVO ability offline for them for 8 hours. Additionally, you analyze the REVO ability blocked in this fashion and adapt, using the energy captured by blocking the ability, to temporarily replicate it. Thus giving you the ability to use this REVO ability as if it were your own for 8 hours.

This must be a REVO ability that is at least 1st level and of a level you are allowed to be using, as shown on the table. It doesn't need to be an Augment REVO ability.

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

## MUTANT

The mutant, as the name suggests, is the ultimate product of humanity's Re-Evolution. This class represents the type of individual who took the full brunt of side effect from the world changing event, and came out on top. This class has no Human variant because its features can only be described by the type of mutations gifted by those hardest hit during Re-Evolution.

As a mutant, your body is your weapon. You are unrestricted by any one type of mutation, Instead, you can do everything from shooting fire from your hands, to creating illusions, to controlling the elements.

However, while being this purely biological form of REVO has its advantages, it also has an important drawback. The diverse and extremely powerful mutations gifted to a mutant by Re-Evolution can sometimes be too much to control. They clash with each other, twist in effect and consequence, and explode out of the mutant often times when they don't want them to. It is for this reason that an out of control mutant is one of the most unpredictable and scary calls any NRT agent ever has to respond to. Any form of mutation can be dangerous while fully in control, an out of control mutant is on another level entirely.

Someone who is older, experienced, and seasoned in the ways of controlling their mind and emotions at the time of Re-Evolution can become a mutant who is one of the most versatile and potent REVOs around. Someone who is young, hot headed, or simply emotionally unstable upon becoming a mutant is a danger to themselves and others. Which are you?

## Creating a Mutant

When creating a mutant, you character's temperament and personality are key in defining how much control you have over your powers, and should be role-played accordingly. Answer the following questions in order to guide your mutant creation:

How do you feel about the powers coursing through you? Do you embrace them, try to master control, or revel in their unpredictable nature? Is it a gift or a curse? Do you consider yourself to be special, or just another person trying to do the right thing? If you would have had the option to refuse your powers, would you have?

What do you intend to do now that you have powers? Or have you not gotten that far yet? You might still be caught up in realizing you just entered the pages of your favorite comic book. Or was that phase gone a long time ago? Perhaps you feel like you have a purpose, a destiny. Maybe you feel you are called to save the world (or maybe just a cheerleader, start there). Or you might decide that the power gives you the right to do what you want, to take what you want from those who lack such power. Or maybe you just want to be left alone. It has to be hard being the target of science's biggest fascination since the discovery of the atom. Maybe you are simply on the run, questing for a normal life.

## Class Features

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As a mutant, you gain the following class features:

**Hit Points:**

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

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

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

**Proficiencies:**

**Armor:** None

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

**Tools:** None

**Saving Throws:** Constitution, Charisma

**Skills:** Choose two skills from Arcana, Deception, Insight, Intimidation, Vehicle Handling, Persuasion, and Religion

## THE MUTANT

Level	Proficiency Bonus	Mutation Points	Cantrips Acquired	REVO Abilities Acquired	Stamina Points	Max REVO Ability Level
1st	+2	-	4	2	4	1
2nd	+2	2	4	3	6	1
3rd	+2	3	4	4	14	2
4th	+2	4	5	5	17	2
5th	+3	5	5	6	27	3
6th	+3	6	5	7	32	3
7th	+3	7	5	8	38	4
8th	+3	8	5	9	44	4
9th	+4	9	5	10	57	5
10th	+4	10	6	11	64	5
11th	+4	11	6	12	73	6
12th	+4	12	6	12	73	6
13th	+5	13	6	13	83	7
14th	+5	14	6	13	83	7
15th	+5	15	6	14	94	8
16th	+5	16	6	14	94	8
17th	+6	17	6	15	107	9
18th	+6	18	6	15	114	9
19th	+6	19	6	15	123	9
20th	+6	20	6	15	133	9

### Equipment:

You start with the following equipment:

- (a) a small caliber pistol and 20 bullets or  
(b) any simple weapon
- A NRT Agent pack
- Two switchblades

### REVO Abilities

You are human Re-Evolution. You are the pinnacle of what the event did to our planet. You are the ultimate REVO. You have the following REVO abilities.

#### Cantrips:

At 1st level, you know four cantrips of your choice from the mutant REVO ability list. You learn additional mutant cantrips of your choice at higher levels, as shown in the Cantrips Acquired column of the Mutant table.

#### Stamina:

The mutant table shows how much stamina you have to use your REVO abilities of 1st level and higher. To use one of these abilities, you must expend stamina equal to the cost associated with the ability's level. You regain all expended stamina when you finish a long rest.

#### REVO Abilities Acquired of 1st Level and Higher:

You have two 1st level abilities of your choice from the mutant REVO ability list.

The Abilities Acquired column of the mutant table shows when you acquire more mutant REVO abilities of your choice. Each of these abilities must be of a level for which you are allowed to select, as shown on the table.

Additionally, when you gain a level in this class, you can choose one of the mutant abilities you have and replace it with another ability from the mutant REVO list, which also must be of a level for which you are allowed to select.

#### "Spellcasting" Ability:

Charisma is your "Spellcasting" ability for your mutant REVO abilities due to your control over your power being directly related to your control over your emotions and mind. You use your Charisma whenever a REVO ability refers to your "spellcasting ability". In addition, you use your Charisma modifier when setting the saving throw DC for a mutant REVO ability you use and when making an attack roll with one.

**Spell save DC:**  $8 + \text{your proficiency bonus} + \text{your Charisma modifier}$

**Spell attack modifier:** Your proficiency bonus + your Charisma modifier

## Control Factor

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Choose a Control Factor for your powers. This represents how well tempered you are at controlling your REVO abilities. Choose either Stable or Hazardous, both options detailed at the end of this class description.

Your choice grants you features when you choose it as 1st level and again at 6th, 14th, and 18th level.

## Gut Instinct

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Unlike other sorts of REVOs, your powers are physically a part of you, in your DNA. At 2nd level, you tap into a type of gut instinct or well of energy created by your particular finesse over your REVO abilities. This can also be thought of as energy/extrabodies coming from the fringes of your mutation. The things your body can do that maybe you don't even understand yet. This act of digging deep inside yourself to push your body further and unlock new abilities is represented by mutation points, which allow you to create a variety of special effects.

### Mutation Points:

You have 2 mutation points, and you gain more as you reach higher levels, as shown in the Mutation Points column of the Mutant table. You can never have more mutation points than shown on the

table for your level. You regain all spent mutation points when you finish a long rest.

### Flexibility:

You can use your mutation points to gain additional stamina, or sacrifice stamina to gain additional mutation points. You learn other ways to use your mutation points as you reach higher levels.

**Creating Stamina:** You can transform unexpended mutation points into stamina as a bonus action on your turn. One mutation point creates one stamina. You cannot create more than 7 stamina in one action.

**Converting stamina into Mutation Points:** As a bonus action on your turn, you can expend stamina and gain a number of mutation points. As before, one mutation point creates one stamina. You cannot create more than 9 mutation points in one action.

## Metapower

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At 3rd level, you gain the ability to use your powers in versatile and unexpected ways. Where a regular REVO could simply use a REVO ability, you can produce the same effect but tailor it to suit your needs. You gain two of the following metapower options of your choice. You gain another one at 10th and 17th level.

You can use only one metapower option on an REVO ability when you use it, unless otherwise noted.

### Make Careful:

When you use a REVO ability that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. To do so, you spend 1 mutation point and choose a number of those creatures up to your Charisma modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the spell.

### Distance:

When you use a REVO ability that has a range of 5 feet or greater, you can spend 1 mutation point to double the range of the ability.

When you use a REVO ability that has a range of touch, you can spend 1 mutation point to make the range of the ability 30 feet.

#### **Empower:**

When you roll damage for a REVO ability, you can spend 1 mutation point to reroll a number of the damage dice up to your Charisma modifier (minimum of one). You must use the new rolls.

You can use the Empower option even if you have already used a different metapower option during the use of the REVO ability.

#### **Extend:**

When you use a REVO ability that has a duration of 1 minute or longer, you can spend 1 mutation point to double its duration, to a maximum duration of 24 hours.

#### **Heighten:**

When you use a REVO ability that forces a creature to make a saving throw to resist its effects, you can spend 3 mutation points to give one target of the REVO ability disadvantage on its first saving throw made against the spell.

#### **Quicken:**

When you use a REVO ability that has a "casting" time of 1 action, you can spend 2 mutation points to change the casting time to 1 bonus action for this use.

#### **Make Subtle:**

When you use a REVO ability, you can spend one mutation point to use it without any somatic or verbal components.

#### **Duplicate:**

When you use a REVO ability that targets only one creature and doesn't have a range of self, you can spend a number of mutation points equal to the REVO ability's level to target a second creature in

range with the same spell (1 mutation point if the REVO ability is a cantrip).

## **Ability Score Improvement**

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

## **Mutant Restoration**

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At 20th level, you regain 4 expended mutation points whenever you finish a short rest.

## **Mutant Origin**

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Every mutant goes about controlling their incredible power differently. In general, some are more successful than others. Your Control Factor is a measure of just how likely you are to lose all control, or keep your cool under pressure.

## **Stable**

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Your temperament and personality allow you to deal with the mutations in your body as if it was second nature. You keep yourself calm, collected, and most importantly, in control. Your powers do not control you, and they never will.

#### **Preferred Element:**

Your body has a natural tendency toward a particular element. The element you choose will be referenced throughout the features of this Control Factor. Your choice should reflect something about your character, their personality, or their past. The possible choices are as follows:

- Acid
- Fire
- Lightning
- Poison
- Cold

### **Mutated Resilience:**

Your mutations make you physically most resistant to damage than regular humans. Your body can lose more blood without fatiguing, your bones can take more pressure without snapping, and your skin can take more punishment before breaking.

At 1st level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class. Additionally, when you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

### **Elemental Affinity:**

Starting at 6th level, when you use a REVO ability that deals damage of the type that is your preferred element, add your Charisma modifier to that damage. At the same time, you can spend one mutation point to gain resistance to that damage type for 1 hour.

### **Flight:**

At 14th level, you gain the ability to fly either by simply floating off the ground or by growing a pair of wings from your back. These wings can be modeled after any species of animal that has wings (including dragon) and can either be a permeant fixture on your back or able to grow and disappear as a bonus action on your turn.

You gain a flying speed equal to your current walking speed.

### **Area of Influence:**

Beginning at 18th level, you can channel your powers and focus them into an aura of energy around you which can influence the minds of others, causing them to become awestruck or frightened. As an action, you can spend 5 mutation points to draw on this power and exude an aura of awe or fear (your choice) to a distance of 60 feet. For 1 minute or until you lose your concentration (as if you were using a concentration REVO ability), each hostile creature that starts its turn in this aura must succeed on a Wisdom saving throw

or be charmed (if you chose awe) or frightened (if you chose fear) until the aura ends. A creature that succeeds on this saving throw is immune to your aura for 24 hours.

## **Hazardous**

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Your temperament means your mind, body, and mutations are not always under your conscious control. They fluctuate with your thoughts, emotional state, and many other factors. Your powers churn within you, waiting for any outlet. Do you control them, or do they control you?

### **Power Surge:**

Starting when you choose this origin at 1st level, your REVO use can unleash surges of untamed power. Immediately after you use a mutant REVO ability of 1st level or higher, the DM can have you roll a d20. If you roll a 1, roll on the Power Surge table to create a random effect. The DM reserves the right to ask you to roll this d20 at other times as well. Especially at times of great conflict, stress, or overwhelming emotion for your character.

### **Gambling Man:**

Starting at 1st level, you can manipulate the forces of chance to gain advantage on one attack roll, ability check, or saving throw. Once you do so, you must finish a long rest before you can use this feature again.

Any time before you regain the use of this feature, the DM can have you roll on the Power Surge table immediately after you use a mutant REVO ability of 1st level or higher. You then regain the use of this feature.

Note: You are required to remind the DM he/she has the ability to ask this of you if they forget and ask you to roll a d20 instead.

### **Bend Luck:**

Starting at 6th level, you have the ability to twist fate using your powers. When another creature you can see makes an attack roll, an ability check, or a saving throw, you can use your reaction and

spend two mutation points to roll 1d4 and apply the number rolled as a bonus or penalty (your choice) to the creature's roll. You can do so after the creature rolls but before any effects of the roll occur.

**Controlled Chaos:**

At 14th level, you gain partial control over the surges of your power. Whenever you roll on the Power Surge table, you can roll twice and use either number.

**Power Bombardment:**

Beginning at 18th level, the harmful energy of your powers intensifies. When you roll damage for a REVO ability and roll the highest number possible on any of the dice, choose one of those dice, roll it again and add that roll to the damage. You can use this feature only once per turn.

## POWER SURGE TABLE

d100	Effect	d100	Effect
01-02	Roll on this table at the start of each of your turns for the next minute, ignoring this result on subsequent rolls.	45-46	You use the levitate REVO ability on yourself.
03-04	For the next minute, you can see any invisible creature if you have line of sight to it.	47-48	All computers around you blink random colors and text and otherwise go haywire for one minute.
05-06	For one minute, your entire body becomes mechanical. Your skin becomes metallic, your muscles and organs are replaced by artificial versions, and your brain is replaced by a computer.	49-50	You can't speak for the next minute.
07-08	You use the fireball REVO ability as a 3rd-level REVO ability centered on yourself.	51-52	A spectral shield hovers near you for the next minute, granting you a +2 bonus to AC and immunity to the magic missile REVO ability.
09-10	You use magic missile as a 5th-level REVO ability.	53-54	You are immune to being intoxicated by alcohol for the next 5d6 days.
11-12	Roll a d10. Your height changes by a number of inches equal to the roll. If the roll is odd, you shrink. If the roll is even, you grow.	55-56	Your hair falls out but grows back within 24 hours.
13-14	You use the confusion REVO ability centered on yourself.	57-58	For the next minute, any flammable object you touch that isn't being worn or carried by another creature bursts into flame.
15-16	For the next minute, you regain 5 hit points at the start of each of your turns.	59-60	You regain 1d6 stamina.
17-18	You grow a long beard made of feathers that remains until you sneeze, at which point the feathers explode out from your face.	61-62	For the next minute, you must shout when you speak.
19-20	You use the grease REVO ability centered on yourself.	63-64	You use the fog cloud REVO ability centered on yourself.
21-22	Creatures have disadvantage on saving throws against the next REVO ability you use in the next minute that involves a saving throw.	65-66	Up to three creatures you choose within 30 feet of you take 4d10 lightning damage.
23-24	Your skin turns a vibrant shade of blue. The remove curse REVO ability can end this effect.	67-68	You are frightened by the nearest creature until the end of your next turn.
25-26	An eye appears on your forehead for the next minute. During that time, you have advantage on Wisdom (Perception) checks that rely on sight.	69-70	Each creature within 30 feet of you becomes invisible for the next minute. The invisibility ends on a creature when it attacks or casts a spell.
27-28	For the next minute, all your REVO abilities with a casting time of 1 action have a casting time of 1 bonus action.	70-72	You gain resistance to all damage for the next minute.
29-30	You teleport up to 60 feet to an unoccupied space of your choice that you can see.	73-74	A random creature within 60 feet of you becomes poisoned for 1d4 hours.
31-32	You are transported to a random dimension until the end of your next turn, after which time you return to the space you previously occupied or the nearest unoccupied space if that space is occupied.	75-76	You glow with bright light in a 30-foot radius for the next minute. Any creature that ends its turn within 5 feet of you is blinded until the end of its next turn.
33-34	Maximize the damage of the next damaging REVO ability you use within the next minute.	77-78	You use the polymorph REVO ability on yourself. If you fail the saving throw, you turn into a creature of the DM's discretion for the REVO ability's duration.
35-36	Roll a d10. Your age changes by a number of years equal to the roll. If the roll is odd, you get younger (minimum 1 year old). If the roll is even, you get older. This effect may be permanent or temporary based on DM discretion.	79-80	Illusory images flash in the air within 10 feet of you for the next minute. These images represent your fears and worries.
37-38	1d6 squirrels controlled by the DM appear in unoccupied spaces within 60 feet of you and are frightened of you. They vanish after 1 minute.	81-82	You can take one additional action immediately.
39-40	You regain 2d10 hit points.	83-84	Each creature within 30 feet of you takes 1d10 necrotic damage. You regain hit points equal to the sum of the necrotic damage dealt.
41-42	You turn to stone until the start of your next turn. While a statue, you are incapacitated and have vulnerability to all damage. If you drop to 0 hit points, you dissolve into ash, and your form reverts.	85-86	You use the mirror image REVO ability.
43-44	For the next minute, you can teleport up to 20 feet as a bonus action on each of your turns.	87-88	You use the fly REVO ability on a random creature within 60 feet of you.
		89-90	You become invisible for the next minute. During that time, other creatures can't hear you. The invisibility ends if you attack or cast a spell.
		91-92	If you die within the next minute, you immediately come back to life as if by the reincarnate REVO ability.
		93-94	Your size increases by one size category for the next minute.
		95-96	You and all creatures within 30 feet of you gain vulnerability to piercing damage for the next minute.
		97-98	You are surrounded by faint music of a type for which you are not fond of for the next minute.
		99-00	You regain all expended mutation points.

## CEREBRAL

The cerebral is a type of REVO defined by their mind. Most cerebrals are of the REVO variant. They usually report having been able to stay conscious for varied amounts of time during Re-Evolution, whereas most people fell unconscious at the start. The truth behind this claim is hard to confirm, but there is obviously a heavy correlation between the mental strength of the human and the power of the cerebral they have become.

Typically a cerebral's mutations simply act to increase their intelligence. In the five years following Re-Evolution, cerebrals alone are to credit for the massive increase in technology planet wide. Their genius boosted the world years ahead of where it should be, and is responsible for much of the technology (good and bad) that fuels many of the other available class options.

But this intelligence boost isn't always just an increase in IQ. For some cerebrals, it doesn't increase their true intelligence, but the power their minds have over the world. Cerebrals can create REVO abilities and effect the world by just using their minds.

**Note:** Not all cerebrals are geniuses when compared to regular people. They are nearly always of above average intelligence, but most of the time their mutations/augmentations give them power, not just volume of information and intelligence.

**REVO Variant:** The REVO variant of the cerebral class represents a cerebral who received their incredible intelligence directly from Re-Evolution. They are highly intelligent, hard to spot, and can create powerful mental effects.

**Human Variant:** The Human variant of the cerebral class represents someone who has gained extensive mental implants to improve their cognitive function. Despite the relative safety of this augmentation procedure, it is still considered a very drastic step to take to have large amounts of the brain and nervous system replaced with

artificially enhanced material. While both variants of cerebral gain bonuses to interfacing, the Human variant tends to have a much closer connection to the digital world. Via their mental implants, they can wirelessly plug into computer systems and directly upload or download information as though they were another computer in the network.

### Creating a Cerebral

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When creating a cerebral, first decide what variant you are: REVO or Human. This will have a more important impact on your back story than it would for some other classes. In the case of either variant, decide exactly how intelligent you are. The Intelligence stat is important for the cerebral class, so it is assumed you will at least have a moderately high modifier. But decide if you will be pushing that to the max, or keeping it just above average. Are you a technological genius who helped drive invention and science forward after Re-Evolution? Or are you simply the strong, silent type who knows it is often smarter to keep your mouth shut and be assumed a fool rather than reveal your true colors?

If you are a REVO variant, you might have to decide how your character deals with the sudden influx of knowledge and power. Such might be incredibly jarring to you if you weren't particularly smart before gaining these abilities. Were your eyes opened in ways you never thought were possible? Or is this already old hat for you?

If you are a Human variant, decide what prompted you to get neural augmentations. Like the Uplift class, you might be the victim of a terrible disease or accident and these augmentations were the only way to save your life. However, unlike an Uplift, it would be far less taboo to gain mental augmentations for more personal reasons. Did you do this to further your position in life? To help you at your job or to overcome some problem you don't know how to get around in other ways? Maybe you were simply tired of living with a mental disorder or impairment. The neural

## THE CEREBRAL

Level	Proficiency Bonus	Cantrips Acquired	REVO Abilities Acquired	Stamina	Level of All REVO Abilities		Invocations Known
					1st	2nd	
1st	+2	2	2	2	1st	-	
2nd	+2	2	3	4	1st	2	
3rd	+2	2	4	6	2nd	2	
4th	+2	3	5	6	2nd	2	
5th	+3	3	6	10	3rd	3	
6th	+3	3	7	10	3rd	3	
7th	+3	3	8	12	4th	4	
8th	+3	3	9	12	4th	4	
9th	+4	3	10	14	5th	5	
10th	+4	4	10	14	5th	5	
11th	+4	4	11	21	5th	5	
12th	+4	4	11	21	5th	6	
13th	+5	4	12	28	5th	6	
14th	+5	4	12	28	5th	6	
15th	+5	4	13	28	5th	7	
16th	+5	4	13	28	5th	7	
17th	+6	4	14	35	5th	7	
18th	+6	4	14	35	5th	8	
19th	+6	4	15	35	5th	8	
20th	+6	4	15	35	5th	8	

augmentations of a cerebral can sometimes cure afflictions such as autism or similar disorders. What is life like for you after gaining the ability to function on levels you never have been able to before? Or maybe your reasoning is completely different.

As with any class, also give special thought as to why you joined the NRT. Many walks of life could have brought you here, so what exactly did it for you? Were you drawn to the prospect of helping others? To making your world a better place? Was this the next logical step up from your military or government career? Do you quest for the excitement and life of adventure inherent in this line of work? Maybe you're in it for the science, you want to experience firsthand the effects of Re-Evolution, and you saw no better way to do that but to step up to the front lines. Or maybe you know the government will give you a gun and a license to kill any dirty REVO who can't be

convinced to come quietly. Are you in it for the violence? The possibilities are endless.

### Class Features

As a cerebral, you gain the following class features.

#### Hit Points:

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

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

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

#### Proficiencies:

**Armor:** Light armor

**Weapons:** Simple weapons

**Tools:** None

**Saving Throws:** Intelligence, Charisma

**Skills:** Choose two skills from Animal Handling, Deception, History, Investigation, Nature, Mechanics, Programming, Vehicle Handling, and Religion.

#### **Equipment:**

You start with the following equipment:

- (a) A small caliber pistol and 20 bullets or
- (b) Any simple weapon
- A NRT Agent Pack
- Civilian Ballistic Fiber clothing armor, any simple weapon, and two switchblades

## **Area of Focus**

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Each cerebral is different, however most target their mental abilities toward one of three focuses. These focuses each represent different strategies of utilizing the powers gifted to them by their minds, and each have similarly themed abilities. You may choose your focus from Illusion, Desolation, or Control. Details of these can be found at the end of the class description. Your choice grants you features at 1st level and again at 6th, 10th, and 14th level.

## **REVO Abilities**

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Your mutations/augmentations have given you incredible mental capabilities. It is theorized any human could be capable of these abilities if they could simply access more than 10 percent of their minds' full potential. As a cerebral, you have done just that via other means, and your REVO abilities stem from this increased mental power.

#### **Cantrips:**

You know two cantrips of your choice from the cerebral REVO ability list. You learn additional cerebral cantrips of your choice at higher levels, as shown in the Cantrips Known column of the cerebral table.

#### **Stamina:**

The cerebral table shows how much stamina you have. The table shows what levels of REVO abilities

can be used given your cerebral level; all of your REVO abilities must be used at the same level. To use one of your cerebral REVO abilities of 1st level or higher, you must expend stamina equal to the cost associated with the level of REVO ability you are currently limited to. You regain all expended stamina when you finish a short or long rest.

For example, when you are a 5th level cerebral, you have 10 stamina. To use the 1st level REVO ability thunderwave, you must spend stamina to use the ability at the 3rd level, as shown on the table. You then use the ability using the rules listed on the ability description as though it was at 3rd level.

#### **REVO Abilities Acquired of 1st Level and Higher:**

At 1st level, you have two 1st level REVO abilities of your choice from the cerebral REVO ability list.

The REVO abilities acquired column of the cerebral table shows when you acquire more cerebral REVO abilities of your choice of 1st level and higher. A REVO ability you choose must be of a level no higher than what you are allowed to select, as shown on the table.

Additionally, when you gain a level in this class, you can choose one of the cerebral REVO abilities you have and replace it with another REVO ability from the cerebral REVO ability list, which also must be of a level for which you are allowed to select.

#### **"Spellcasting" Ability:**

Intelligence is your "Spellcasting" ability for your cerebral REVO abilities. In other words, your cerebral spells. You use your Intelligence whenever a REVO ability refers to your "spellcasting ability". In addition, you use your Intelligence modifier when setting the saving throw DC for a cerebral REVO ability you use and when making an attack roll with one.

**Spell save DC:**  $8 + \text{your proficiency bonus} + \text{your Intelligence modifier}$

**Spell attack modifier:**  $\text{Your proficiency bonus} + \text{your Intelligence modifier}$

## Mental Invocations

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In your study of lore both accepted and occult, you have unearthed fragments of forbidden knowledge that you can utilize as added intellectual abilities.

At 2nd level, you gain two mental invocations of your choice. Your invocation options are detailed at the end of the class description. When you gain certain cerebral levels, you gain additional invocations of your choice, as shown in the Invocations Known column of the cerebral table.

Additionally, when you gain a level in this class, you can choose one of the invocations you know and replace it with another invocation that you could learn at the level.

## Pact Boon

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At 3rd level, you gain an extra ability that can be one of three specific options. Each gives a different benefit/power.

### **Pact of the Chain:**

You acquire the find familiar REVO ability and can use it as a ritual. The REVO ability doesn't count against your number of REVO abilities acquired.

When you use the REVO ability, the familiar takes the form of a tangible holographic projection.

Additionally, when you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one attack of its own.

### **Pact of the Blade:**

You can use your action to create a weapon in your empty hand. You can choose the form that this weapon takes each time you create it. It materializes itself out of thin air. You are proficient with it while you wield it. This weapon counts as REVO Enhanced for the purpose of overcoming resistance and immunity to non-REVO Enhanced attacks and damage.

Your weapon can dematerialize into nothing just as simply. This happens if it is more than 5 feet

away from you for 1 minute or more. It also dematerialized if you use this feature again, if you dismiss the weapon (no action required), or if you die.

You can transform one REVO Enhanced weapon into your pact weapon by performing a special "ritual" while you hold the weapon. This ritual entails connecting the weapon to your mind and body on a forth dimensional level. You perform the ritual over the course of 1 hour, which can be done during a short rest. You can then dismiss the weapon, shunting it into extradimensional space, and it appears whenever you create your pact weapon thereafter. You can't affect an artifact or a sentient weapon in this way. The weapon ceases being your pact weapon if you die, if you perform the 1-hour ritual on a different weapon, or if you use a 1-hour ritual to break your programmed bond to it. The weapon appears at your feet if it is in the extradimensional space when the bond breaks.

### **Pact of the Tome:**

You gain the ability to store extra knowledge, thus power, in an item outside of your body. This can be any item you decide (if you are a REVO variant) or must be a digital memory storage device capable of storing data (if you are a tech variant). However, you only have access to these extra powers when you have direct access to the item you chose. Choose three cantrips from any class's REVO ability list. As long as your mental implants are interfacing with the storage unit (plugged in, memory card inserted, etc.), or you are in direct physical contact with the objet, you can use these cantrips at will. They don't count against your number of cantrips known.

If you lose the object or storage unit, you can create a new one and render the old one useless to any other cerebral. This takes an amount of time equal to approximately 1 hour to process. The object is automatically rendered inert when you die.

## Ability Score Improvement

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

## Direct Hacking

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Starting at 5th level you interface with any computer that is compatible with you and attempt to hack it with your mind. You receive advantage on your Interfacing (Programming) check as well as the ability to add your proficiency bonus if you are not already proficient with the programming skill.

If your attempt fails, you take one 1d8 psychic damage and run the risk of temporary malfunctions with REVO abilities.

## Upgraded Neurology

---

At 11th level, you unlock a boost of technological/mutational neurology, increasing your mental power. Choose one 6th level REVO ability from the cerebral REVO ability list as this power boost.

You can use this REVO ability once without expending stamina. You must finish a long rest before you can do so again.

At higher levels, you gain more cerebral REVO abilities of your choice that can be used in this way: one 7th level REVO ability at 13th level, one 8th level REVO ability at 15th level, and one 9th level REVO ability at 17th level. You regain all uses of your Upgraded Neurology when you finish a long rest.

## Energy Master

---

At 20th level, you can draw on your inner reserve of mental power to regain stamina. You can spend 1 minute drawing energy from the world around you to regain all of your expended stamina. Once

you regain stamina with this feature, you must finish a long rest before you can do so again.

## Area of Focus

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Each cerebral has different strengths, weaknesses and areas of expertise. By choosing an area of focus, you are choosing what realm of mental power you prefer to train your abilities toward. This also vaguely represents what area of interest your studies, education, and intelligence is directed toward.

## Illusion

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As a cerebral that focuses on Illusion, you learn to use your mind to influence others. Typically this comes in the form of tricking the senses and warping reality as the target perceives it.

### Expanded REVO Ability List:

Illusion lets you choose from an expanded list of REVO abilities when you acquire a cerebral REVO ability. The following REVO abilities are added to the cerebral REVO ability list for you.

REVO Ability Level	REVO Ability
1	Faerie fire, sleep
2	Calm emotions, phantasmal force
3	Blink, plant growth
4	Dominate beast, greater invisibility
5	Dominate person, seeming

### Illusory Presence:

Starting at 1st level, you gain ability to project your presence as that of either charming or frightening despite your true attributes. As an action, you can cause each creature in a 10-foot cube originating from you to make a Wisdom saving throw against your cerebral REVO ability save DC. The creatures that fail their saving throws are all charmed or frightened by you (your choice) until the end of your next turn.

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

#### Invisible Escape:

Starting at 6th level, you can seem to vanish into thin air in response to harm. When you take damage, you can use your reaction to turn invisible and teleport up to 60 feet to an unoccupied space you can see. You remain invisible until the start of your next turn or until you attack or use an REVO ability.

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

#### Mental Defenses:

Beginning at 10th level, you learn how to turn the mind-altering effects of your enemies' REVO abilities against them. You are immune to being charmed, and when another creature attempts to charm you, you can use your reaction to attempt to turn the charm back on that creature. The creature must succeed on a Wisdom saving throw against your cerebral REVO ability save DC or be charmed by you for 1 minute or until the creature takes any damage.

#### Dark Delirium:

Starting at 14th level, you can plunge a creature into a hallucination using your mind. As an action, choose a creature that you can see within 60 feet of you. It must make a Wisdom saving throw against your cerebral REVO ability save DC. On a failed save, it is charmed or frightened by you (your choice) for 1 minute or until your concentration is broken (as if you were concentrating on using a REVO ability). This effect ends early if the creature takes any damage.

Until this illusion ends, the creature thinks it is lost in a misty realm, the appearance of which you choose. The creature can see and hear only itself, you, and the illusion.

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

## Desolation

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Choosing desolation as your focus means you are interested in being a human weapon. Your mental abilities will allow you to cause more harm and inflict more destruction than they would with the other areas of focus. Furthermore, the effects your mind have on people are quite a bit darker and have the possibility to leave them scarred for life.

#### Expanded REVO Ability List:

Desolation lets you choose from an expanded list of REVO abilities when you acquire a new cerebral REVO ability. The following REVO abilities are added to the cerebral REVO ability list for you.

REVO Ability Level	REVO Ability
1	Burning hands, command
2	Blindness/deafness, scorching ray
3	Fireball, stinking cloud
4	Fire shield, wall of fire
5	Flame strike, hallow

#### Desolation's Blessing:

Starting at 1st level, when you reduce a hostile creature to 0 hit points, you gain temporary hit points equal to your Intelligence modifier + your cerebral level (minimum of 1).

#### The Sith's Own Luck:

Starting at 6th level, you can alter fate in your favor, usually by cheating the odds or rigging the situation. When you make an ability check or a saving throw, you can use this feature to add a d10 to your roll. You can do so after seeing the initial roll but before any of the roll's effects occur.

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

#### Corrupted Resilience:

Starting at 10th level, you can choose one damage type when you finish a short or long rest. You gain

resistance to that damage type until you choose a different one with this feature. Damage from REVO Enhanced weapons ignores this resistance.

#### **Hurl Through Hell:**

Starting at 14th level, when you hit a creature with an attack, you can use this feature to instantly teleport the target into extradimensional space and drag them through all known and unknown hells located there within. The creature disappears and hurtles through a nightmare landscape beyond comprehension.

At the end of your turn, the target returns to the space it previously occupied, or the nearest unoccupied space. The target takes 10d10 psychic damage as it reels from its horrific experience.

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

## **Control**

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Your focus gives you abilities that all fall into the realm of entering the minds of others and imposing your influence. This can be done very lightly and stealthily, without the subject ever knowing you were there. You can read minds and alter the thoughts of those whom are around you.

#### **Expanded REVO Ability List:**

Control lets you choose from an expanded list of REVO abilities when you acquire a new cerebral REVO ability. The following REVO abilities are added to the cerebral REVO ability list for you.

REVO Ability Level	REVO Ability
1	<b>Dissonant whispers, Tasha's hideous laughter</b>
2	<b>Detect thoughts, phantasmal force</b>
3	<b>Clairvoyance, sending</b>
4	<b>Dominate beast, Evard's black tentacles</b>
5	<b>Dominate person, telekinesis</b>

#### **Awakened Mind:**

Starting at 1st level, your alien knowledge gives you the ability to touch the minds of other creatures. You can communicate telepathically with any creature you can see within 30 feet of you. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language.

#### **Entropic Ward:**

At 6th level, you learn to protect yourself against attack and to turn an enemy's failed strike into good luck for yourself. When a creature makes an attack roll against you, you can use your reaction to impose disadvantage on that roll. If the attack misses you, your next attack roll against the creature has advantage if you make it before the end of your next turn.

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

#### **Thought Shield:**

Starting at 10th level, your thoughts can't be read by telepathy or other means unless you allow it. You also have resistance to psychic damage, and whenever a creature deals psychic damage to you, that creature takes the same amount of damage that you do.

#### **Infect:**

At 14th level, you gain the ability to infect a humanoid's mind with your presence. You can use your action to touch an incapacitated humanoid. That creature is then charmed by you until a remove curse REVO ability is used on it, the charmed condition is removed from it, or you use this feature again.

You can communicate telepathically with the charmed creature at infinite range.

## **Mental Invocations**

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If a mental invocation has prerequisites, you must meet them in order to acquire the invocation. You

can learn the invocation at the same time that you meet its prerequisites.

#### **Agonizing Blast:**

**Prerequisite:** eldritch blast cantrip

When you use the eldritch blast cantrip, add your Intelligence modifier to the damage it deals on a hit.

#### **Armor of Shadows:**

You may use the mage armor REVO ability on yourself at will, without expending stamina.

#### **Ascendant Step:**

**Prerequisite:** 9th level

You can use the levitate REVO ability on yourself at will, without expending stamina or material components.

#### **Beast Speech:**

You can use the speak with animals REVO ability at will, without expending stamina.

#### **Bequiling Influence:**

You gain proficiency in the Deception and Persuasion skills.

#### **Bewitching Whispers:**

**Prerequisite:** 7th level

You can use the compulsion REVO ability once using stamina of the appropriate cost. You can't do so again until you finish a long rest.

#### **Book of Ancient Secrets:**

**Prerequisite:** Pact of the Tome option

You can now write information to your memory storage device or object. Choose two 1st level REVO abilities that have the ritual tag from any class's REVO ability list. Knowledge of these REVO abilities is added to your digital storage device and don't count against the number of REVO abilities you know. While interfacing with your digital storage device, or in direct physical contact with your object, you can use the chosen REVO abilities.

On your adventures, you can add other ritual REVO abilities to your object. When you find the information for such a REVO ability, you can add it to the object if the REVO ability's level is equal to or less than half your cerebral level (rounded up), and if you can spare the time to imbue the information to the object/download it to the digital memory. For each level of the REVO ability, the process takes 1 hour.

#### **Chains of Carceri:**

**Prerequisite:** 15th level, Pact of the Chain option

You can use the hold monster REVO ability at will without expending stamina. You must finish a long rest before you can use this REVO ability on the same creature again.

#### **Night Vision:**

You can see normally in darkness, both REVO created and ordinary, to a distance of 120 feet.

#### **Dreadful Word:**

**Prerequisite:** 7th level

You can use the confusion REVO ability once using stamina equal to the cost of that ability. You can't do so again until you finish a long rest.

#### **Integrated Radar:**

You can use the detect magic REVO ability at will, without expending stamina.

#### **Rangefinder:**

**Prerequisite:** eldritch blast cantrip

When you use the eldritch blast cantrip, its range is 300 feet.

#### **Multiversal Translator:**

You can read all writing.

#### **Fiendish Vigor:**

You can use the false life REVO ability on yourself at will as a 1st level REVO ability, without expending stamina or material components.

#### **Gaze of Two Minds:**

You can use your action to touch a willing humanoid and perceive through its senses until the end of your next turn. As long as the creature is on the same plane of existence as you, you can use your action on subsequent turns to maintain this connection, extending the duration until the end of your next turn. While perceiving through the other creature's senses, you benefit from any special senses possessed by that creature, and you are blinded and deafened to your own surroundings.

#### Lifedrinker:

**Prerequisite:** 12th level, Pact of the Blade option

When you hit a creature with your pact weapon, the creature takes extra necrotic damage equal to your Intelligence modifier (minimum 1).

#### Mask of Many Faces:

You can use the disguise self REVO ability at will, without expending stamina.

#### Master of Transformation:

**Prerequisite:** 15th level

You can use the alter self REVO ability at will, without expending stamina.

#### Minions of Chaos:

**Prerequisite:** 9th level

You can use the conjure elemental REVO ability once using stamina equal to the cost of that ability. You can't do so again until you finish a long rest.

#### Mire the Mind:

**Prerequisite:** 5th level

You can use the slow REVO ability once using stamina equal to the cost of that ability. You can't do so again until you finish a long rest.

#### Misty Visions:

You can use the silent image REVO ability at will, without expending stamina.

#### One with Shadows:

#### **Prerequisite:** 5th level

When you are in an area of dim light or darkness, you can use your action to become invisible until you move or take an action or a reaction.

#### Otherworldly Leap:

**Prerequisite:** 9th level

You can use the jump REVO ability on yourself at will, without expending stamina.

#### Repelling Blast:

**Prerequisite:** eldritch blast cantrip

When you hit a creature with eldritch blast, you can push the creature up to 10 feet away from you in a straight line.

#### Sculptor of Flesh:

**Prerequisite:** 7th level

You can use the polymorph REVO ability once using stamina equal to the cost of that ability. You can't do so again until you finish a long rest.

#### Sign of Ill Omen:

**Prerequisite:** 5th level

You can use the bestow curse REVO ability once using stamina equal to the cost of that ability. You can't do so again until you finish a long rest.

#### Thief of Five Fates:

You can use the bane REVO ability once using stamina equal to the cost of that ability. You can't do so again until you finish a long rest.

#### Thirsting Blade:

**Prerequisite:** 5th level, Pact of the Blade option

You can attack with your pact weapon twice, instead of once, whenever you take the Attack action on your turn.

#### Visions of Distant Realms:

**Prerequisite:** 15th level

You can use the arcane eye REVO ability at will, without expending stamina.

### **Voice of the Chain Master:**

**Prerequisite:** Pact of the Chain option

You can communicate telepathically with your familiar and perceive through your familiar's senses as long as you are in the same dimension. Additionally, while perceiving through your familiar's senses, you can also speak through your familiar in your own voice, even if your familiar is normally incapable of speech.

### **Whispers of the Grave:**

**Prerequisite:** 9th level

You can use the speak with the dead REVO ability at will, without expending stamina.

### **Knowledge of Sight:**

**Prerequisite:** 15th level

You can see the true form of any shape-changer or creature concealed by illusion or transmutation REVO abilities while the creature is within 30 feet of you and within line of sight.

## **Final Thoughts on Cerebrals**

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Cerebrals are strange. They have, in most situations, willfully decided to have large chunks of the very organ which supplies them with their personality and all life experiences ripped out and an artificial substitute installed. Even if you are not a Human variant, large amounts of your mind has been fundamentally changed on a molecular level. While these enhancements are technically superior, is it really the same? The world often sees cerebrals (as well as other heavily augmented classes) as black sheep, simply because it has never been proven exactly what the effect on the human condition are once someone has undergone extensive upgrades. Are you the same person? Do you still have a soul? Has your soul changed any? It's these very questions about humanity and right and wrong that surround cerebrals whether they like it or not.

Decide if you feel like you've lost part of your humanity since being enhanced. Or maybe you

think your humanity has increased. Depending on what parts of the brain that's been tampered with, you might be able to edit your own personality. Are you gay? Straight? Male? Female? Cat person? Dog person? Enjoy the taste of ketchup on your scrambled eggs? It's up to you. Don't like something about your personality, just go and edit your code. Is that wrong? Right? Fantastic? Horrible? You be the judge.

Finally, remember that is a common for members of this class to have been instrumental in creating the world's new technological advances in the five years since Re-Evolution. Your character doesn't have to have had anything to do with this, or they can be a famous scientist behind some grand invention. Talk to your DM if you are interested in this particular path.

## AUGMENT

Augments are to technology what mutants are to mutations. The term augment describes a person who upgrades their body with advanced prosthetics to increase performance and obtain superhuman powers.

Unlike many classes and even civilians who receive mechanical augmentations, the augment class takes it several steps further. Only those who replace a majority of their body with machine substitutions can be considered an augment.

From mental augmentations that allow for enhanced thinking and memory, to fully robotic limbs with onboard tools for everything from mundane tasks to unleashing powerful REVO enhanced effects, augments are the ultimate in efficiency and adaptability. Augments utilize technology by way of upgrades to their existing body parts. Extendable flamethrowers, shoulder mounted rockets, releasable pheromones for influencing others, energy siphons and redirectors, even jet packs and long fall inhibitors built right into the body, just to name a few. Augments take pride in often building, inventing, and at least maintaining the technology that is their own body. An augment will typically spend countless hours researching, tinkering, or constructing new augmentations and upgrading old ones to unlock new REVO abilities. Many of these same augments make millions selling their designs to major corporations who then market them to the public. Nearly every other class that uses technology has something in common with augments.

This class lives and dies by its technology. Everything else is secondary. Augments learn new REVO abilities as they experiment and grow in their technological prowess and experience. Their bodies are also often designed to be able to interface with technology not directly intended for them, adapting on the fly if they happen to find a new piece of tech they wish to install in their onboard inventory. Even unwilling augments who

had to become such to save their lives after catastrophic injuries tend to take up the call to learn all they can about how their bodies work. If not to become stronger, faster, and more powerful, but just to keep from degrading. Like every machine, the body of an augment needs constant attention to stay in perfect working order.

This class has no REVO variant because no type of mutation perfectly matches the abilities of an augment.

## Creating and Augment

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Creating an augment almost demands a backstory dominated by at least one extraordinary event (either for the positive or negative). The choice to take on such extensive augmentations to your body as described by this class was not to be taken lightly. What drove you to want to do this? A mission you dedicated yourself to that you realized would require you to be more than you were to accomplish? A job you took that you knew would change your life but came with the requirement that you change your body – either for nefarious or legitimate reasons? What was your price? Did a major corporation pay you to do this?

Maybe you were completely against augmentations, hated the idea of them even. But a car wreck that nearly killed you required you to become an augment just to save your life. The doctors didn't ask your opinion. Maybe your insurance policy covered it and now your life is changed forever.

Once you have decided on the specifics of your backstory, decide what type of augment you are. There are enough augmented people in the world (not necessarily members of the augment class) that the design, marketing, and commercial purchase of augmentations is becoming a massive business. You could buy every one of your parts (and upgrades/REVO abilities) from Limb Clinics specializing in your kind of tech.

## THE AUGMENT

Level	Proficiency Bonus	Cantrips Acquired	Stamina Points	Max REVO Ability Level
1st	+2	3	4	1
2nd	+2	3	6	1
3rd	+2	3	14	2
4th	+2	4	17	2
5th	+3	4	27	3
6th	+3	4	32	3
7th	+3	4	38	4
8th	+3	4	44	4
9th	+4	4	57	5
10th	+4	5	64	5
11th	+4	5	73	6
12th	+4	5	73	6
13th	+5	5	83	7
14th	+5	5	83	7
15th	+5	5	94	8
16th	+5	5	94	8
17th	+6	5	107	9
18th	+6	5	114	9
19th	+6	5	123	9
20th	+6	5	133	9

Otherwise, you could be the type of augment that builds every one of their upgrades yourself. Envision what your body looks like, if you chose this path. Are you a master engineer and your augments are more aesthetically pleasing than those bought and sold on the market? Or are you the type that is a practical genius when it comes to tech, but you lack a certain...stylistic flair? Are your augments held together with big, nasty welds, pieces of metal and armor from other places, mismatched and miss-colored pieces of hardware, and most importantly, duct tape? Where do you work on your augments? Do you have a garage? Work shop? Storage building? Hidden shipping container? The choice is yours.

As with any class, also give special thought as to why you joined the NRT. Many walks of life could have brought you here, so what exactly did it for you? Were you drawn to the prospect of helping others? To making your world a better place? Was this the next logical step up from your military or government career? Do you quest for the

excitement and life of adventure inherent in this line of work? Maybe you're in it for the science, you want to experience firsthand the effects of Re-Evolution, and you saw no better way to do that but to step up to the front lines. Or maybe you know the government will give you a gun and a license to kill any dirty REVO who can't be convinced to come quietly. Are you in it for the violence? The possibilities are endless.

### Class Features

As an augment, you gain the following class features:

#### Hit Points:

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

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

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

### **Proficiencies:**

**Armor:** None

**Weapons:** Switchblades, magnetic slingshots, quarterstaffs, small caliber pistols

**Tools:** None

**Saving Throws:** Interfacing, Intelligence

**Skills:** Choose two skills from History, Insight, Mechanicals, Vehicle Handling, Investigation, and Medicine.

### **Equipment:**

You start with the following equipment:

- (a) a quarterstaff, (b) a dagger, or (c) a small caliber pistol
- A NRT Agent pack
- An Onboard Inventory

## **REVO Abilities**

You are more than a human being, and you are more than a machine. Your body has been replaced or heavily supplemented with mechanical substitutes that give you great power. Maybe only your brain, one leg, and a few key organs are still biological. The choice of more or less is up to you.

### **Cantrips:**

At 1st level, you know three cantrips of your choice from the augment REVO ability list. You learn additional augment cantrips of your choice at higher levels, as shown in the Cantrips Acquired column of the augment table.

### **Onboard Inventory:**

As an augment, your body has many different pieces of technology built into it that you can utilize in various ways. Whether you purchased these pieces of technology or built them yourself, you must keep an inventory of what you have, how they work, and all of the technical specifications you may need to use/upgrade/repair your various augmentations. This inventory can be kept either digitally inside your onboard computer

system in the form of a removable memory card or other data storage device, or physically as a book, binder, manual, or other such means of retaining files.

**Integrating Technology:** When you find a piece of technology that is applicable to your system, you can add it to your onboard inventory if it is of a level for which you are allowed to utilize, as shown on the table, and you can spare the time to integrate it.

Integrating a new piece of technology/REVO ability into your existing augmentations (thus adding it to your onboard inventory) involves reverse engineering it and modifying it to interface with your body. It also involves studying it thoroughly enough to understand how it works and copy its technical specifications into your onboard inventory list.

For each level of REVO ability the piece of technology awards you, the process takes 2 hours. Once you have spent the time, you can prepare the REVO ability just like other REVO abilities. In some cases, the piece of technology will be designed to be ready to interface with any technology it comes in contact with. In this case, you will not require the time to add it to your onboard inventory.

**Starting Out:** You start with an onboard inventory (digital or analog, your choice) containing six 1st-level augment REVO abilities of your choice. You can also assume your body starts with the pieces of technology required to use these REVO abilities pre-installed.

### **Preparing and Using REVO Abilities:**

The augment table shows how much stamina you have to use your REVO abilities of 1st level and higher. To use one of your augment REVO abilities, you must expend stamina equal to the cost associated with the ability's level. You regain all expended stamina when you finish a long rest.

You prepare the list of augment REVO abilities that are available for you to use, choosing from the

augment REVO ability list. To do so, choose a number of augment REVO abilities from your onboard inventory equal to your Interfacing modifier + your augment level (minimum of one REVO ability). The REVO abilities must be of a level for which you are allowed to select, as shown on the table.

You can change your list of prepared REVO abilities when you finish a long rest. Preparing a new list of augment REVO abilities represents time spent turning off and on systems, maybe making small changes to the working of specific pieces of technology in your body, etc. You must spend at least 1 minute per REVO ability level for each REVO ability on your list.

#### **"Spellcasting" Ability:**

Interfacing is your "Spellcasting" ability for your augment REVO abilities, since your body is your source of technology and relies on your knowledge of how it works to operate. You use your Interfacing whenever a REVO ability refers to your "spellcasting ability". In addition, you use your Interfacing modifier when setting the saving throw DC for an augment REVO ability you use and when making an attack roll with one.

**Spell save DC:** 8 + your proficiency bonus + your Interfacing modifier

**Spell attack modifier:** Your proficiency bonus + your Interfacing modifier

#### **Acquiring REVO Abilities of 1st Level and Higher:**

Each time you gain an augment level, you can add two augment REVOT abilities of your choice to your onboard inventory. Each of these abilities must be of a level for which you are allowed to select, as show on the augment table. Note, this represents either your upgrading and inventing of new technology, or your purchase of new technology from a Limb Clinics. Limb Clinics are medical facilities specializing in care of augmented patients and can be found in many cities throughout the world. There is no game mechanical or rule to decide when you need to visit a Limb Clinic or

spend time working with your own technology. Instead, this is purely role play based. It is important to consider it when playing your character.

## **Technological Tradition**

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When you reach 2nd level, you choose a technological tradition, shaping your augmentations through one of the eight schools of REVO abilities: Abjuration, Conjunction, Divination, Enchantment, Evocation, illusion, Necromancy, or Transmutation, all detailed at the end of the class description. This choice represents a certain area of technology you have decided to specialize in.

Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

## **Ability Score Improvement**

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

## **Tech Mastery**

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At 18th level, you have achieved such mastery over certain REVO abilities that you can use them at will. Choose a 1st-level augment REVO ability and a 2nd-level augment REVO ability that are in your onboard inventory. You can use those REVO abilities at their lowest level without expending stamina when you have them prepared. If you want to use either ability as a higher level, you must expend stamina as normal.

By spending 8 hours in study, you can exchange one or both of the REVO abilities you choose for different REVO abilities of the same levels.

## **Signature Technology**

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When you reach 20th level, you gain mastery over two powerful REVO abilities and can use them with little effort. Choose two 3rd-level augment REVO

abilities in your onboard inventory as your signature REVO abilities. You always have these abilities prepared, they don't count against the number of REVO abilities you have prepared, and you can use each of them once at 3rd level without expending stamina. When you do so, you can't do so again until you finish a short or long rest.

If you want to use either REVO ability at higher level, you must expend stamina as normal.

## Technological Traditions

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Given the vast amount of technology in the world, especially after Re-Evolution, some form of categorization system was required to sort these pieces of tech based on their effects. Eight categories or "schools" of REVO abilities were designed to serve just this purpose. As an augment, you will choose one school of technology to make your focus and your REVO abilities will gravitate toward that school of effects.

### School of Abjuration

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The School of Abjuration includes REVO abilities that block, banish, or protect. Detractors of this school say that its tradition is about denial; negation rather than positive assertion. You understand, however, that ending harmful effects, protecting the weak, and banishing evil influences is anything but a technological void. It is a proud and respected vocation.

#### Abjuration Savant:

Beginning when you select this school at 2nd level, the amount of time you must expend to copy an abjuration REVO ability into your onboard inventory is halved.

#### Personal Shield:

Starting at 2nd level, you can use a portion of the energy from using an abjuration REVO ability to produce or enhance a shield around your body. When you use an abjuration REVO ability of 1st level or higher, you can simultaneously activate a contoured force field around your body that lasts

until you finish a long rest. If you are already wearing a contoured body shield, this energy can be thought of strengthening it. The shield has hit points equal to twice your augment level + your Interfacing modifier. Whenever you take damage, the shield takes the damage instead. If this damage reduces the shield to 0 hit points, you take any remaining damage.

While the shield has 0 hit points, it can't absorb damage, but its energy remains. Whenever you use an abjuration REVO ability of 1st level or higher, the shield regains a number of hit points equal to twice the level of the REVO ability.

Once you create the shield, you can't create it again until you finish a long rest.

#### Projected Shield:

Starting at 6th level, when a creature that you can see within 30 feet of you takes damage, you can use your reaction to cause your personal shield to reach out and absorb that damage. If this damage reduces the shield to 0 hit points, the creature you were protecting takes any remaining damage.

#### Improved Abjuration:

Beginning at 10th level, when you use an abjuration REVO ability that requires you to make an ability check as a part of the usage (as in the counterspell and dispel magic REVO abilities), you add your proficiency bonus to that ability check.

#### REVO Resistance:

Starting at 14th level, you have advantage on saving throws against REVO abilities.

Furthermore, you have resistance against the damage of REVO abilities.

## School of Conjunction

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As a conjurer, you favor technology that produces objects and creatures out of this air. You can conjure billowing clouds of killer fog or summon creatures from other places in the known and unknown worlds to fight on your behalf. As your mastery grows, you gain REVO abilities of

transportation, and can teleport yourself across vast distances, even to other dimensions, in an instant.

#### **Conjuration Savant:**

Beginning when you select this school at 2nd level, the amount of time you must expend to copy a conjuration REVO ability into your onboard inventory is halved.

#### **Minor Conjuration:**

Starting at 2nd level when you select this school, you can use your action to conjure an inanimate object in your hand or on the ground in an unoccupied space that you can see within 10 feet of you. This object can be no larger than 3 feet on a side and weigh no more than 10 pounds, and its form must be that of a non-REVO enhanced object that you have seen before. The object is visibly REVO enhanced now, radiating dim light out to 5 feet.

The object disappears after 1 hour, when you use this feature again, or if it takes any damage.

#### **Benign Transposition:**

Starting at 6th level, you can use your action to teleport up to 30 feet to an unoccupied space that you can see. Alternatively, you can choose a space within range that is occupied by a Small or Medium creature. If that creature is willing, you both teleport, swapping places.

Once you use this feature, you can't use it again until you finish a long rest or you use a conjuration REVO ability of 1st level or higher.

#### **Focused Conjuration:**

Beginning at 10th level, while you are concentrating on a conjuration REVO ability, your centration can't be broken as a result of taking damage.

#### **Durable Summons:**

Starting at 14th level, any creature that you summon or create with a conjuration REVO ability has 30 temporary hit points.

## **School of Divination**

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The school of divination sees technology that seeks a clearer understanding of the past, present, and future. By focusing on this technology, you strive to part the veils of space, time, and consciousness so that you can see clearly. You work to master the sciences of discernment, remote viewing, supernatural knowledge, and foresight.

#### **Divination Savant:**

Beginning when you select this school at 2nd level, the amount of time you must expend to copy a Divination REVO ability into your onboard inventory is halved.

#### **Portent:**

Starting at 2nd level when you choose this school, glimpses of the future begin to press in on your awareness. When you finish a long rest, roll two d20's and record the numbers rolled. You can replace an attack roll, saving throw, or ability check made by you or a creature that you can see with one of these foretelling rolls. You must choose to do so before the roll, and you can replace a roll in this way only once per turn.

Each foretelling roll can be used only once. When you finish a long rest, you lose any unused foretelling rolls.

#### **Expert Divination:**

Beginning at 6th level, using divination REVO abilities comes so easily to you that it expends only a fraction of your efforts. When you use a divination REVO ability of 2nd level or higher using stamina, you regain some stamina. The amount you regain must be of an amount equal to or less than that which is associated with the cost of the level of the ability one less than the level of the ability you used to activate this feature.

Additionally, the amount regained can be no larger than 7 stamina.

For example, if you use a 3rd level REVO ability, you may regain as much as 3 stamina. For that is the

cost associated with 2nd level REVO abilities. If you use a 5th level ability, you can regain as much as 6 stamina. However, if you use a 7th, 8th, or 9th level ability, you only regain 7 stamina.

#### **The Third Eye:**

Starting at 10th level, you can use your action to increase your powers of perception. When you do so, choose one of the following benefits, which lasts until you are incapacitated or you take a short or long rest. You can't use the feature again until you finish a rest.

**Darkvision:** You gain darkvision out to a range of 60 feet.

**Greater Comprehension:** You can read any language.

**See Invisibility:** You can see invisible creature and objects within 10 feet of you that are within line of sight.

#### **Greater Portent:**

Starting at 14th level, the visions in your dreams intensify and paint a more accurate picture in your mind of what is to come. You roll three d20's for your Portent feature, rather than two.

## **School of Enchantment**

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As one who focuses their technology on enchantment, you have honed your ability to use REVO abilities to enhance and beguile other people and hostile creatures.

#### **Enchantment Savant:**

Beginning when you select this school at 2nd level, the amount of time you must expend to copy an enchantment REVO ability into your onboard inventory is halved.

#### **Hypnotic Gaze:**

Starting at 2nd level when you choose this school, your soft words, enchanting gaze, and collection of ready-to-release airborne chemicals and pheromones can enthrall another creature. As an action, choose one creature that you can see

within 5 feet of you. If the target can see or hear you, it must succeed on a Wisdom saving throw against your augment spell save DC or be charmed by you until the end of your next turn. The charmed creature's speed drops to 0, and the creature is incapacitated and visibly dazed.

On subsequent turns, you can use your action to maintain this effect, extending its duration until the end of your next turn. However, the effect ends if the creature can neither see nor hear you, or if the creature takes damage.

Once the effect ends, or if the creature succeeds on its initial saving throw against this effect, you can't use this feature on that creature again until you finish a long rest.

#### **Instinctive Charm:**

Beginning at 6th level, when a creature you can see within 30 feet of you makes an attack roll against you, you can use your reaction to divert the attack, provided that another creature is within the attack's range. The attacker must make a Wisdom saving throw against your augment spell save DC. On a failed save, the attack must target the creature that is closest to it, not including you or itself. If multiple creatures are closest, the attacker chooses which one to target.

On a successful save, you can't use this feature on the attacker again until you finish a long rest.

You must choose to use this feature before knowing whether the attack hits or misses. Creatures that can't be charmed are immune to this effect.

#### **Split Enchantment:**

Starting at 10th level, when you use an enchantment REVO ability of 1st level or higher that targets only one creature, you can have it target a second creature.

#### **Alter Memories:**

At 14th level, you gain the ability to make a creature unaware of your influence on it. When you use an enchantment REVO ability to charm

one or more creatures, you can alter one creature's understanding so that it remains unaware of being charmed.

Additionally, once before the REVO ability expires, you can use your action to try to make the chosen creature forget some of the time it spent charmed. The creature must succeed on an Intelligence saving throw against your augment spell save DC or lose a number of hours of its memories equal to  $1 + \text{your Interfacing modifier}$  (minimum 1). You can make the creature forget less time, and the amount of time can't exceed the duration of your enchantment spell.

## School of Evocation

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You focus your technology on effects that create powerful elemental effects such as bitter cold, searing flame, rolling thunder, crackling lightning, and burning acid. These effects are achieved through flamethrowers, acid replicators, and devices that effect the weather by tampering with the local atmospheric factors.

### Evocation Savant:

Beginning when you select this school at 2nd level, the amount of time you must expend to copy an evocation REVO ability into your onboard inventory is halved.

### Sculpt:

Beginning at 2nd level, you can create pockets of relative safety within the effects of your evocation REVO abilities. When you use an evocation REVO ability that affects other creatures that you can see, you can choose a number of them equal to  $1 + \text{the REVO ability's level}$ . The chosen creature automatically succeeds on their saving throws against the REVO ability, and they take no damage if they would normally take half damage on a successful save.

### Potent Cantrip:

Starting at 6th level, your damaging cantrips affect even creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw

against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

### Empowered Evocation:

Beginning at 10th level, you can add your Interfacing modifier to the damage roll of any augment evocation REVO ability you use.

### Overchannel:

Starting at 14th level, you can increase the power of your simpler REVO abilities. When you use an augment REVO ability of 5th level or lower that deals damage, you can deal maximum damage with that REVO ability.

The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a long rest, you take  $2d12$  necrotic damage for each level of the REVO ability, immediately after you use it. This represents you pushing the tech in your body too far without rest and repairs. Each time you use this feature again before finishing a long rest, the necrotic damage per REVO ability level increases by  $1d12$ . This damage ignores resistance and immunity.

## School of Illusion

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You focus your augmentations on technology that dazzles the senses, befuddles the mind, and tricks even the wisest of people. Your tech is subtle, but the illusions crafted by your keen mind make the impossible seem real.

### Illusion Savant:

Beginning when you select this school at 2nd level, the amount of time you must expend to copy an illusion REVO ability into your onboard inventory is halved.

### Improved Minor Illusion:

When you choose this school at 2nd level, you acquire the minor illusion cantrip. If you already have this cantrip, you learn a different augment cantrip of your choice. The cantrip doesn't count against your number of cantrips acquired.

When you use minor illusion, you can create both a sound and an image with a single use of the REVO ability.

#### **Malleable Illusions:**

Starting at 6th level, when you use an illusion REVO ability that has a duration of 1 minute or longer, you can use your action to change the nature of that illusion (using the REVO ability's normal parameters for the illusion), provided that you can see the illusion.

#### **Illusory Self:**

Beginning at 10th level, you can create an illusory duplicate of yourself as an instant, almost instinctual, reaction to danger. When a creature makes an attack roll against you, you can use your reaction to interpose the illusory duplicate between the attack and yourself. The attack automatically misses you, hitting the illusion instead, then the illusion dissipates.

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

#### **Illusory Reality:**

By 14th level, you have learned the secrets of weaving matter replication, transmutation, and solid light energy into your illusions to give them a semi-reality. When you use an illusion REVO ability of 1st level or higher, you can choose one inanimate, non-REVO enhanced object that is part of the illusion and make that object real. You can do this on your turn as a bonus action while the REVO ability is ongoing. The object remains real for 1 minute. For example, you can create an illusion of a bridge over a chasm and then make it real long enough for your allies to cross.

The object can't deal damage or otherwise directly harm anyone.

## **School of Necromancy**

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Necromancy technology explores the cosmic forces of life, death, and undeath. As you focus your REVO abilities in this tradition, you learn to

manipulate the energy that animates all living things. As you progress, you learn to sap the life force from a creature as your tech destroys its body, transforming that vital energy into power you can manipulate.

#### **Necromancy Savant:**

Beginning when you select this school at 2nd level, the amount of time you must expend to copy a necromancy REVO ability into your onboard inventory is halved.

#### **Grim Harvest:**

At 2nd level, you gain the ability to reap life energy from creatures you kill with your REVO abilities. Once per turn when you kill one or more creatures with a REVO ability of 1st level or higher, you regain hit points equal to twice the REVO ability's level, or three times its level if the REVO ability belongs to the school of necromancy. You don't gain this benefit for killing machines.

#### **Undead Thralls:**

At 6th level, you add the animate dead REVO ability to your onboard inventory if it is not there already. When you use animate dead, you can target one additional corpse or pile of bones, creating another zombie or skeleton, as appropriate.

Whenever you create an undead using a necromancy REVO ability, it has additional benefits:

- The creature's hit point maximum is increased by an amount equal to your augment level.
- The creature adds your proficiency bonus to its weapon damage rolls.

#### **Inured To Undeath:**

Beginning at 10th level, you have resistance to necrotic damage, and your hit point maximum can't be reduced. You have spent so much time dealing with undead and the forces that animate them that you have become accustomed to some of their worst effects.

#### **Command Undead:**

Starting at 14th level, you can use your technology to bring undead under your control, even those created by other augments. As an action, you can choose one undead that you can see within 60 feet of you. That creature must make a Charisma saving throw against your augment spell save DC. If it succeeds, you can't use this feature on it again. If it fails, it becomes friendly to you and obeys your commands until you use this feature again.

Intelligent undead are harder to control in this way. If the target has an Intelligence of 8 or higher, it has advantage on the saving throw. If it fails the saving throw and has an Intelligence of 12 or higher, it can repeat the saving throw at the end of every hour until it succeeds and breaks free.

## School of Transmutation

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You are a user of technologies that modify energy and matter. To you, the world is not a fixed thing, but eminently mutable, and you delight in being an agent of change. You wield the raw stuff of creation and learn to alter both physical forms and mental qualities.

### Transmutation Savant:

Beginning when you select this school at 2nd level, the amount of time you must expend to copy a transmutation REVO ability into your onboard inventory is halved.

### Minor Alchemy:

Starting at 2nd level when you select this school, you can temporarily alter the physical properties of one non-REVO enhanced object, changing it from one substance into another. You perform a special alchemical procedure on one object composed entirely of wood, stone (but not valuable stone like diamond), basic metals (not gold and not Tech-Metal), plastics, or glass, transforming it into a different one of those materials. For each 10 minutes you spend performing the procedure, you can transform up to one cubic foot of material. After 1 hour, or until you lose your concentration (as if you were

concentrating on a REVO ability), the material reverts to its original substance.

### A Philosopher's Stone:

Starting at 6th level, you can spend 8 hours creating a Philosopher's Stone that stores transmutation energy. You can benefit from the stone yourself or give it to another creature. A creature gains a benefit of your choice as long as the stone is in the creature's possession. When you create the stone, choose the benefit from the following options:

- Darkvision out to a range of 60 feet
- An increase to speed of 10 feet while the creature is unencumbered
- Proficiency in Constitution saving throws
- Resistance to acid, cold, fire, energy, lightning, or thunder damage (your choice whenever you choose this benefit)

Each time you use a transmutation REVO ability of 1st level or higher, you can change the effect of your stone if the stone is on your person.

If you create a new Philosopher's Stone, the previous one ceases to function. The appearance of your Philosopher's Stone can either be liquid or solid. If liquid, it is a small vial of blood red substance with the consistency of thin syrup. If solid, it is a shiny, blood red, crystal no larger than two inches on a side.

### Shapechanger:

At 10th level, you add the polymorph REVO ability to your onboard inventory, if it is not there already. You can use polymorph without expending stamina. When you do, you can target only yourself and transform into a beast whose challenge rating is 1 or lower (that beast is mechanical for this class).

Once you use polymorph in this way, you can't do so again until you finish a short or long rest, though you can still cast it normally using available stamina.

#### **Master Transmuter:**

Starting at 14th level, you can use your action to consume the reserve of transmutation energy stored within your Philosopher's Stone in a single burst. When you do so, choose one of the following effects. Your Philosopher's Stone is destroyed and can't be remade until you finish a long rest.

**Major Transformation:** You can transmute one non-REVO enhanced object – larger than a 5-foot cube – into another non-REVO enhanced object of similar size and mass and of equal or lesser value. You must spend 10 minutes handling the object to transform it.

**Panacea:** You remove all curses, diseases, and poisons affecting a creature that you touch with the Philosopher's Stone. The creature also regains all its hit points.

**Restore Life:** You use the raise dead REVO ability on a creature you touch with the Philosopher's Stone, without expending stamina or needing to have the REVO ability in your onboard inventory. You do this by joining your Philosopher's Stone with their body. It then lives inside of them for the remainder of their life, but they receive none of the benefits from the Philosopher's Stone feature described above. This stone also no longer is destroyed if you make a new Philosopher's Stone. They can be killed if the stone is ever forcibly removed. With this feature, missing body parts also regrow if they had them at the time of their death.

**Restore Youth:** You touch the Philosopher's Stone to a willing creature, and that creature's apparent age is reduced by 3d10 years, to a minimum of 13 years. This effect doesn't extend the creature's lifespan.

## **Final Thoughts on Augments**

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Augments are the ultimate REVO users. Their body is technology in a way that just no other class has. That gives them a pretty wide range and powerful aptitude for using and even altering REVO abilities. But, that has to come at a cost. Unlike most other classes whose powers rely heavily on a certain amount of personal skill, like a bard, or a biological interface, like a nano, this class really comes down to what technology you have in you at what time. It is mentioned above that as an augment you should make it a part of your role-play that you are constantly working on your upgrades or occasionally visiting Limb Clinics to receive upgrades. I will not be strict on this at all. It is simply a suggestion to aid in role-play and make your acquisition of new powers at each level up seem a little more fluid. Limb Clinics and opportunities to utilize them will become increasingly common if you role play in such a way that indicates you want them to be. I hope the player will find they are self-motivated to include these things in their role-play to make the character more believable. But, if that isn't you, feel free to completely ignore it.

Additionally, as another idea, you may work off of the idea that many of the augmentations that you gain as you level up (especially in the beginning) were already installed in your body, but purposefully restricted from your use because your brain was still in shock from being so radically augmented. The idea being that you couldn't handle the strain of having all of your new equipment turned on at once, so the doctor who installed it set up a program that expires when the computer realizes you are mentally ready (when you hit the required level).

Additionally, it is worth noting that the undead do exist in this world. The necromancy tradition, if chosen, will not be powerless. After all, where do 90 percent of zombies come from? Crazy (possibly mutated) German scientists who got their hands on extremely advanced machinery and science, that's where.

# FINAL CHARACTER OPTIONS

Now that you have decided on your species and class, you only have a few other simple choices to make before your character is complete.

## Starting Equipment

Each class has listed starting equipment along with its class description. This equipment is very basic and assumes a first level character. Your starting equipment is not limited to just what is provided by your class. In fact, I would prefer you to create a custom starting equipment that fits your character. Your character most likely has an apartment somewhere, what do you have there? What do you keep in your pockets? What weapons do you prefer? Do not be shy asking for additional starting equipment for your character. Anything that fits will be likely to be allowed.

**The NRT Agent Pack:** For the player who doesn't know what to ask for in their starting equipment, each class receives a NRT Agent Pack. This represents the typical set of items each operative is given to carry with them in case of different eventualities. This can be in the form of a backpack, a utility belt, or any other methodology your character prefers for carrying some or all of the items. The contents of a NRT agent pack is as follows.

- A miniature crowbar
- A utility knife
- Flashlight
- 5 days rations
- 50 feet of wire (weight supporting)
- Small canteen
- Lighter
- Miniature Underwater Re-Breather

## Starting Wealth

Each character has a certain amount of starting wealth which you roll for. Once it is rolled, it cannot be rolled again for the duration of the use of that character. The number of dice you roll is

dependent on your class and breaks down as follows.

Class	Starting Wealth (Dollars)
Blitzer	4d4 x 100
Bard	5d4 x 100
Preacher	5d4 x 100
Nano	2d4 x 100
Fighter	5d4 x 100
Monk	5d4 x 10
Uplift	5d4 x 100
Rogue	4d4 x 100
Mutant	3d4 x 100
Cerebral	4d4 x 100
Augment	4d4 x 100

Note: You will also receive funds in game by successfully completing missions or doing side quests for civilians.

## Backgrounds

In place of backgrounds from D&D 5E, you can automatically choose special proficiencies that fit your character's individual skills and experiences from their unique backstory. You receive the following:

- Two skill proficiencies of your choice
- Two weapon proficiencies of your choice
- One tool proficiency of your choice

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## LORE

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This section of the handbook contains information regarding the overarching story of Re-Evolution. This story is developed in an episodic format closely mirroring what would be seen on a television action/mystery drama. Most episodes have very little to do directly with the main story arc, but develop side arcs or have influence over the world in indirect ways. Often your choices in missions that seem to have nothing to do with the larger narrative will be impactful for reasons you won't be able to see for several sessions.

Detailed in the following pages are various locations, themes, characters, and story elements that form the backbone of what Re-Evolution has become up to this version of the handbook. By reading this section, you will have a better understanding of what has happened so far and what background information might be good to know going in.

If you wish, you may skip reading this section. Everything written here can be figured out just by playing the game, but could be very helpful in creating a character that is both rooted in the world and intertwined with it. Many of the details listed out in this section have been directly impacted by players who request special backstory elements for their characters. When reading this, if you find yourself inspired to add something to the world that would fit well with the type of character you are considering, ask the DM and they should be happy to work with you to let you contribute your ideas to the official cannon of the game.

## THE NRT

The National Re-Evolution Taskforce, or NRT for short, is the organization by which all player characters are employed. They are technically a national intelligence organization whose primary goal is to seek out information regarding Re-Evolution and answer questions such as "why did it happen?", "How did it happen?", and "what does it all mean for the future of humanity?"

The NRT is a sub-agency of the United States Department of Re-Evolution (USDOR). This department of the federal government oversees all research, regulation, and if need be, intervention into matters directly related to Re-Evolution. The NRT is the "flagship" of this effort, operating as a mostly independent agency with its own command structure and liberty to carry out missions as its administration sees fit. This is a somewhat odd organization structure even for a future government agency, so how did it all begin?

## The Past and The War

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The NRIF, or National Re-Evolution Intervention Force, was the organization from which the NRT was formed.

When Re-Evolution occurred, planet Earth was not prepared. Every nation and race was impacted equally with no rhyme nor reason to who became a REVO and who stayed purely Human. In the immediate days, weeks, and months that followed, the world fell into anarchy. A large majority of REVOs immediately lost all cognitive control when they mutated. Some reverted to an animalistic state in which they operated on pure instinct and tended to be openly hostile to every other living thing. Others didn't seem to have intelligence at all but indiscriminately used their powers as though they had no control. A small portion of the population simply became so far mutated that they no longer had the capacity to function on any level, and died.

With such a wide range of everything from super-powered mutants without a clue as to what was going on, to dangerous, animalistic monsters without regard for human life, the world fell into absolute chaos. What remained of the governments of the world knew something had to be done. Factions of each nation's military were banded together to form battalions specially trained to handle REVO threats. The United States dubbed the NRIF as their first line of defense against the chaos present in every major city and every tiny, country, town.

The two years that followed are known as the War of Re-Evolution Intervention. NRIF soldiers invaded cities, fought back REVOs both intelligent and unintelligent, and did what was necessary to regain peace within the country. Many historians consider this to be one of the most gruesome times in American history, and one of the hardest for American soldiers. Not since the time of the Civil War had Americans been asked to kill Americans in defense of a untied country. Expect this time, it was made far worse by the unfortunate truth that over half of the REVOs these soldiers of the NRIF were expected to kill were once ordinary civilians. Women, children, animals, house pets, any living creature had the possibility to become a REVO. Some remained as gentle as they had been in their previous lives; too many turned violent and bloodthirsty. Facing no other choice, it was the NRIF who was forced to clean up the mess.

REVOs who had been lucky enough to retain a human level of intelligence joined the NRIF in droves to help the cause. They fought alongside Humans to take back control of the world. Ultimately, the NRIF would be more successful in certain places than others. Cities like Los Angeles fell to REVO oversaturation while locations like New York were pulled from the brink of disaster and saved. Despite losing certain battles, the NRIF would win the war. Humanity and REVO kind alike came to terms with the new way of the world. It became less common to see a REVO lose control

and attempt to kill people in mass numbers, or decide their powers gave them the right to take whatever they want despite the law. It also became rare to see a Human walking the streets with an arsenal of firearms ready to kill anything that didn't appear pure.

Once this change in the world happened, the need for the military organization known as the NRIF became diminished. The re-established US government recommissioned the NRIF under a new name and with a new purpose. No longer was the goal of the program to storm REVO crowded cities and take back order from chaos. No longer did the US government want or need a force whose specialty was killing. A break from the time of war to a time of renaissance was upon the world, and it would be the NRT that would lead America into the light.

## What Makes Up the NRT?

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The NRT's development from the NRIF put the organization in a very special place, and allows them privileges most US agencies don't enjoy. The main privileges are freedom and independence from the larger bureaucracy. The NRIF was formed as a self-contained fighting force with its own command structure that could make decisions and operate on its own accord without direct government involvement. The NRT mirrors this same policy. Nearly all decisions in the agency are carried out by a group of administrative agents and analysts who work directly for the NRT. As a government agency, and a sub-heading of the USDOR, the NRT is ultimately at the mercy of the federal government. But, 95 percent of the time, the USDOR realizes that too much regulation will only hinder the NRT from performing important work and maybe even saving lives. Instead of try and micro-manage the organization, the US government allows the NRT many freedoms and rights to operate like an independent corporation rather than a US agency.

The direct implication of this boils down to the NRT's ability to choose and carry out their own missions and assignments, and their right to train/oversee their own agents. NRT agents are hand-picked for aptitude not just as soldiers in a mass army, but as scientists, researchers, investigators, and security personnel. NRT agents are allowed to select their own weapons and armor, train and improve their skills in whichever way they see fit, and carry out assignments using a variety of techniques chosen directly by them. The NRT agent has the freedom, and is encouraged, to focus on their unique aptitudes and abilities which got them selected as agents in the first place, and make decisions on assignment for themselves to best utilize those abilities. They are allowed to cross state lines, arrest perpetrators, and operate in foreign countries with complete immunity. Typically, once an agent is given a mission, they are trusted to full the objectives without fail by whatever means is easiest for them and their team, and by utilizing any and all resources they have at hand, and they do not require further instruction or help from the administration. This sort of freedom is only enjoyed by NRT agents.

The NRT employs both field agents and non-field agents to perform tasks that range from scientific discovery, to REVO investigation, to political and social intervention. If Re-Evolution had a hand in it, the NRT is right there on the scene.

All the while, their ultimate goal is to answer the biggest question of all: what caused humanity's Re-Evolution? As of now, five years after the initial event, no one still has any idea.

## LOCATIONS

Many locations are important in Re-Evolution. The landscape of the United States and world was fundamentally changed by the War of Re-Evolution Intervention. Some cities came together while others fell. Some communities accepted their newfound diversity between Humans and REVOs, others still maintain "REVO Free Zones" or "Human Quarantine Areas" where the opposite species is warned they could be shot on site. Meanwhile, certain locations are important for their significance to events and questions still not fully understood or answered.

Locations are organized alphabetically. Any locations beginning with "The" are organized by the letter of the first word other than "The."

Sub-locations are listed underneath the heading of the main location.

### Chicago, Illinois USA

After Re-Evolution, Chicago was, in some ways, lucky. A relatively small number of truly monstrous REVO outbreaks means the city was left fairly intact. However, a larger problem has arisen over time: a fierce division between the REVO and Human populations has developed in the city, causing widespread race wars and general disarray in the social structure between species. The city is volatile and filled with unrest, ready to dissolve into all out chaos at seemingly any time.

Whereas tensions between Humans and REVOs are relatively hidden or kept from the public eye in most major cities, residents of Chicago wear their opinions front and center. No American city is more divided on the topic of species inner-coexistence. This not only applies to civilians but local government, businesses and corporations, and even law enforcement reflect either anti-REVO or anti-Human ideals. In Chicago, you either pick a side, or you leave. There is no middle option.

#### Valporizon Headquarters:

Most companies pulled out of Chicago during the initial development of the city's inwardly hostile culture. Valporizon Technologies – America's premier communications company – stayed, and is now praised for their humanitarian efforts in the city as well as helping to stimulate the local economy.

Their headquarters are located here in Chicago, although their business rivals AT&T and Verizon in both the national and global market.

### The District of New Providence

The name means "a new gift from God." The city symbolizes everything the NRT stands for and is meant to be a symbol for the world of how REVOs and Humans can coexist. Whether the city lives up to this symbol or not is most definitely up for debate.

During the War of Re-Evolution Intervention, nearly every major city became a warzone due to their high population densities and thus high percentages of out of control REVOs interacting and competing for limited resources. New York City and the surrounding areas were some of the first locations successfully brought under control by the NRIF. The city was used as a headquarters for NRIF leaders during the war and became the location for the NRT's HQ after the war ended. All of New York as well as much of the surrounding cities became one, united, district separate from any one state, similar to Washington DC. This new city, which was hailed as the first place in the country where peace between REVOs and Humans began, was dubbed the District of New Providence.

Since Re-Evolution, the city has been almost completely rebuilt and now functions at a level that either mirrors or maybe even exceeds what it once was. For the most part, REVOs and Humans live in peace. However with an every present crime rate fuming over with inter-species conflict so characteristic of the New York we all remember, the world is reminded even the great

New Providence has a long way to go before being the "symbol" it is meant to be.

#### **Home Sweet Home:**

All player characters are expected to live in or around New Providence as the headquarters for the NRT are also located here. All player characters are agents who are stationed at, and operate out of, the NRT HQ. Therefore, you need to live close enough to commute there on a daily basis. Teleportation hasn't quite reached the consumer level, so you should give some thought as to how far away your character lives and what your living situation is like. At the beginning or end of a mission, it might become necessary to have at least an idea of how your character lives. Be prepared for this.

### **Farpoint Station (Operations Base #93)**

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Farpoint Station was originally a US Military base built for the purpose of secretly manufacturing new weapons and equipment to be used by US armed forces. The base is located at an undisclosed location somewhere in Antarctica for the purposes of security. After Re-Evolution, the NRT was gifted the base. Now, the location is primarily responsible for manufacturing NRT technology, as well as housing some of the organization's most dangerous discoveries. NRT weapons, armor, aircraft, computer hardware, etc all originate from this location. Research and development for future NRT tech is also housed here, as well as the science departments that attempt to study any artifact or piece of unknown technology discovered in the field.

Farpoint Station is also the working base and home of NRT Chief Engineer Agent #24, Kenneth Braxton.

#### **The Vault:**

The Vault is the primary reason for the tight security and secluded location of Farpoint Station. The Vault is a guarded storage point for

confiscated technology, alien artifacts, and anything deemed too dangerous to be allowed out in the world. Located 30 stories beneath the base, the Vault is the primary source for rumors and horror stories galore among NRT recruits. Only the top brass of the NRT administration is allowed in the Vault, and not even Chief Engineer Kenneth Braxton is allowed to know what secrets the Vault contains. One thing is certain, however: If any hostile force were to gain access to the Vault, it might mean the end of peace on planet Earth as we know it.

#### **The Farpoint Anomaly:**

Farpoint Station is the source of a strange anomaly that took place under the ice during which time the party of player characters were sent an unknown number of years into the future and gained insight into events yet to come.

Most of the information gained from this anomaly was kept secret from the NRT administration for the safety and continuity of the timeline. See the mission report for Season 1, Episodes 5&6, entitled "Encounter at Farpoint (Parts I and II)" for more information.

### **Freeside Island**

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The island of Freeside was a sovereign nation state located in the Bearing Sea between Russia and Alaska. The island was home to a population of nearly one million people and was a moderately popular destination for international commerce and even some tourism.

During Re-Evolution, the island was heavily impacted and saw dramatic numbers of REVOs be created per capita compared to other places in the world. Immediately following Re-Evolution, a massive number of these REVOs organized and over-threw the island's government. In the weeks and months that followed, the island became a hostile place for Humans as the REVOs in control made the decision that all Humans were inferior compared to themselves. Humans were subject to being killed on site by any REVO citizen of Freeside

without mercy toward age, gender, race, or any other factor.

The island, isolated how it is, was a difficult target for NRIF forces attempting to take back control from the REVOs. After several failed attempts and the loss of many lives, the island was forfeited and left to the control of the new REVO dictatorship. The island made many smugglers and anyone willing to try and provide passage for Human refugees leaving the island during the initial take over very wealthy. Freeside was home to many rich residents who had no choice but to pay through the nose for safe passage to the mainland under cover of darkness, or face death by the hands of the island's new REVO overlords. Few scarce political advances have been made in the last five years by developed nations trying to trade or have relations with Freeside. The island's inhabitants seem more than happy to remain isolated and self-reliant rather than contend with the rest of the world. No further attempts have been made to retake Freeside by any government.

## The LA County Quarantine Zone

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If New Providence is the example of what a perfect city could be, Los Angeles is the terrible reminder of what every American city could have become if not for the NRIF. After Re-Evolution, monstrous REVOs overran the city, killing thousands. Soldiers were unable to retake the city and instead decided to cut their losses and consider the city lost before thousands more were lost to the REVOs that lived inside. A fifty foot tall, holographic force field dome was erected completely encircling Los Angeles County. The wall keeps in every REVO that would otherwise seek to do the world harm.

In the years that have followed, no one has been allowed inside the wall and no-thing has been allowed out. It is clear even from the outside that the city has become a REVO jungle, populated by some of the biggest, baddest, and most dangerous REVOs in existence. It is assumed that most, if not all, of the REVOs inside the wall are of

little more than animal like intelligence. Perimeter monitoring has never revealed any evidence that any human intelligence REVOs or Human civilians survived inside the wall. Now, the world simply waits for such a time that science discovers a way to give humanity back to the REVOs who lost the mental capacity to understand what or who they are. Only then is it likely that the LA wall will ever be brought down.

### **Dead District:**

Dead District is the unofficial name for the slums just outside of the LA County Quarantine Zone.

A ring of bombed out city completely surrounding the LA wall has been turned into a makeshift home for the destitute and the homeless in southern California. The area is otherwise abandoned, given that no civilian wishes to get anywhere near the LA wall if they can avoid it. This section of the city has never been rebuilt ad still fully shows the scars of the War of Re-Evolution Intervention. Thousands of homeless people live here in the slums with no choice but to make do with what they have, and hope the wall holds. If it ever comes down, they will be the first victims of whatever comes out.

### **Site #7:**

Site #7 is the code name for the location in the Dead District where NRT Agents (later members of Squad 45) located a strange room filled with unknown hieroglyphs and accidentally activated a beam of light which fired into the sky and out into deep space. This site also served as the nest for a strange wolf-hybrid REVO that attempted to trick the Agents into opening the LA wall during Season One, Episode One.

The site would now be famous within the NRT for its unsolved mystery as to what the hieroglyphs mean, what the beam of light signified, and what it all has to do with Re-Evolution.

## The NRT Headquarters

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The NRT headquarters are located in the heart of New Providence, however this location is important enough to deserve its own subheading.

NRT HQ is the setting for the beginning and end to most sessions of Re-Evolution. It is not only the place to find most of the NPC's and major characters that will help players through the situations they might find themselves in during a game, but is the place to restock on supplies, acquire new information, and regroup before deciding how to handle a tough assignment. NRT HQ is the launching point for the Re-Evolution campaign and its home base for anything and everything the player, or agent, might need.

The NRT HQ takes the form of a 200 story skyscraper built in the midst of what used to be the island of Manhattan. The building is roughly oval shaped at its base and extends up to a sharp, blade like, point. The exterior is blue glass, concealing photovoltaic cells which help supplement the building's power both during normal operation and in an emergency situation.

Walking into the building through the front doors reveals that the sky scrapper is somewhat hollow. An oval shaped lobby occupies the center of the ground floor and extends up to the building's highest floor, tapering along with the outer walls. At every floor, there is a ring shaped balcony from which you can see straight down to the lobby and straight up to the skylight in the roof. The various rooms, labs, and offices of the building circle this hollow center at every floor, becoming less numerous as the building tapers going up, until at the uppermost floor there is only the Office of the Commander of the NRT. Six elevators ring this hollow center and allow for easy and fast movement through the building. However, the NRT HQ is not a building for those afraid of heights. Built with minimalism and natural lighting in mind, many suspended balconies and even the elevators are completely transparent, allowing one to see all the way to the ground even from incredible heights.

Above ground is where most agent offices and analyst labs can be found. Nearly all administrative work and non-dangerous science takes place here. The top ten floors of the building contain aircraft hangers for NRT vertical takeoff and landing craft that enter and exit out of specially designed doors on the building's exterior. The above ground portions of the building also contain the infirmary, the cafeteria (all food is free for agents) and temporary lodging for both agents and anyone else related to NRT business that finds themselves in need of a place to stay.

Below ground the building houses another fifty floors of subterranean labs and workspaces. Here "dangerous" science takes place where any accident is unlike to bring down the entire skyscraper. The underground levels are home to the NRT Proving Grounds, a test range for everything from agents that want to hone their skills in simulated environments, to REVOs who wish to push the boundaries on the powers, to scientists who want to poke and prod at things brought back from the field. The lower floors of the building are home to the office of the NRT's Lead Science Officer, Agent #21 – more information on that office is below. The lower floors also host the complex's power generator, a fusion core capable of keeping the entirety of NRT HQ off the grid for the next hundred years or so, and the entire data processing core for the NRT's Artificially Intelligent computer network named Aria. Most weapons, armor, and pieces of technology ready to be deployed for NRT field agents are stored here, as well. Finally, the lower floors of the building support a small prison for dangerous REVOs and augmented Humans that are waiting to be transferred to specially designed facilities elsewhere in the country.

#### **Agent 21's Office:**

Agent 21 has the largest and most well armored office in the NRT. Primarily because his office functions as his lab, workstation, and home. 21 is the only NRT agent allowed to live full time in NRT

HQ, mainly because he threatened to quit if he was not given the right to live in his office.

The office itself is built like a vault. It is guarded by a twelve foot diameter blast door which rolls out of the way when opened revealing the dark interior of 21's office. The entire area is filled with junk and knickknacks from 21's time with the NRT, as well as from his many hobbies and fascinations; one of which being old videogames. 21 is an avid collector of arcade style consoles which are lined up against one wall of his laboratory. 21, a brilliant computer scientist, also has his own multicore computer console which is hardwired directly into Aria's mainframe. Despite its security risk, 21 insists he needs directly uplink to the NRT's servers in order to carry out the experiments he needs to on a daily basis. Finally, 21 has in his possession an animalistic, however docile, REVO aptly named "Fluffy" that lives in the backroom of his office and occasionally escapes, causing undue chaos within NRT HQ.

## SQUAD 45

Squad 45 is one in a series of elite teams of agents within the NRT which carry out certain tasks. Squad 45 specifically is a team comprised of uniquely talented agents working alongside some of the NRT's best personnel to solve some of the strangest and most important cases the world can offer up. To be put more specifically, Squad 45 is the shorthand for the team of agents which makes up all player characters and many essential NPCs that will help you along your way. It is assumed all player characters have special talent or aptitude which make them applicable for inclusion in Squad 45's ranks. After all, this is D&D. If your characters weren't "the chosen ones" would it really even still be a proper RPG?

The following heading detail the recurring essential NPCs that join the player characters in Squad 45. These characters should be thought of as allies and mentors to help provide knowledge and assistance during missions. Each character has a range of talents and specialties that will lend themselves toward different situations. Most of the time, calling a certain character for advice or assistance in dealing with some matter while on a mission is enough, other times it might be smarter to recruit an NPC to accompany the party into the field to give in-person recommendations based on their area of expertise. Calling an NPC or recruiting one to go on assignment with the party will only rarely be required or prompted by the DM. Instead, it will be up to the players to decide when and how to strategically use the knowledge and skills of their various allies.

These characters will also be crucial in developing the overarching story of Re-Evolution. Your character's relationship with them, good or bad, might be instrumental in your progress and direction as the story unfolds.

### Doctor John Baker

Name: John Baker

Position: Chief Medical Officer of the NRT

Species: REVO – ZETA

Age: 47

Power:

The ability to absorb injury and disease from a patient in order to heal them. During this process, whatever injury or disease is absorbed becomes stored inside of John's body and negatively impacts him in the same way it did the patient. A cut on the patient's hand will appear on his hand once he absorbs it. A disease afflicting the patient will begin to afflict him once he absorbs it. The magnitude of the injury or disease that affects him compared to its magnitude of effect on the patient is much smaller due to a natural resistance his body has developed to deal with the negative side effects of his own powers. However, a buildup of injuries can permanently hurt John if he does not expel the cellular information. He can do this in one of two ways: 1) By extracting blood from himself containing the damaged cells or 2) By downloading the injury/disease into a different host. John can use his powers offensively in this manner, healing his allies then pumping those injuries into an enemy to cause damage.

Appearance:

Clean cut and professional, but also somewhat old fashioned, John is 6' 3" with dark black hair he keeps short and combed back and has pale skin. He is typically wearing a long doctor's coat and glasses. His face, arms, and hands are very rough and covered with old scars and signs of many past injuries. His eyes are dark brown and on his face he normally wears a scowl. Unflinching and imposing, John appears somewhat menacing despite his only just above average size and moderately advanced age.

Personality/Backstory:

John Baker gives every impression he hates his job. He is stubborn and hard to get along with. He is blunt and sometimes painfully honest. He does not take excuses too well and has a temper that can be pushed easily. More generally, he goes

through life with a pessimistic viewpoint and an attitude which comes across as negative and somewhat confrontational. However, this gruff exterior hides a deep desire to help those who cannot help himself.

Baker was a medical doctor in Colorado before enlisting in the US Military as a field surgeon. He served four tours overseas and saved countless lives working at various hospitals near the front lines in American engagements. After Re-Evolution, he joined the NRIF immediately to assist soldiers with his new found healing abilities. He quickly rose through the ranks and became a decorated soldier and doctor sent to the scenes of some of the worst fighting all around the country. Baker even famously served on several missions in Los Angeles to extract injured civilians before the wall went up. However, things he saw during the war fundamentally changed him as a person. He has never spoken about these events, but they certainly contributed to the personality he exhibits today.

Baker has a soft spot for children and anyone who really needs his help. While he doesn't have much time for people who whine and cry about minor problems, he will without hesitation put his life on the line to save another, almost unconditionally. He deeply loves helping people, despite his tendency to not act like it, and has since he was a child. Those that know him best will put up with his negative attitude for they know he is really a big softy on the inside. Some have even claimed to see him cry in times of great emotion or happiness.

Finally, John is continually at war with the modern age. Not a fan of technology or most of the culture of both his generation and the past several before him, John is a lover of archaic themes reminiscent of the American 40's – 60's. This was primarily inspired by childhood stories of his great grandfather, a doctor who made house calls after serving in World War II.

Fiercely loyal, forever honest, and deeply patriotic, John Baker is hailed by many as an American hero – but he would say he hates the attention. In the end John wishes only the simple life of an old farm doctor.

## Jean Robinson

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**Name:** Jean Robinson

**Position:** Squad 45 Lead Analyst and Linguistics Expert

**Species:** REVO – ZETA

**Age:** 30

**Power:**

The ability to passively learn and comprehend languages at a phenomenal rate. By immersing herself in a language, Jean can gain native speaker fluency in only a few weeks despite having never heard the language before.

**Appearance:**

Jean is of an athletic yet slender build and approximately 5' 11" tall. She has fair, white skin and golden blond hair which she usually wears both partially tied back in a pony-tail and loose to drape from her bangs along the side of her face at eye level. She has blue eyes and a slender face. Jean typically wears long pants, a dark colored jean jacket, and Nike running shoes. When on duty in the NRT HQ, she will occasionally wear a more dressy uniform which consists of a woman's pant-suit complete with NRT regalia.

**Personality/Backstory:**

Jean Robinson was hired by the FBI out of grad school to help solve cases that involved special linguistic anomalies. Jean made her name as a code breaker and cipher specialist whose expertise lead to the apprehension of several high value targets over a period of two years. After this, she proved herself briefly as a field detective and translator working in international communities where there existed language barriers. Her timid mannerisms and slender

appearance often won Jean the reputation of the stereotypical "useless" female in law enforcement. An image she took great joy in breaking whenever given the chance. To this day, Jean still holds the record on the agency's pistol accuracy course, completing her run in only one minute and 37.15 seconds.

During Re-Evolution, Jean had the misfortune of living in an apartment in Los Angeles. In the aftermath of the event, she lost her fiancé and became traumatized of REVOs. It took her several years to accept that she was in fact a REVO herself and return to law enforcement. Instead of re-join the FBI, Jean decided her skills could be put to more use as a member of the NRT. While her primary focus would be linguistics and analytics, she felt compelled to get back in the field and face her fears. She placed extremely well both as a sharpshooter and as a scientist, her intelligence and sharp mind along with strength of will earning her special commendations from nearly all of her instructors at the academy. She was quickly offered a spot on Squad 45 as both an analyst and an ally in the field.

Jean considers herself a tom-boy forced to live in a city environment. Having grown up in Seattle, she is no stranger to city life but wonders how things might have turned out differently if her parents had moved to the country, as they wanted to do when she was a child. Beautiful and capable, Jean loves her job and hopes to one day be directly involved with solving the mysteries of Re-Evolution.

## Kenneth "24" Braxton

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**Name:** Kenneth Braxton

**Nickname(s):** "24," "Brax," "Braxy."

**Position:** NRT Chief Engineer

**Species:** Human

**Age:** 31

**Augmentation(s):**

Most visibly, 24 has a large, robotic, left arm which he built himself. The arm is not small, sleek, or shaped to mimic a realistic human arm, but it is overly large, bulky, and filled with practical tech as well as a multitude of tools 24 might need on a daily basis. The arm transforms in a variety of ways, given 24 access to its various functions.

The augmentation on 24's body also includes his left shoulder, lung, upper torso, and half of his ribcage. These portions of the prostatic are of normal size for a human and do not appear out of place when covered by regular clothing.

### **Appearance:**

24 is a fair skinned man with short cut, always messy, fiery red hair. His face and biological arm are covered in freckles. He is approximately six feet tall and of slightly above average build. He appears larger than he actually is, however, due to his left arm which is augmented and much thicker than a typical human arm would be. His augments are not covered by false skin, but instead are bare metal. 24 typically wears jeans and black t-shirts with only the left sleeve cut out to make room for his arm. This same alteration on the sleeve is the same for all of his jackets, sweatshirts, and other garments. Rarely, 24 will swap his usual prosthetic arm for a more typical unit if he is forced into a situation where his larger-than-life augments would not be acceptable.

### **Personality/Backstory:**

Coming from both Scottish and Irish decent, 24 has a strong sense of lineage and family. He has three brothers and one sister, of all of which he is the youngest. His father worked as an auto mechanic and restored classic automobiles in his spare time when 24 was growing up. 24 was the only one in the family who showed interest in his dad's hobby, so over time, 24 would learn everything his dad could teach him regarding cars. This would eventually inspire him to take the next step and got to college to learn about professional engineering.

24 would barely get his bachelor's degree in mechanical engineering from a local college near his tiny home town in Illinois. 24 was highly intelligent but learned at his own pace, preferably through hands on methods as compared to in a classroom. This didn't win him much credit academically. Struggling day and night, 24 managed to just get by, however nearly at the very bottom of his class. Noticing his potential, despite his low grades, a professor pulled some strings and got him an interview with Avalon Aerospace, a firm specializing in military contracts and what was going to be the next generation of commercial space flight vehicles, if it had not been for Re-Evolution. During the interview, 24 was able to prove himself by digitally designing a component which fixed a problem an entire team of Avalon technicians had been working on for weeks to no avail. He was hired on the spot.

24 filled in the gaps of his education with the hands-on training he received at Avalon. His knack for understanding how things worked and solving problems with unique solutions forwarded the company by years past what they could have done without him. Having worked on more than a dozen military contracts in the years spent with Avalon, 24's name got tossed around often within the defense department. When Re-Evolution hit, Avalon collapsed and 24 was immediately offered a job attempting to solve the REVO problem for the US government. While never directly successful, 24 had a hand in developing much of the technology used during that time to contain, control, and subdue REVOs. 24's most significant invention, for which he led the team of designers which discovered it, is the particle field technology used to create holographic force fields such as that which surrounds the LA County Quarantine Zone and those worn by modern soldiers as protective armor.

When the NRT was formed, 24 petitioned to be put on the project to head up design and creation of the specialized technology the agency would need to fulfill their mission in the long term. His request

was approved and 24 began work on outfitting the NRT with brand new weapons, vehicles, and pieces of equipment – many of which the designs are still in use today. Once 24's research became significant enough to raise security concerns, he was asked to move his research and development department to the full scale factory known as Farpoint Station in Antarctica. Otherwise unattached and always up for an adventure, 24 accepted and moved to the South Pole.

Now, 24 is still the NRT's primary source for new technology. 24's research keeps the NRT a step ahead of any REVO threat that they might come across. He also is directly in charge of protecting the Vault. A maximum security housing facility for some of the most dangerous discoveries and pieces of equipment ever created or discovered on planet Earth.

In terms of personality, 24 is kind and level headed. He does not have a temper and will only react with violence to protect his friends and family. He does not drink alcohol, but takes no issue if people wish to drink around him. This is due to the accident which resulted in the loss of his left arm. This is an event in 24's past which he does not like to speak about, however will if asked directly. Forever one to look on the bright side, 24 takes great joy in customizing and outfitting his own augments with constantly new and improved gear.

Additionally, now a master engineer and craftsman, 24 builds custom cars from scratch that are inspired by classic muscle cars. One of his many additions to Farpoint Station includes an underground test track for these vehicles. While he made it sound **very** necessary for testing NRT vehicles on the report requesting funds to build it, the test track primarily is used for fine tuning the mechanics of the various cars he has built for himself. To date, 24 has created six custom cars. Five of which he keeps in a showroom in his workshop, one of which he sold to fellow Squad 45 member Gaz McGrady in exchange for an original Woodill Wildfire (also kept in 24's showroom).

In short, 24 is the perfect optimist. Put up against incredible odds, he will never quit. Life has taught him there is always another way to solve a problem or overcome an obstacle. He treats his friends like family, and always puts his family first; all else is secondary. When the world is crashing down around you, it's Kenneth Braxton, Agent #24, you want to watch your back.

## Agent #21

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**Name:** Agent 21

**Nickname(s):** None

**Position:** NRT Lead Science Officer

**Species:** Human

**Age:** 28

**Augmentation(s):** None

**Appearance:**

21 is very skinny with little to no noticeable build. He is and 5' 11" tall and has brown hair which is rather non-descriptly cut as though to be a bowl on top of his head. However, it is uncommon for 21's hair to be kept enough to notice its shape; typically he looks as though he either just got out of bed or was recently struck by lightning. 21 does not wear glasses despite his life-long addictions to both PC and console video games, and he has no augmentations or prosthetics despite his talent for hurting himself both on accident and through any number of his often highly dangerous experiments. 21 typically wears a white lab coat and cargo pants. If he is on field assignment, he will wear a blue and black nano-mesh bodysuit under his lab coat specially tailored to enhance his speed, agility, accuracy, and durability. However, 21 considers himself a master of disguise and will often carry around a multitude of different outfits collapsed in a digital matter storage device which he can switch into within a moment's notice.

**Personality/Backstory:**

As someone who has been called insane, deranged, dangerous, unstable, stupid, genius,

immoral, irresponsible, and incredible all in the same day, Agent 21 has gained a healthy ignorance to other people's opinions. His credo is to live life how he sees fit, not how society tells him he should. 21 is half mad scientist, half crack-pot inventor, half computer genius, and all unpredictable.

As a kid, 21 was always a little different. Picked on and prodded by bullies, his parents told him to take the route of the pacifist. He was an only child born to a family who didn't exactly understand how to handle such a . . . unique . . . personality. In the spirit of his parent's advice, 21 became famous at his elementary school for creating a robot to kick 5th grader ass for him. At least until the police got involved. This is how it went for the majority of 21's childhood and teenage years. He lived the life of the outcast with few friends nor people who understood him. His parents tried, and he loved them dearly for it, but they couldn't relate to him on his level.

21 found solace in two things: video games and collecting. He would scavenge, build, and buy (and occasionally shoplift), any and all trinkets, oddities, and cool pieces of arcana he could get his hands on. Sometimes his parents wouldn't see him for days as he would stay locked in his room, working on a project or doing marathons of various online multiplier games – some of which he had the skill to go professional at – but in the end only played recreationally. He had bigger things in the work than professional video games.

21 would spend his days tinkering, collecting, and climbing the ladder of success in ways only he could pull off. From his brief and unforgettable brush with the Massachusetts Institute of Technology, to his employment and termination from some of the country's biggest scientific research firms, to more than a couple run-ins with the law, 21 sailed the waves of fate wherever the current might see fit to take him. It is only coincidence that disaster seemed to follow in his wake. While never hurting anyone, 21 developed a very specific set of skills that would constantly get

him in a lot of trouble then allow him to escape **just** at the right moment. Flirting with disaster was, is, and will forever be his favorite pastime.

Wherever he went though, he always made time to remember his parents. To the utter shock of their local community, his father has won the lottery three times and his mother has won five. Together their net worth is over 600 million dollars as of today.

During Re-Evolution, 21 managed to stay awake long enough to see the first few minutes of the event before eventually passing out. Afterward, he became obsessed with trying to figure out what had happened. Once again by illegally accessing the databases for several world governments, 21 travelled the globe assuming different identities and working for multiple, early, Re-Evolution research initiatives until he would be unavoidably get discovered and move on to a new identity. When the NRT was formed, 21 was already posing as a researcher within the organization.

Knowledgeable about his background, once the administration discovered his presence, they didn't try to arrest him, but offered him a real job: heading up the science department of the entire NRT.

Today, 21 continues his research more or less undisturbed by anything the NRT can throw at him. Too useful to get fired and too smart to realize when enough is enough, 21 takes advantage of his job security and blatantly disrespects most of the NRT's rules. While this might make him sound like a less than savory person, 21 is inexplicably led by a set of values taught to him by his dear, departed mother. His conscious inescapable (no matter how much he wishes it wasn't) even the NRT knows that, despite his antics, Agent 21 is a good person, a good agent, and a good friend.

In short, 21 is the kind of person that might get you killed one day. But if he does, he will be right there with you, having the time of his life while everything goes to hell around him. He doesn't care what the world thinks of him, and believes

that any task can be fun if enough explosives are involved. And who knows, maybe he'll save the world one day. If he feels like it. You know, video games don't play themselves...

# WEAPONS

## WEAPONS

Name	Cost	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Bat	\$15	1d4 bludgeoning	2 lb	Light, Versatile (1d6)
Switchblade	\$20	1d4 piercing	1/2 lb	Finesse, Light, Thrown (range 30/80)
Hatchet	\$15	1d6 slashing	2 lb	Light, Thrown (range 20/60)
Crowbar	\$20	1d4 bludgeoning	2 lb	Light, Thrown (range 20/60)
Quarterstaff	\$10	1d6 bludgeoning	4 lb	Versatile (1d8)
Baton	\$30	1d4 bludgeoning	2 lb	Finesse, Light
Spear	\$50	1d6 piercing	3 lb	Thrown (range 40/80), Versatile (1d8)
Unarmed Strike	-	1 bludgeoning	-	-
<i>Simple Ranged Weapons</i>				
Small Caliber Pistol	\$150	1d6 piercing	3 lb	Ammunition (range 80/160), Light, Reload (10), Double Tap (1d4)
Small Concealed Gun	\$250	1d6 piercing	1 lb	Ammunition (range 30/80), Light, Reload (2)
Recurve Bow	\$200	1d6 piercing	2 lb	Ammunition (range 100/200), Two-Handed
Magnetic Slingshot	\$25	1d4 bludgeoning	1 lb	Ammunition (range 30/120)
<i>Martial Melee Weapons</i>				
Axe	\$60	1d10 slashing	4 lb	Heavy, Two-Handed
Longsword	\$150	1d8 slashing	3 lb	Versatile (1d10)
Energy sword	\$250	1d8 energy	2 lb	Versatile (1d10)
Katana	\$350	1d8 slashing	2 lb	Finesse, Versatile (1d10)
Short sword	\$100	1d6 piercing	2 lb	Finesse, Light
Hunting Knife	\$90	1d6 piercing	1 lb	Finesse, Light, Thrown (range 30/80)
Trident	\$300	1d6 piercing	4 lb	Thrown (range 30/80)
Sledge hammer	\$100	1d8 bludgeoning	6 lb	Heavy, Two-Handed
Whip	\$250	1d4 slashing	1 lb	Finesse, Reach
Power fist	\$300 per	1d8 bludgeoning	2 lb per	Light
<i>Martial Ranged Weapons</i>				
Blowgun	\$20	1 piercing	1 lb	Ammunition (range 50/100), Loading
Hunting Crossbow	\$300	1d8 piercing	10 lb	Ammunition (range 200/400), Heavy, Loading, Two-Handed
Compound Bow	\$300	1d8 piercing	4 lb	Ammunition (range 150/300), Heavy, Two-Handed
Large Caliber Pistol	\$200	1d8 piercing	3 lb	Ammunition (range 100/200), Reload (6)
Auto Pistol	\$400	1d6 piercing	5 lb	Ammunition (range 100/200), Burst Fire, Reload (30), Versatile (+1)
Rifle Semi-Auto	\$350	1d10 piercing	8 lb	Ammunition (range 200/400), Reload (10), Two-Handed, Double-Tap (1d8)
Shot Gun	\$200	1d10 piercing	7 lb	Ammunition (range 30/80), Reload (2), Two-Handed
Rifle Full-Auto	\$450	1d8 piercing	8 lb	Ammunition (range 150/300), Burst Fire, Reload (30), Two-Handed
Sniper Rifle	\$600	1d20 piercing	15 lb	Ammunition (range 60/1,000/2,000), Take-Aim, Reload (1), Heavy

Weapons in Re-Evolution function similarly to weapons in D&D 5E. All available weapons are shown in the table above. Note: these are general categories. A "small caliber pistol" can cover a wide range of makes, models, brands, and styles. They will all roll the same damage, but don't feel too restricted in your customization of your weapons.

Any custom weapon properties are listed here as well. Any weapon properties directly copied from D&D 5E have not been retyped.

Many specialty weapons may be found in the world of Re-Evolution that are not listed here

simply because they are the sort of weapons one should not start with in their inventory. These include, but are not limited to, rocket launchers, grenade launchers, "wonder weapons", mounted mini-guns, anti-aircraft guns, etc.

Additionally, if you have other ideas for weapons that don't fall into any category already on the table, feel free to request a custom weapon to be designed for your character.

NOTE: All buyable objects in this book are listed with an approximate price. Especially in the case of firearms, this price is highly dependent on the specifics of the gun you buy and where you buy it.

## Re-Evolution Custom Weapon Properties

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In Re-Evolution, many weapons have custom properties not found in the standard D&D 5E handbook. Other weapons have properties that are in the handbook, but their exact rules have been changed slightly. Both new and tweaked properties are listed below.

### **Versatile:**

This weapon can be used with one or two hands. A value in parentheses appears with the property. This value is either a dice value which is used instead of the normal damage dice when the weapon is being wielded with two hands, or this value is a number such as "+1". This number represents a modifier to add to your attack roll because of the increased accuracy you receive by using the weapon with two hands.

### **Reload (X):**

Similar to the "loading" property, the reload (x) property indicates a weapon that has a predefined number of uses before it must be reloaded. The number of uses between reloads appears in parentheses with the property. To reload, you must use an action or a bonus action (your choice) to reload the weapon. If you do not have enough ammunition to fully reload the weapon, you can reload it partially and then have that many uses of the weapon before it is empty again.

### **Double Tap:**

This weapon can be used twice in one use of the Attack action when you quickly double tap the trigger and fire two shots. Doing this allows you to make two attacks with this weapon at the cost of accuracy. You do not add any proficiency bonuses or ability score modifiers to the attack roll for the second shot. You also observe the damage dice listed in the parentheses following the property for both shots whether they both hit or just one. Two pieces of ammunition are used if the weapon is fired this way.

### **Range:**

The range property is listed in parentheses along with the ammunition or thrown properties. Displayed with the range property are two or three numbers. If there are two numbers, then the first number represents the normal range in feet. The second number represents the maximum effective range for the weapon. When using the weapon beyond its normal range, you have disadvantage on the attack roll. You cannot use the weapon past its maximum range. If there are three numbers, then the second and third numbers work as described above. The first number represents the minimum range of the weapon. You have disadvantage on attack rolls if you use the weapon closer than its minimum range, unless you are "point blank" as described below.

### **Point Blank:**

This is not a property, but a situational tag that can be used by the DM to vastly increase a weapon's damage in a role play scenario. When using the weapon, the DM can inform you that you are now following the Point Blank ruleset. When under these conditions, your weapon has the following bonuses (note: this only applies to firearms). An attack at point blank range will typically not require an attack roll to succeed and will do damage representative of what a firearm would do in real life. This means, damage will be decided based on factors like where you shoot the target rather than the typical die roll associated with the weapon. Point Blank is intended to be used in role play situations when a gun not doing a large amount of damage despite close range would seem inaccurate. Point Blank will not be utilized in standard combat.

Example: when interrogating an enemy hostage, holding a gun to their head and threatening to pull the trigger is a valid threat even if the target has far more HP than a single shot from your gun could possibly deal damage for under the normal combat system. In this situation, the DM would

allow Point Blank rules. Shooting the hostage in the head would kill them instantly regardless of their HP and regardless of how much damage your gun can typically do. No dice will be rolled in most Point Blank situations.

#### **Burst Fire:**

A weapon that has the burst fire property can make a normal single-target attack, or it can spray a 10-foot-cube within normal range with shots. Each creature in the area must succeed on a Dexterity saving throw or take the weapon's normal damage. The DC is calculated by the following:  $1d10 + \text{your Dexterity modifier} + \text{your proficiency bonus}$ . This action uses ten pieces of ammunition.

#### **Take-Aim:**

Weapons with this property take a large amount of time to aim. You must spend one bonus action aiming the weapon before you fire it. If your target moves more than five feet in any direction or more than 10 feet directly away from you, you must spend another action or bonus action to aim again. Once aimed, you may make your attack as normal.

If you are further away than the weapon's normal range, you must use an action to Take-Aim.

If you choose not to Take-Aim, you have disadvantage on the attack roll if you closer to the target than the weapon's normal range and are unable to hit your target if you are further than the normal range.

#### **Heavy:**

Since all characters are the same size class in Re-Evolution, the heavy property no longer has any bearing for weapon use by Small creatures. Instead, it is a general label indicating that the weapon is hefty and cannot be treated as though it is not. This should be reflected in your role-play and will be taken into consideration when looking at carrying capacity. It will also be taken into account if a character attempts to wield a weapon typically too heavy to be used without being mounted in some way.

## **Re-Evolution Custom Weapon Descriptions**

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Below are a few of the non-standard weapons from the weapons table described in more detail.

#### **Baton:**

A baton is a short collapsible self-defense instrument typically carried by law enforcement and security guards. It is typically a solid, metal, rod attached to a handle that can be stored for easy transport or concealment then extended with a flick of the wrist and used as a melee weapon similar to a club.

#### **Small Concealed Gun:**

A small concealed gun is a miniature weapon designed to be extremely concealable at the sacrifice of clip size and power. These weapons are typically custom made for the user but can take the shape of an extendable pistol concealed inside a coat sleeve, a ring or bracelet with a single shot chamber built in, an umbrella with a gun barrel as a handle, etc.

#### **Magnetic Slingshot:**

The magnetic slingshot is a wrist mounted railgun that uses a small but powerful energy field to hurl any object that would fit in the palm of the hand at dangerous speeds.

#### **Energy Sword:**

\*cough\* Lightsaber \*cough\*\*cough\*

#### **Power Fist:**

The power fist is a wearable, arm mounted device that increases the power of the unarmed strike to a weapon level. The device uses hydraulic actuators to dramatically increase the power of the human punch, without harming the user.

# ARMOR

## ARMOR

Name	Cost	Armor Class	Strength Required	Stealth	Weight
<b>Light Armor</b>					
Kevlar Padding and Body Plates	50	11 + Dex modifier	-	Disadvantage	25 lb
Civilian Ballistic Fiber	100	11 + Dex modifier	-	-	3 lb
Military Ballistic Fiber	150	12 + Dex modifier	-	-	5 lb
<b>Medium Armor</b>					
Light Tech-Metal	180	12 + Dex mod. (max 2)	-	-	4 lb
Heavy Tech-Metal	220	13 + Dex mod. (max 2)	-	-	6 lb
Tech-Metal w/ Harness	280	14 + Dex mod. (max 2)	-	-	8 lb
Tech-Metal w/ Body Plates	320	15 + Dex mod. (max 2)	-	Disadvantage	15 lb
<b>Heavy Armor</b>					
Full Body Plates	500	16	Str 13	Disadvantage	35 lb
Contoured Body Shield	1,000	17	-	-	4 lb
Exo-Suit	2,000	18	Str 15	Disadvantage	70 lb
<b>Shield</b>					
Shield	350	+2	-	-	1 - 6 lbs

Armor in Re-Evolution is typically more robust than armor in regular D&D 5E. Centuries of developing armor to protect against firearms has brought about the invention of Tech-Metal. A form of metal able to be crafted into microscopic filaments that are then woven into fabric. These filaments are programmed to detect the impact of a bullet and instantly become rigid to distribute the force around the body. Similar to today's body armor, you will take damage from the impact of a bullet, but it is rare to see a bullet puncture the armor. A direct result of this is the resurgence of melee weapons as viable tools for combat. Tech-Metal is best against bullets but loses effectiveness against force distributed over a large area such as by a bat or sledge hammer. It is also less effective against cutting weapons such as swords and axes. This makes melee weapons and ranged weapons alike widely utilized in Re-Evolution even when they might not be in typical sci-fi settings.

NOTE: All buyable objects in this book are listed with an approximate price.

## Armor Types

Armor in Re-Evolution provides different levels of protection and, almost more importantly, different levels of concealment. Certain armor will be extremely obvious while others, not so much. Unlike a fantasy setting where many people wear armor 24/7, in certain civilian settings in Re-Evolution you will stand out depending on how much armor you are wearing.

### Kevlar Padding and Body Plates:

This is representative of body armor akin to what we have today. Heavy metal plates protecting various critical areas of the body, stitched together with Kevlar. Very obvious on its own, but able to be hidden beneath certain clothing.

### Civilian Ballistic Fiber:

Light, tear and impact resistant fiber (non-Tech Metal enhanced) that nearly any type of clothing can be made out of. Nearly impossible to visually identify.

### Military Ballistic Fiber:

A thicker, more resistant form of civilian ballistic fiber typically designed for military, law enforcement, or private security use. It is more

rare than civilian ballistic fiber, but still available on the civilian market. Certain thin or loose garments such as shirts, dresses, and underwear look obvious when made of Military Ballistic Fiber. Heavier items such as coats, jeans, and thick shirts would not.

#### **Light Tech-Metal:**

Similar to civilian ballistic fiber but enhanced with Tech-Metal threads and onboard impact detection system. More protection without bulk. Nearly any type of clothing can be made from light Tech-Metal and it is almost impossible to visually identify.

#### **Heavy Tech-Metal:**

The same principles apply as apply to military ballistic fiber. Only heavy garments can be made inauspiciously from heavy Tech-Metal and they offer added protection.

#### **Tech-Metal with Harness:**

This armor begins to look more like armor. Combining Tech-Metal clothing with a light harness encircling the body which holds additional Tech-Metal padding, this armor provides increased protection from impacts. This armor can be easily hidden beneath clothing or worn on the exterior. It will give the appearance of non-civilian clothing but may not look like armor to everyone right off the bat.

#### **Tech-Metal with Body Plates:**

This armor attaches ridged metal body plates partially covering the body to the Tech-Metal harness. These plates specifically protect the chest, arms, and parts of the legs. It is noticeably armor, but still could be hidden under thick clothing that covers the entire body without much trouble. This armor is still considered comfortable enough to wear on a daily basis without issue.

#### **Full Body Plates:**

This armor adds many small plates to the tech-metal harness with body plates to properly cover the entire body. A matching face mask is typically worn with it as well as gloves. This is most

definitely perceived as armor and will appear out of place in civilian areas unless you are a law enforcement or military officer.

#### **Contoured Body Shield:**

This armor involves an invisible, intangible force field contoured to the body that is continually active. The shield will be completely invisible to the naked eye until it blocks an attack, at which time it momentarily glows a color of your choosing in the area where it took the impact.

#### **Exo-Suit:**

A mechanically driven suit of armor which encapsulates and seals the entire body. When wearing this armor, you have resistances to non-REVO enhanced atmospheric effects that would normally be detrimental if inhaled, and you can breathe underwater for up to 1/2 hour.

Note: The weight of the exo-suit does not weigh heavy on your body because the suit can mechanically support its own weight.

#### **Shields:**

Shields in Re-Evolution are typically either partially collapsible wrist or arm mounted metal shields or (much more often) are portable force field generators that can be worn on the body and project a bubble like field around you.

## **The NRT Uniform**

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The NRT does have a particular set of uniforms that all agents are required to wear while on duty. However, given the large diversity of different types of agents and different possible assignments, there is a uniform variant of every type of armor listed on the table. The agent is allowed to select their type of uniform (limited by Rank) to best suit their individual preferences and defense needs. The uniforms will not be described at this point, but the player should know that most NPCs will recognize you as an agent of the NRT if you are in uniform. Your rank would also be indicated on the outside of your uniform.

Some uniform customization is allowed by the NRT but should be kept minimal and approved by the DM. In some cases, the uniform will not be required for every mission.

NRT operatives of the Agent Rank (Rank 8) or higher, are not required to wear uniforms as long as they have their badge with them at all times.

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## CONCLUSION

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You now have all the information you need to create a character and get started playing Re-Evolution.

This campaign is meant to be small, easy to pick up, non-committal, and most of all, fun. If at any time, you have an idea, comment, or suggestion as to how the game can be improved, **please do not hesitate to say so**. As a DM, I am extremely interested in your ideas. I am also extremely interested in your complaints. If I do something you don't like or think is unfair, **tell me**. It's likely that in all the stuff I have to keep track of, I don't even realize I've made a mistake. D&D can sometimes seem like nothing but rules and game mechanics and combat. Sometimes it is easy to lose track of what is important. D&D is a game and it is meant to be fun. If you are not having fun, something is wrong, and that is all that matters.

On that same note, I enjoy D&D quite a bit and I hope for my players to enjoy it too. But I can't enjoy it for you. As you work with me to build characters and discover the world of Re-Evolution, I hope you realize that I will be willing to put in every bit as much work as you are. I want to meet you half way with your character. If that means you only do the bare minimum required, that's all I will be able to give you in return, and you will get the bare minimum D&D experience. But, for every step you are willing to take to deepen your character, be creative, or ask for special privileges/mechanics, I will match you one-for-one until you are 100 percent satisfied with the result. As always, the more you put into this game, the more you will get out of it.

I believe that is everything I needed to say. As always, thank you for reading. If you have any questions please bring them my way, otherwise, have fun and I'll see you in Re-Evolution.

# REF-EVOLUTION



CHARACTER NAME

CLASS

RANK

XP

SPECIES

MUT LVL / HUM VARIANT

AGENT NUMBER

STRENGTH



INSPIRATION

DEXTERITY



- STRENGTH
  - DEXTERITY
  - CONSTITUTION
  - INTELLIGENCE
  - WISDOM
  - INTERFACING
  - CHARISMA
- SAVING THROWS

CONSTITUTION



- ACROBATICS (DEX)
  - ANIMAL HANDLING (WIS)
  - ATHLETICS (STR)
  - DECEPTION (CHA)
  - HISTORY (INT)
  - INSIGHT (WIS)
  - INTIMIDATION (CHA)
  - INVESTIGATION (INT)
  - MECHANICS (INF)
  - MEDICINE (WIS)
  - NATURE (INT)
  - PERCEPTION (WIS)
  - PERFORMANCE (CHA)
  - PERSUASION (CHA)
  - PROGRAMMING (INF)
  - RELIGION (INT)
  - SLEIGHT OF HAND (DEX)
  - STEALTH (DEX)
  - SURVIVAL (WIS)
  - VEHICLE HANDLING (INF)
- SKILLS

INTELLIGENCE



WISDOM



INTERFACING



CHARISMA



\$

CURRENCY (DOLLARS)

PROFICIENCIES AND LANGUAGES

INVENTORY




CURRENT HIT POINTS

MAX




TEMPORARY HIT POINTS

WEAPON NAME

+ TO HIT

DMG

MOD

AMMO

DMG TYPE

CLASS FEATURES AND NOTES

REVO Ability Level	Stamina Point Cost
0 (Cantrip)	0
1	2
2	3
3	5
4	6
5	7
6	9
7	10
8	11
9	13

**Weapon + to Hit Equation:**

STR (melee) or DEX (ranged) modifier + proficiency bonus (if proficient) + REVO Enhancement bonus (if REVO Enhanced) = Total to Hit Modifier

**Weapon Damage Equation:**

Dice roll associated with weapon + STR (melee) or DEX (ranged) modifier + REVO Enhancement bonus (if REVO Enhanced) = Total Damage

**Name Reference for Essential NPC's:**

**Chief Medical Officer:** Doctor John Baker

**Squad 45 Analyst and Linguist:** Jean Robinson

**Lead Science Officer:** Agent 21

**Chief Engineer & Designer:** Kenneth "24" Braxton

**REVO Biology Expert:** Doctor Lydia Hyde

**Commander of the NRT:** Laurence Roberts

Rank/Level	Title	XP
0	Grunt	0
1	Cadet Third Class	0
2	Cadet Second Class	300
3	Cadet First Class	900
4	Ensign	2,700
5	Ensign Third Class	6,500
6	Ensign Second Class	14,000
7	Ensign First Class	23,000
8	Agent	34,000
9	Agent Third Class	48,000
10	Agent Second Class	64,000
11	Agent First Class	85,000
12	Special Agent	100,000
13	Special Agent Third Class	120,000
14	Special Agent Second Class	140,000
15	Special Agent First Class	165,000
16	Elite Agent	195,000
17	Officer – Second Lieutenant Operative – Elite Agent Third Class	225,000
18	Officer – First Lieutenant Operative – Elite Agent Second Class	265,000
19	Officer – Lieutenant Commander Operative – Elite Agent First Class	305,000
20	Commander	355,000

"SPELLCASTING"  
ABILITY

REVO ABILITY  
SAVE DC

REVO ABILITY  
ATTACK MOD.

CURRENT STAMINA

MAX \_\_\_\_\_

0

CANTRIPS

3

THIRD LEVEL

6

SIXTH LEVEL

1

FIRST LEVEL

4

FOURTH LEVEL

7

SEVENTH LEVEL

2

SECOND LEVEL

5

FIFTH LEVEL

8

EIGHTH LEVEL

0

1  
2  
3  
4  
5  
6  
7  
8  
9

Handwriting practice lines for Cantrips.

Handwriting practice lines for Third Level.

Handwriting practice lines for Sixth Level.

Handwriting practice lines for Fourth Level.

Handwriting practice lines for Eighth Level.

Handwriting practice lines for Fifth Level.

Handwriting practice lines for Ninth Level.

Handwriting practice lines for Second Level.

# RE-EVOLUTION

CREATED BY:  
RYAN SPANGLER

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**R E - E V O L U T I O N**

