

Level Up: Voidrunner's Codex

Playtest Document

SCIENTIST

Welcome to the 2nd public playtest document for the *Voidrunner's Codex, Level Up: Advanced 5th Edition's* upcoming science fiction rulebook. This document includes a playtest candidate for our scientist class, one of several new classes in the book.

The *Voidrunner's Codex* is pure sci-fi—it contains no magic. However, this is fully A5E—it is 100% compatible with the material in the *Adventurer's Guide*, so you can put your wizard on a starship if you wish, or mix and match for a universe of cosmic magic. However, the *Codex* itself is focused on the sci-fi.

If you remember the public playtests we held last year in the run-up to the *Level Up* Kickstarter, we're following the same model this year—playtest documents, followed by surveys. There will be a Kickstarter later this year, so keep an eye out for that (and for the *Dungeon Delver's Guide* and the *To Save a Kingdom* adventure path)!

Scientist

"Captain," utters the keridani in officer uniform, scarcely taking their eyes from the control panel. "You will be glad to know that refueling and repair operations are 3% ahead of schedule. That said, I have a disturbing report based on certain observations by our crew upon this space station. And I have a hypothesis to explain the phenomenon."

The doctor uses her drone to safely take a sample of her sedated patient's wound, and slides the sample into the analyzer. Waiting for the results, she reflects on the case. What could cause this planet's colonists to fall so ill? Is it some unknown lifeform? Could it have to do with the planet's irregular gravity? And what about those ancient monoliths?

A cybernetically enhanced human crawls through a maze of wires and whirring heavy machinery deep inside the spacecraft. Finally in position, he pulls open the face of an intentionally obscure computer terminal and begins typing. The emergency announcement blares again overhead: SELF DESTRUCT SEQUENCE ENGAGED, OPTION TO ABORT EXPIRES IN 54 SECONDS. Undaunted, he smirks. "Easy. That gives me a full six seconds to spare."

Outer space is a fundamentally inhospitable realm, and knowledge is the tool for avoiding and overcoming its



dangers. Thus among voidrunners, scientists are indispensable members of the team whose education and technical knowhow create means for the team to survive and triumph. Scientists are deeply learned people, no matter their background or formal education level. Their recall of knowledge, application of logic, and ability to overcome their own shortcomings make it so the information in their mind can be practically applied. Scientists are no walking textbook—they are wizards of state-of-the-art technology.

Level	Features	Methodologies Known	Praxes Known
1st	Scientist Archetype, Encyclopedic Knowledge, Scientific Methodology, Praxis, Scrutiny	1	1
2nd	Archetype Feature	2	1
3rd	Academic Standing	2	2
4th	Ability Score Increase	3	2
5th		3	3
6th	Archetype Feature	4	3
7th	Scientific Leadership	4	4
8th	Ability Score Increase, Archetype Feature	5	4
9th	Scientific Achievement	5	5
10th	Archetype Feature	6	5
11th		6	6
12th	Ability Score Increase	7	6
13th	—	7	7
14th	Archetype Feature	8	7
15th	Glimpse of Infinity	8	8
16th	Ability Score Increase	9	8
17th	—	9	9
18th	—	10	9
19th	Ability Score Increase	10	10
20th	Galactic Genius	11	10

Framers of the Cosmos

Scientists, as their name implies, are deeply informed by scientific knowledge and investigation. Science—not myth, superstition, or propaganda—is the power that brings people to the stars. It is the discipline of looking at reality and using methods of investigation to discern the hidden shape of nature's truth.

Although the scientific process is merely a refined form of ordinary logical thinking, the vast body of knowledge derived from the scientific process over the ages is incalculably vast. And precious though the accumulated knowledge is, it remains subject to question and re-examination upon every new discovery. In the profound depths of space, even the most humble voidrunner mercenaries might encounter phenomena that could rewrite scientific history. Thus, in a word, scientists reside at the boundary between the known and the unknown.

Institutional Legacy

Although humans take great pride in their scientific achievements, they are just one of many voidrunning species guided by their scientific traditions. Despite science's own ideology, the scientific process and the accumulation of scientific knowledge are not culturally neutral. Ancient scientific texts reflect the biases, political concerns, and other cultural aspects of their day—even the matter of *what* is studied and *who* studies it are culturally informed, skewing results even further. At best, the corpus of scientific knowledge and technology grants people

safety, autonomy, and quality of life. All too frequently, the scientific immaturity of the masses paired with the tyrannical disposition of the ruling class lead to dystopias of every type.

The scientific traditions of aliens might be remarkably similar to humans, or they could be worlds apart. Some cultures might ascribe religious significance to scientists; others might form their ruling class exclusively from scientists. (This is to say nothing of anti-science traditions prevalent among humans and aliens alike.) In certain galaxies, the scientific tradition of a particular alien culture might form the region's *lingua franca* of scientific discourse; in turn, scientists of other traditions might piggyback on that framework, or they might develop a competing epistemology. Besides all this, no species is immune to the tides of change, and they too must contend with the economic, political, and social powers who would co-opt their work.

Creating a Scientist

Knowledge is power, and it is not distributed lightly. Although science is a part of standard education in most societies, few people have the interest, opportunity, and skill to climb the academic ladder. As a scientist, what is your interest in your studies, and what afforded you the opportunity to learn? Maybe you were an exchange student who learned theoretical physics on a far-off planet. Or did you grow up on a space station where everyday survival was more than equal to a "university education"? Perhaps you have an

extraordinary origin—such as a robot with pre-uploaded knowledge, an alien with centuries of personal experimentation, or a human from the other side of a dimensional rift. When selecting your archetype, consider how your vocation as a scientist meets with your upbringing. How do these in turn affect your ideology? An affluent person groomed for their role as a college professor would likely be an Expert—but as a person, they could be insular and greedy or curious and empathetic. No two scientists are the same—if they were, science would never advance.

CLASS FEATURES

As a scientist, you gain the following class features.

Hit Points

Hit Dice: 1d6 per scientist level

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

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

Proficiencies

Armor: Light armor

Weapons: Simple weapons

Tools: Any three

Saving Throws: Intelligence, Wisdom

Skills: Science, plus three from Animal Handling, Arcana, Computers, Culture, Engineering, History, Insight, Investigation, Medicine, Nature, and Religion

Equipment

You begin the game with 200 credits which you can spend on your character's starting weapons, armor, and adventuring gear. You can select your own gear or choose one of the following equipment packages. Also consult the Suggested Equipment section of your chosen Background.

- **Laboratory Technician Kit (cost 185 credits):** ICD, Personal Computing Device, backpack, TK gauntlet, jolt pistol (20 rounds of ammunition), canvas armor.
- **Field Researcher Kit (cost 160 credits):** ICD, Personal Computing Device, duffle bag, notebook, zero-g pen, first aid kit (15 uses), antiseptic (5 uses), pistol (20 rounds of ammunition), leather armor.
- **Frontline Specialist Kit (cost 191 credits):** ICD, tactical clothing, tactical case, multitool, rifle (20 rounds of ammunition), riot armor

Scientist Archetype

Each scientist is inherently diverse in their own body of knowledge, yet among voidrunning scientists there are common career paths and skills. Choose one of the following archetypes: Engineer, Expert, Hacker, or Medic. This choice represents your specialized skill base, including how you face-to-face scientific knowledge and the social world around you. You gain benefits from your choice of archetype at 1st level, then more at levels 2nd, 6th, 10th, and 14th.

Encyclopedic Knowledge

You have an expertise die on all Science checks.

In addition to your personal wealth of information, you also know how to quickly scour digital databases to find whatever answer you might need. When you make a skill check related to scientific knowledge (such as those made to identify a lifeform, natural phenomenon, or technology), you can supplement your knowledge with the computer's database as an Action. When you do, you treat a d20 roll of 9 or lower as a 10.

Scientific Methodology

Scientists use a wide variety of high-end technology to supplement both their research and their needs as voidrunners. Your ability to use these tools and techniques often exceeds that of your comrades due to your intellectual dedication, personal experimentation, and cunning.

You begin play with one methodology. You learn more methodologies as you increase your scientist level, the total number known being listed in the "Methodologies Known" column of Table: The Scientist. Methodologies often have level requirements, meaning that you must meet or exceed the prerequisite scientist level to learn that methodology. Whenever you increase your scientist level, you may trade out one of your scientific methodologies for which you meet the prerequisites.

Many of your scientist features, including your methodologies, are

limited in their use between rests.

Commonly, these features are the use of items and devices you personally create or obtain through other means. If these items are consumed or lost, you can replace them as part of your long rest, as long as you have access to your gear. They are free to replace or repair unless stated otherwise. Many such items are volatile, so you can have no more created at a time than the number of uses permitted. Items created through your scientist features are not eligible for sale on regulated markets.

Some of your scientist features, including your methodologies and even some praxes, require your target to make a saving throw to resist the feature's effects. Some of your methods even involve direct attacks using science. These are calculated as follows:

Science save DC = 8 + your proficiency bonus + your Intelligence modifier

Science attack modifier = your proficiency bonus + your Intelligence modifier

Praxis

You have a particular means of putting your theories into practice. Whereas your methodologies revolve around your particular genius in a given field, your praxes are the application of general knowledge in a way helpful to any scientist. You begin play with one praxis, and you learn more praxes as you improve in scientist level, per the "Praxes Known" column of Table: The Scientist.

Scrutiny

You can apply your deep cunning to analyze enemy weaknesses. You can use a bonus action to critically assess a target you perceive within 30 feet (or in space combat, within firing range of your spacecraft). When you do, you learn of any Vulnerabilities that creature has. Then, choose a damage type. Damage of the chosen type dealt against the target increases, by an amount equal to your proficiency bonus. This benefit lasts for 1 minute.

You can use this feature once between short or long rests. At 11th level, you can instead use it twice between short or long rests.

The range of this ability also improves by level.

Level	Scrutiny Range
6	60 feet
11	90 feet
16	120 feet
20	Any distance

Academic Standing

Starting at 3rd level, you complete the final stages of your academic training. Choose one of the following features:

Doctor of Science

You have a degree from a prestigious university certifying that you have both mastered and advanced your academic field. You gain a title that reflects your erudition, such as "doctor" or a similar term from the culture that educated you.

Presentation of your degree (such as on the wall in your office or a digital copy attached to your resume) may compel certain people of neutral disposition to better trust your discretion, judgment, and professional opinion. When it does, your prestige rank counts as 1 higher.

Renegade Innovator

Creation and discovery are more important to you than anything else, such as law, decorum, and even your personal health. During a long rest, you can use tools for crafting instead of sleeping and still receive the full benefits of the long rest. Your raw demeanor resulting from your many sleepless nights grants you an expertise die on Intimidation checks.

Officer's Academy

You got your education by virtue of your proximity to a military force, where learning is not for its own sake but for the sake of the security of your people. You have a military rank and title (unless you have retired from service). You gain proficiency with Insight (if you are not trained already) and you gain an expertise die on checks made to contest Intimidation and on saves made to resist fear effects.

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.

Scientific Leadership

Starting at 7th level, your impact in the scientific field becomes undeniable. Choose one of the following features:

Crew Efficiency

As a leader on your space vessel, the organization and discipline you promote among the crew helps ensure safety and camaraderie. You gain an expertise die on Intimidation checks. Crew members of your capital ship have advantage on saving throws and checks against critical malfunctions.

Loyal Interns

Your unique genius inspires a cohort of interns who are loyal to learning under you, and they are willing to put in the work for their on-the-job education. You gain the service of a number of followers equal to your proficiency bonus. Their type is of your choice (although typically XXX or YYY). If one of these followers leaves your service, your untarnished mystique grants you a 50% discount on hiring any replacements.

Science Communicator

You regularly reach out to the public to share what you know, including recordings or transcripts of your lectures, reflections, and interviews. You gain an expertise die on Persuasion checks.

Additionally, your prestige center is considered 2 prestige ranks higher.

Scientific Achievement

At 9th level, you are granted a distinction from an important scientific group, political faction, or military force. Roll on the table, choose, or work with the Narrator to determine the origin and nature of your prize. As a recipient of that prize, your prestige rank increases by 1. Furthermore, choose a skill; you gain proficiency in that skill (if you do not have it already) and an expertise die on checks with that skill. Your expertise die maximum for that skill is d12.

Table: Scientific Achievements

1d6 Awarding Faction

1. The Fleet
2. Scientific research organization
3. Famous charity
4. Social media icon or news outlet
5. Religious organization
6. Criminal organization

1d6 Prize

1. Trophy of gold, platinum, or other precious substance
2. Medal, insignia, or ribbon
3. Portrait, bust, or statue
4. 1,000 credits cash
5. Honorary doctoral degree
6. Honorary title of lordship

1d6 Achievement

1. Physics or Chemistry
2. Biology or Medicine
3. Information Technology or Cybernetics

4. Peacemaking or Social Justice
5. Courage or Public Service
6. "Person of the Year"

Glimpse of Infinity

At 15th level, at the risk of sounding somewhat unscientific, your deep experiences in science grant you insights some might call "mystical"—and you put them to logical use. Choose one of the following:

Alien Resonance

When communicating with a creature, if you share neither a language nor a creature type, you gain two expertise dice on Deception, Intimidation, and Persuasion checks made against that creature.

Intuit Probability

Equations of chaos and cosmic probability stream constantly through your mind. Three times between long rests, you can assess a specific course of action that you intend to take within the next 30 minutes for its probable favorability. The Narrator chooses the results of your calculations from the following:

- Favorable (good results likely)
- Unfavorable (bad results likely)
- Costly (both good and bad results likely)
- Inconsequential (results that aren't especially good or bad)

This calculation does not account for possible circumstances that could change the outcome, such as making additional preparations.

Radical Interdisciplinary

At your stage in learning, each new lesson dialogues with the next, creating in you a cascading chain of expertise. Your base number of skill specialties known is double your proficiency modifier.

Galactic Genius

At 20th level, you obtain or invent a mysterious device which is your gateway to the universe. This device looks however you like (although the Narrator might have a particular artifact in mind for you to use), and uses nearly inconceivable technology like temporospatial tesseract folding or quantum improbability. The device is useless to other creatures besides 20th level scientists.

As an action, you can use this device to open a portal in an unoccupied space you can see within 60 feet. The portal takes up a Medium-sized space, but its actual dimensions are indeterminate. It leads to any other point in the universe you designate (even locations you only know by description). Willing creatures adjacent to the portal can pass through it, if you allow. You can close the portal at any time, requiring no action. You can portal through up to 8 willing creatures in this way between long rests, and you can open this portal again as long as you

have uses remaining. You can also spend 4 uses to send one allied spacecraft you see and all its contents through the portal.

At the Narrator's discretion, your portal can traverse not just the universe but the whole multiverse. The planes of existence, eras, timelines, and transcendent states available are up to the sole discretion of the Narrator.

Scientific Methodologies

When you gain access to a new scientific methodology, choose one of the following. Some methodologies are restricted by scientist level. You prepare any of the materials required for your methodologies while you take a long rest, and this is assumed to go easily unless you are separated from your gear. If you become separated from your gear, the Narrator may declare that some of your methodologies are ineffective or unable to be used. Your methodologies are restored to normal once you replace your gear.

Acceleration Dampener

Prerequisite: 8th level

You have a vial of unguent made from exotic matter which protectively reduces acceleration. Once between long rests as an action, you can apply it to a willing creature within reach. For 10 minutes, the target gains resistance to nonmagical bludgeoning, piercing, and slashing damage, and its speed is reduced by 10 feet.

Applied Bioscience

Prerequisite: 6th level

You have a device that employs both radiation and nutrient-dense nanites which causes plants to grow marvelously.



You can set the device to emit its payload immediately, or for a prolonged period for a long-term benefit.

In the first use, you can use an action to cause all plants within 100 feet of a point you choose within long-range to grow suddenly. Vegetation in the area immediately becomes thick and overgrown, and creatures passing through must spend $\times 4$ as much movement to do so. Plant creatures instead gain temporary hit points equal to $3 \times$ your scientist level.

In the second use, you can monitor the device as it safely irradiates over the

course of 8 hours, enriching the land within one half-mile. The affected plants yield double their crop for 1 year.

You can use this methodology once between long rests.

Applied Pharmacology

You know what materials can be repurposed to quickly synthesize a wide variety of medicine, drugs, and other healthcare needs. Over the course of 1 minute, you can create one of the following items:

- antiseptic (1 use)
- anti-g cocktail
- anti-inhibitive
- anti-rad
- anxiety medication
- ear plugs
- first aid kit (1 use)
- focusing agent
- immune booster
- quicksober patch
- reflex enhancer
- smelling salts
- steroid
- stimulant
- universal airhypo

At 4th level, you can also make nano-bandage, gullibility serum, truth serum, and styx. At 6th level, you can also make synthetic adrenaline.

Items produced in this way lose effectiveness after 1 hour.

You can use this feature to create a number of items equal to your proficiency bonus. You regain all

expended uses when you finish a short or long rest.

Chroniton Grenade

Prerequisite: 6th level

You have a chroniton grenade, whose explosion slows the flow of time in that area. You can use it once between long rests.

You can deploy the grenade as an action, throwing it up to 120 feet, after which it explodes in a 20-foot radius sphere. Creatures and devices in the explosion radius must make Constitution saving throws against your science save DC. On a successful saving throw, a target is rattled until the end of its next turn. On a failure, the target becomes slowed for 1 minute. At the end of each of its turns, a slowed target repeats the saving throw to end the effect on it.

Alternatively, as an action you can cause the grenade to implode, increasing the flow of time for a single creature in your line of effect within 30 feet. For 1 minute, the target's Speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it gains one additional action on each of its turns. This action can be used to make a single weapon attack, or to take the Dash, Disengage, Hide, or Use an Object action. When the effect ends, the target is tired and cannot move or take actions until after its next turn.

Cloaking Device

Prerequisite: 4th level

Once between long rests, you can deploy an experimental device to turn a creature invisible. As an action, you cloak one creature you touch in a fragile device, turning them invisible. The device functions for 30 minutes, but it malfunctions if the target attacks or uses a psionic power, ending the invisibility early.

Energized Blaster

Prerequisite: 6th level, Energy Blaster
You can attack with your energy blaster twice, instead of once, whenever you take the Attack action on your turn.

Energy Blaster

You have a weapon you've personally crafted, an energy blaster. Uses the same statistics as a blaster (page @@) except its range is doubled and it requires no ammunition. Your attack and damage rolls with it use your Intelligence instead of Dexterity.

As an action, you can change its damage type to be Cold, Fire, or Lightning, and you can change it back to Force as another action.

Your energy blaster is fragile and after one minute of use by another creature, it falls apart into useless debris.

Experimental Teleporter

Prerequisite: 8th level
Once between long rests, you can use an experimental teleportation device. You can use it as an action to teleport to any location you can visualize or designate

within 500 feet. You can bring along another creature of your size or smaller, plus anything you two carry up to your carrying capacity. If you would arrive in an occupied space the effect fails, and you and any creature with you each take 4d6 force damage.

Interplanetary Mutagen

Prerequisite: 4th level

You have a dose of mutagen, which you can further modify on the spot to help your fellow voidrunner. Once between long rests as an action, you can apply the mutagen as an action to a willing Humanoid or Beast within reach, causing one of the following effects for 30 minutes:

- ***Amphibian.*** The target can breathe underwater normally and gains a swimming speed equal to their base Speed.
- ***Atmospheric Adaptation.*** The target becomes adapted to the present environmental conditions (temperature, atmospheric composition, pressure, etc.). To use this option, there must be within reach a willing Humanoid or Beast naturally adapted to this environment (such as a native to that planet or biome).
- ***Natural Weapons.*** The target grows a biologically enhanced natural weapon of your choice with a +1 bonus to attack and damage. Their unarmed strikes with that natural weapon deal 1d6 bludgeoning,

piercing, or slashing damage (as appropriate to the natural weapon).

- **Study Hide.** The target's AC increases by your Intelligence modifier (minimum +1).
- **Wings.** The target gains a fly speed equal to their base Speed. To use this option, you must be 10th level or higher.

Handy Drone

You have the service of a drone, a robot you command with voice control or through one of your devices. Your drone normally hides amidst your gear, but you can deploy it as an action. In combat it takes its turn immediately after you. It follows your directions, but commanding it to attack uses your action and its reaction.

Repairing your drone is free if you have access to its remains and your gear. Otherwise, the materials to replace your drone cost 25 credits.

The drone has the following statistics (see table). At the Narrator's discretion, you can also purchase upgrades to customize your handy drone.

Grenade Enthusiast

To you, all voidrunners should know about the hazardous materials common to their trade—and their reaction to open flame. Over the course of 1 minute, you can use this feature to create one grenade, mine, or remote detonator. Items produced in this way lose effectiveness after 1 hour.

You can use this feature to create a number of items equal to your proficiency bonus. You regain all expended uses when you finish a short or long rest.

Jet Pack

Prerequisite: 10th level

You develop or obtain a flight pack (page @@). If it is lost or stolen, it malfunctions within 24 hours and turns to useless scrap.

Makeshift Forcefield

You have a small reserve of imperfect but useful forcefield projector devices. You have a number of these projectors equal to your proficiency bonus, and you replace any used ones when you complete a long rest. You can use a makeshift forcefield in one of two ways:

- As an action, you can deploy a projector on yourself or a creature within reach. It gains a special buffer of 5 hit points, which lasts for 1 minute. When the target takes damage, the buffer can take that damage first, and is destroyed once its hit points are depleted. At the start of the target's turn, if the buffer has any hit points remaining, it is restored to 5 hit points.
- As a reaction when you are subject to an attack, you can deploy a projector to deflect sudden harm. You gain a +5 bonus to AC, which affects the triggering attack and lasts until the end of your next turn.

Mimic Nanites

Prerequisite: 10th level

You have control over a nanite swarm crafted from exotic matter. Once between long rests as an action, you can command the mimic nanites to take the form of a physical object no larger than a 5-foot cube. You also direct the material for the nanites to mimic, which determines the duration of the effect.

Material	Duration
Vegetable matter	1 day
Stone or crystal	12 hours
Precious metals	1 hour
Gems	10 minutes
Exotic matter	1 minute

Modify Armor

You gain proficiency with weapons and armor maintenance tools, or an expertise die with them if you are already proficient. Once between long rests, you can spend one hour to apply coating to a set of armor or to recoat it.

Starting at 4th level, you create auxiliary armor mods, designed for adaptability and ease of use. You have a total number of auxiliary armor mods equal to your proficiency modifier, and as part of a short or long rest you can install or uninstall any of them on armor you touch. When you install one of your auxiliary armor mods, it functions as a mod you choose from the options available to you. An installed auxiliary armor mod malfunctions and dislodges itself from the mod port after 24 hours, unless you perform maintenance on it as

part of a long rest. The mods available are limited by your scientist level:

Level	Available Mods
4	Biosensors, advanced cold shielding, drone port (sans drone), first aid kit, grappling hook, ground anchors, hazmat shielding, advanced heat shielding, integrated tool (sans tool), personal jammer, mindshielding, pocket, recharge port, repair kit, secondary armor plating, weapon hatch (sans weapon), advanced weapon hatch (sans weapon)
6	Glider wings, mass jammer, kinetic assistance, recon apparatus, environmental recycling, nightvision goggles
8	Jetpack, power claw

Modify Weaponry

You gain proficiency with weapons and armor maintenance tools, or an expertise die with them if you are already proficient. Once between long rests, you can spend one hour to retrofit a weapon, permanently adding or replacing a weapon augment. Once a weapon has a number of augments equal to your proficiency bonus, you can add no more to it.

Starting at 4th level, once between long rests, you can spend 1 minute to improve 10 pieces of unattended firearm or spacefighter ammunition. That

ammunition gains a +1 bonus to attack and damage rolls, and you can change the damage type dealt with that ammunition to any type. This benefit ends after 24 hours.

At 8th level, your modified ammunition improves to a +2 bonus to attack and damage rolls. At 12th level, your modified ammunition improves to a +3 bonus to attack and damage rolls.

Orbital Artillery

Prerequisite: 14th level

You enjoy cover fire provided by an ally in orbit, such as hijacked asteroids or a ship's main gun. Your artillery has 4 shots, which recharge when you complete a long rest. As an action, you can launch up to all remaining shots, for each shot launching a 10-foot radius sphere centered on a point within 120 feet (or in space combat, within two combat zones). Each target in that area makes a Dexterity saving throw, taking 6d6 fire damage and 6d6 bludgeoning damage on a failed save, or half as much damage on a successful one. A target in more than one area simultaneously is affected only once.

At 16th level, the damage improves to 10d6 fire and 10d6 bludgeoning. Each shot produces a 20-foot radius sphere.

At 18th level, the damage improves to 14d6 fire and 14d6 bludgeoning. Each shot produces a 40-foot radius sphere. The range is up to 1 mile (or in space combat, within the same star system).

Recharge

Prerequisite: 18th level

Once between long rests, you can use this methodology to regain one use of an expended scientist feature, methodology, or praxis.

Resilient Forcefield

Prerequisite: 8th level

Once between long rests, you can use an action to project a spherical forcefield around a target within 30 feet (or in space combat, within 1 combat zone).

Unwilling or enemy targets can make a Dexterity saving throw against your science save DC to negate the effect.

The forcefield lasts for 1 minute, during which time the target's speed is halved. The forcefield can be destroyed without harming anyone inside by being dealt at least 15 force damage at once. It can also be hacked. Other attacks and effects do not pass in or out. The forcefield is immune to all damage besides force, it is proofed against hard vacuum, and atmospheric effects do not enter.

Spatial Instability Beacon

Prerequisite: 6th level

You have a curious badge infused with exotic matter, which allows you to slip through the cracks in space-time. You can use this item as a bonus action to teleport to an unoccupied space you can see within 30 feet. You can use this item a number of times between long rests equal to your proficiency bonus. Its enigmatic

qualities prevent it from being lost or stolen.

Special Batch Gel

You obtain a special batch of medical gel, which easily self-replicates but is less effective than the commercial version of the product. You have a number of uses of the special gel equal to your proficiency modifier, regaining any spent uses when you complete a long rest. When you apply the special gel to a Humanoid or Beast within range as an action, the creature regains 2d6 hit points.

At 6th level, the creature regains 4d6 hit points.

Praxes

When you gain access to a new praxis, choose one of the following. Some praxes are restricted by scientist level. Praxes based on your equipment follow the same rules as methodologies, requiring access to your gear to prepare and use them.

Anti-Surveillance Ward

Prerequisite: 5th level

Once between long rests, you can ward one Large-sized or smaller target against detection by devices for 8 hours. This creature has advantage on Stealth checks made against Constructs, and does not trigger alarms. On digital recordings and live streams, this creature is nearly invisible except for faint visual static of their general shape, and any noise they make is also replaced by static.

Applied Social Sciences

You gain proficiency and an expertise die with two skills from the following: Culture, Deception, Intimidation, Insight, or Persuasion.

Devise Contraption

You know how to quickly turn extraneous materials into high-tech marvels. As a bonus action, you can create one of the following items:

- adhesive spray
- chemical detector
- chemical light stick
- cryospray
- duct tape (30 ft)
- flashlight
- Geiger counter
- zero-friction lubricant
- spray paint (1 use)

Items produced in this way lose effectiveness after 1 hour. You can use this feature to create a number of items equal to your proficiency bonus. You



regain all expended uses when you finish a short or long rest.

Efficient Storage

You obtain a duffle bag lined with mysterious materials, increasing its capacity without much affecting its size or weight. This duffle bag can store 500 lbs or 10 cubic feet of material, and it never weighs more than 16 lbs.

This experimental bag malfunctions after 1 hour of use by another creature. Replacing this item requires another duffle bag and 50 credits of materials.

Emergency Biome

Prerequisite: 5th level

You have one emergency biome, stored in a pressurized smart capsule nearly the size of a coin. You can use it once between long rests, and preparing each use consumes 200 credits of materials.

Deploying the emergency biome capsule takes 1 minute. Once deployed, the capsule emits a 10-foot radius hemisphere of immobile protective force. Creatures can pass through the dome, although external atmospheric conditions and radiation (other than visible light) do not. It is proofed for use against a hard vacuum. The capsule fills that hemisphere with the atmospheric conditions you designate (such as the air, temperature, and humidity of a pleasant day on your homeworld). This dome can fit up to 10 Medium creatures inside, provides shelter, and can be used as a safe haven (page @@). The dome is transparent from the inside, but it can't

be seen through from the outside and is the color of your choice. The interior is dimly lit, and you can turn the light off or on during your turn.

Energetic Shielding

Prerequisite: 3rd level

As part of a long rest, designate a number of spacecraft or devices equal to your proficiency modifier. You must encounter these targets as part of the long rest. The designated targets gain resistance to a damage type you choose, which lasts for 24 hours.

At 11th level, your designated targets have advantage on saving throws against space hazards, saving throws against malfunctions, and checks related to navigation.

Escape Beam

Prerequisite: 11th level

Once between long rests, as an action you can teleport yourself back to your spacecraft. You can bring along with you up to 5 willing creatures within reach.

Fabrication Device

Prerequisite: 7th level

As long as you have access to a science bay or field laboratory, once between long rests you can spend one hour in the lab to create any one tool.

At 11th level, you can also fabricate healthy meals. Once between long rests, you can fabricate a number of Supply equal to twice your proficiency modifier. A creature who consumes one

of these Supply as part of their long rest during the next 6 hours have the following benefits, which last for 24 hours:

- advantage on Constitution saving throws
- resistance against damage from poison, disease, and radiation, and
- the creature's hit point maximum increases by 2d10.

Financial Exploit

Prerequisite: 13th level

Your finances are organized to exploit the same economic loopholes as used by the ultra-wealthy. Each 24 hours, a large sum of money is credited to one of your digital wallets accessible through your devices. This sum varies by level.

13th: Credit total = 10 credits × (your scientist level + your Intelligence modifier)

15th: Credit total = 100 credits × (your scientist level + your Intelligence modifier)

17th: Credit total = 1000 credits × (your scientist level + your Intelligence modifier)

Flight Plan

Prerequisite: 15th level

You have a semi-automated starfighter that tracks your location from orbit. This starfighter is your choice of either @@ X, Y, or Z @@. Once between long rests you can command the on-board AI to extract you from a location you designate within

5 miles. The starfighter arrives as soon as it can, usually in about 30 minutes.

Repairing or rebuilding your spacecraft takes the same amount of time as normal, but at no cost to you.

Main Engine Innovator

Prerequisite: 139th level

As part of a long rest, you can tune-up one spacecraft you have access to. For the next 24 hours, the ship's fuel efficiency multiplies by your proficiency bonus. (If your proficiency modifier is +4, the ship spends only ¼ as much fuel as normal.)

At 13th level, for 24 hours the tuned-up spacecraft's long-distance travel speed also multiplies by your proficiency modifier.

Geographic Spectrometer

Prerequisite: 3rd level

Once between long rests, you can deploy a satellite spectrometer to get a readout of your local area, up to a 5 mile radius. The satellite sends to your devices a topographical map of your area, as well as a spectrometer analysis of the area, detailing near surface-level deposits of valuable resources (water, minerals, gasses, etc.).

At 11th level, the area scanned is a 50 mile radius, and includes information on major lifeforms in the area, as well as mineral deposits up to 5 miles beneath the surface. At 19th level, this effect scans the entire planet you're on, and includes information on key civilizations and landmarks.

Lab Assistant

Prerequisite: 9th level

You gain the service of a follower chosen from the following: @@x, y, z, or a.@@ If you lose this follower, you can replace them through this feature at 50% cost.

Multimodal Analysis

Your insight is good on its own, and with the help of high-end computers which you are trained to understand, few mysteries are outside your reach. You gain proficiency with Investigation and the multi-scanner tool. When you make a skill check to examine materials, samples, or other forms of evidence in a field laboratory or a science bay, you treat a d20 roll of 14 or lower as a 15.

At 9th level, you automatically learn any cultural or mythological information related to materials you examine in a field laboratory or science bay, as well as the basic functioning of most technology. Analysis of extremely esoteric technology may yield incomplete or encrypted information.

Portal Gun

Prerequisite: 15th level

You develop a gateway projection device (page @@). If it is lost or stolen, it malfunctions within 24 hours and turns to useless scrap.

Remote Coms

Once between long rests, you can spend 1 minute to create a distress beacon.

Also, while you have access to your gear, you can spend 1 hour establishing a remote coms station. The remote coms station is a Tiny-sized device that targets one location you know in the same star system, such as a planetary capital, lunar base, or known spacecraft. Distress beacons and other devices within 10 feet of your remote coms station can communicate with the target's reception devices, even if communications are otherwise lost or backed out.

Spectral Storage

Prerequisite: 7th level

You have a storage crate (page @@) wedged in a convenient extradimensional space. You can bring forth your spectral crate as an action in an unoccupied space within reach. You can safely store the crate back in extradimensional space when you touch it as an action.

Surveillance Drone

Prerequisite: 7th level, Handy Drone methodology

Your handy drone is proficient in Stealth. Once between long rests when you deploy your handy drone, you can deploy it shrouded in invisibility. When deployed in this way, it gains temporary hit points equal to your scientist level + your Intelligence modifier. This invisibility lasts for 1 hour, and ends early if the drone attacks or if it runs out of temporary hit points.

Surveillance Technician

Prerequisite: 3rd level

You know how to support intelligence operations with just-in-time inventions. Once between short or long rests, you can create one of the following items over the course of 1 minute:

- binocular
- bug detector
- gas mask
- grapple gun
- hacking tools
- handcuffs
- nightvision goggles
- portable x-ray scanner
- range earmuffs
- signal jammer
- tracer

Items produced in this way lose effectiveness after 5 hours.

Universal Translator

Prerequisite: 5th level

One of your devices is synched to a galactic language database, giving you access to over 1 million forms of aural and visual language. The device translates most any language you could see or hear into the spoken or written language of your choosing, such as your mother tongue. As a bonus action, the device can coach you so as to say, write, or sign your desired message in another language. The device works on most languages, but hidden, secret, rare, or illegal languages (such as Druidic, Thieves' Cant, and certain ethnic dialects) cannot be translated.

You can also let another creature borrow the device and tweak its language preferences as an action. If this device is lost or stolen, it de-syncs from the translation server.

Scientist

Archetypes

Science touches every facet of space travel, and voidrunning scientists enjoy deploying a wide variety of technology on their missions. That said, there are certain roles desired for scientists to be able to fulfill on space voyages. A scientist may deeply identify with the archetype they choose, or they might only present as a member of that role while on a space adventure.

Engineer

Scientists with a taste for iron, engineers are builders, inventors, technicians, and machinists of every stripe. They live to create (and destroy) with their own hands. Military organizations often deploy their engineers with strike crews to build forward operation camps, and many voidrunner crews would be lost without the courage of the one who runs their ship's engines. Other engineers might represent homegrown inventors, cybernetic implant enthusiasts, and space colonists hardened by severe living conditions.

Metallurgist's Mettle

At 1st level, you are more hardy and tenacious than the average scientist. Your scientist hit points improve:

Hit Dice: 1d8 per scientist level

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

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

You also gain proficiency with medium armor and three martial weapons of your choice. You gain proficiency with the Engineering skill (if you do not already have it), and you gain an expertise die on all Engineering checks. You also gain an expertise die with one of your proficient tools of your choice. Your expertise die maximum on Engineering checks and checks with the chosen tool is 1d12.

Also, you begin play with a set of tools, your choice of either a vehicle repair kit or a set of weapons and armor maintenance tools.

Multitool Specialist

At 2nd level, if you can fix it, you can fix it with your multitool. You can use your multitool in lieu of any tool with which you're proficient (other than musical instruments), and using it in this way does not incur the normal penalties; however, if you have any expertise dice on the check, you gain one fewer.

You can also undertake repairs at breakneck speed. On each of your turns, you can use a bonus action to use one of your proficient tools in a way that normally requires an action. When you spend 1 minute or longer to craft, repair, or dismantle an item using one of your proficient tools, the total time it takes you is reduced by 30%.

Deploy Automaton

At 6th level, you prepare a little something special for your adventures—drones that most folks aren't trained enough to control. Once between long rests, when you have access to your gear, you can spend 2 minutes to deploy your automaton. Your automaton appears in an unoccupied space adjacent to you. It is active for 1 minute, after which it returns to sleep mode and stores itself in your gear. While active, its AI is limited, and unless directed it uses its turn to take the Dodge action. You can command it using voice control or one of your devices, which it follows to the best of its ability until the task is completed or you issue a new command.

Your automaton has the following statistics, which vary based on the mode you deploy it in (hound, turret, or guardian)

Emergency Fortifications

At 10th level, you have a small army of 3D-printing nanites who can produce vast walls of carbon fiber lattice in moments. You can command your nanites as an action, which instantly build carbon fiber lattice in an area you designate within 120 feet. Between long rests, your nanites can produce up to 100 square feet (or ten 10 square-foot panels) of carbon fiber lattice. Each section of lattice is 6 inches thick; a 10 square-foot panel has 15 AC and 30 hit points per inch of thickness. At the Narrator's discretion, you can reduce the thickness of the lattice to increase its overall area.

Reducing a panel to 0 hit points destroys it and at the Narrator's discretion might cause connected panels to collapse. The carbon fiber lattice is load-bearing, but it is not proofed for use against a hard vacuum.

Also, once between long rests you can direct your nanites to do physical labor, such as reorganizing construction materials or building a stonework bridge. Deploying nanites in this way is also an action. The nanites produce as much labor as 100 Small-sized Humanoids with Strength scores of 2. They cannot perform complex tasks, such as one requiring a tool proficiency. The nanites can work in this way for up to 1 hour, during which time they are unable to produce carbon fiber lattice.

Prototype Armor

At 14 level, you've pieced together a prototype for the next revolution in personal protective gear. You gain proficiency with heavy armor. You also have a set of prototype armor, which you have pieced together bit by bit over your adventures. Prototype armor functions the same as power armor, except that it has no Strength requirement, no Speed or Stealth penalties, and it grants you an expertise die on Strength checks and saving throws.

No creature is proficient with your prototype armor other than you. If lost, you can reconstruct a new set of prototype armor during a long rest, consuming 450 credits of materials.

AUTOMATON

Medium construct (drone)

Armor Class 13 (or 15 in guardian mode) (natural armor)

Hit Points 60

Speed 30 ft. (or 40 ft. in hound mode)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	10 (+0)	12 (+1)	16 (+3)

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge —; **Proficiency** your proficiency bonus

Tranquilizing Fang (Hound Only). Each bite attack is loaded with a tranquilizing agent. After hitting a Humanoid or Beast with bite, roll 5d8. If the creature's remaining hit points are equal to or fewer than the result, it falls unconscious. Slumbering creatures stay asleep until the poison wears off after 1 minute, they take damage, or someone uses an action to physically wake them.

Heavy Lifter (Guardian Only). When determining your carrying capacity and the weight that you can push, drag, or lift, the guardian's size is considered to be Large (doubling these values).

Steel Vise (Guardian Only). The guardian can initiate a grapple as a bonus action after hitting with its slam attack. Its maneuver DC is equal to your science save DC.

Bend Metal (Guardian Only). The guardian uses your science attack bonus when attempting to break or bend metal objects. It automatically succeeds against objects with a break DC equal to your less than your science save DC.

ACTIONS

Bite (Hound Only). *Melee Weapon Attack:* your science attack bonus to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) piercing damage.

Slam (Guardian Only). *Melee Weapon Attack:* your science attack bonus to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) bludgeoning damage.

Main Gun (Turret Only). *Ranged Weapon Attack* (60/120): your science attack bonus to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) piercing damage.

Burst Fire (Turret Only). The turret can forego its movement this turn to make a burst fire attack. 10-foot cube within 120 feet. Creatures in the area make a Dexterity saving throw vs. your science save DC, taking 9 (2d6+2) piercing damage on a failure or half damage on a success.

Expert

Experts are highly prized scientists whose unique expertise make them singular educators, researchers, and consultants. Each expert has knowledge on the cutting-edge of their field, as well as a unique approach to their work. Their endless study might dialogue two disparate fields of knowledge, or they might center on the universe's deepest questions. As voidrunners, experts frequently serve on the crew as a "science officer," using their breadth of knowledge to advise the ship administrators—and to devise action plans during emergencies or encounters with the unknown.

Expert's Expertise

At 1st level, you are extraordinarily versed in the sciences, both generally and in your field of specialty. You gain an additional expertise die on Science checks, and your expertise die maximum on Science checks is d12. Additionally, gain proficiency with an additional scientist class skill, and you learn one additional skill specialty from your proficient skills.

Proactive Advisory

At 2nd level, you are more quick and efficient in offering relevant advice. You can use Scrutinize twice between short or long rests. At 11th level, you can do so a total of 4 times.

Evasive Protocol

At 6th level, your assessment of enemy weaknesses includes strategy for avoiding dangers. When a creature deals the bonus damage against your Scrutiny target, that creature gains advantage on the next saving throw it makes before the start of its next turn.

Assess Formidability

At 10th level, you become unusually proficient at detecting whether you are outmatched. When you use Scrutiny, you learn that target's Resistances, Damage Immunities, and Condition Immunities. You also learn the target's hit point maximum and current hit point total.

Critical Discovery

At 14th level, you impress upon your allies the value of being open to the unknown, which makes them all the more dangerous to the subjects of your Scrutiny. When your allies attack the target of your Scrutiny, their critical hit range increases by 1 (to a maximum of 17-20).

Hacker

Hackers are scientists whose lifeblood is the digital world, be they data scientists, security programmers, viral content creators, or the trolls who hijack their platforms. Creation, destruction, security, exploitation—these motifs fill the mind of a hacker, whose vocation involves the navigation of complex networks filled with anonymous actors. The psychology

of anonymity leads many hackers to believe they are above the law, yet several hackers also serve major institutions to protect them. (Whether these "white hat hackers" are loyal to the institution is another matter).

Digital Wolf

At 1st level, your computer becomes an extension of your very self—and your hacking tools all the more. You gain proficiency with the Computers skill and hacking tools (if you aren't proficient already), and you gain an expertise die on all Computer checks and hacking tool checks. Your expertise die maximum on Computer checks and hacking tool checks is 1d12.

Also, you begin play with a set of hacking tools.

Keyboard Ninja

At 2nd level, your hacking endurance leads you to bigger and better exploits. You have a hacking exertion pool, containing a number of hacking exertion points equal to your proficiency modifier. When you perform a hacking maneuver, you can remove hacking exertion points from your pool instead of removing dice from the countdown pool. Your hacking exertion pool is refreshed when you complete a short or long rest.

All Access

At 6th level, you can operate most any computer system with greater ease than even its administrators. You do not have

disadvantage on hacking checks made using connections other than a direct connection.

Additionally, you can initiate hacking a device as a bonus action. You can perform two hacking maneuvers which are normally actions in the same turn by spending an action, a bonus action, and a hacking countdown die.

Brute Force Exploit

At 10th level, your overclocked gear simply overpowers your digital opponents. You make contested hacking checks with advantage.

Additionally, once between long rests when you are locked out of a device, you can attempt to delay that lockout. The system or opposed hacker must succeed on a hacking check against your science save DC. If the opponent succeeds, you are locked out but you do not expend the use of this feature. If the opponent fails, you delay that lockout for 2d6 rounds. You can continue to use hacking maneuvers during this time (such as through your hacking exertion points or through dice gained through the Evade Security maneuver), but when the duration ends you are locked out of the system even if you have countdown dice remaining.

Electronic Wizard

At 14th level, your automated hacks make you an army of one. Your hacking exertion pool doubles (it has a number of points equal to twice your proficiency modifier). Hacking maneuvers for you

are your choice of actions or bonus actions, and you can do both in a single turn without spending an additional countdown die.

Additionally, you can hack multiple systems simultaneously. Each system you hack simultaneously requires its own set of hacking tools, and initiating each hack after the first consumes 1 hacking exertion point (if your hacking exertion pool is empty, you can't attempt simultaneous hacks.) Each hacked system after the first adds only 1 hacking countdown die to your pool; when the pool is empty, your overexerted gear is unable to cloak itself and you are locked out of all the networks you hacked simultaneously. (Your Brue Force Exploit can delay lockout while hacking multiple systems.)

Medic

Any number of healthcare-facing scientists might be called medics, including high-tech field doctors, medical researchers, and directors of medicine and personnel health. Most medics are oathbound to preserve life and uphold quality of life to the best of their ability. Invariably, the medic's field of deployment, cultural upbringing, and species impact how they interpret and fulfill their oath. Then there are medics



who misinterpret or renege their oath, whose hatred for life or love of power drive them to commit unspeakable atrocities in the name of "research" and "progress." As voidrunners, medics are known for their efficient use of medical supplies and their ability to promote both survival and long-term health, even on alien worlds.

Medical Training

At 1st level, your medical training helps you save lives and promote health. You gain proficiency with the Medicine skill

(if you do not already have it), and you gain an expertise die on all Medicine checks. Your expertise die maximum on Medicine checks is 1d12.

Additionally, as long as you have access to the rest of your gear, you are always considered to have one use of a first-aid kit even when you have none. You can even apply first-aid to a creature in a damaged spacesuit, doubling the number of rounds before the protection against hard vacuum fails. A damaged space suit can only benefit from this effect once until it is repaired.

Also, whenever you stabilize a creature using a crash kit or a real first-aid kit, and whenever you use an item to remove poison, disease, or ongoing damage from a creature, that creature regains hit points equal to your proficiency modifier.

Extra Special Batch

At 2nd level, your special batch of medical gel is even better than other "off-the-shelf" strains. You gain Special Batch Gel as a bonus methodology (getting a new one if you already have it). You have twice as many uses of your special batch of medical gel as normal. When you use standard medical gel or your special batch, it takes only a bonus action to draw it from your gear and apply it.

A creature who benefits from your special batch has advantage on saving throws made to resist poison, disease, and radiation for the next hour. During this time, it can spend 1 hit die for every 10 minutes it rests, even outside a short rest.

Finally, as part of your long rest, you can dismantle one use of a crash kit to create a number of uses equal to your proficiency bonus. Crash kit uses created through this feature cannot be dismantled further.

Designated Patients

At 6th level, your long-term care of your closest allies keeps their health and energy high. When you take a long rest, choose up to 6 non-hostile creatures you meet during this rest to be your designated patients. A chosen creature remains your designated patient until it completes two long rests. Your designated patients each gain an expertise die on saving throws made to resist disease, fatigue, and strife.

For each month a creature remains one of your designated patients, they receive one of the following benefits:

- They are cured of one short-term mental stress effect.
- One of their long-term mental stress effects becomes managed, suppressing the negative effects of the condition as long as they remain a designated patient.
- They receive therapy for ability score loss, regaining a number of lost ability score points equal to your proficiency modifier.
- One of their lost limbs or organs regenerates.

Medical Requisition

At 10th level, you are able to secure high-end medical equipment at a reduced

price, such as convincing vendors to sell at-cost, supplying through unregulated channels, or "applying pressure." You buy medical equipment (drugs, injury treatments, etc.) at a 50% discount. Equipment you buy in this way is not eligible for resale on regulated markets.

Regenerative Nanites

At 14th level, you've developed or obtained a swarm of high-end experimental medical nanites. Once between long rests, you can direct the nanites to a creature within reach, a process that takes 1 minute. The target immediately regains $4d8 + 15$ hit points and regains 10 hit points per minute (1 hit point at the start of each of its turns) for 1 hour. If the target is missing any body parts, the lost parts are restored after 2 minutes. If a severed part is held against the stump, the limb instantaneously reattaches itself.