

C² Studios Presents
A D&D 5E Expansion Module
Reizen 4000

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1 Setting & History

It is two millennia into the future. Humanity's supremacy over Earth has dwindled, due largely in part to the Great Exodus and the onset of Era of Magic. The Exodus occurred sometime in the 25th century, where massive fleets of starships lifted off to relocate much of the human population following a grueling intrasystem war. Though successful in saving the species, it reduced the planetside human population from 3 billion to under 500 million.

As a result, many civilizations faded as those who remained clustered in non-equatorial coastal cities, as the Great Aridization was at its peak; temperatures in equatorial regions reached 140F on average, and many desert regions expanded and invaded at an unprecedented rate. Migration was so extreme that the American continent regained mythic status among some, as did Australia, North Africa, The Eurasian Steppe, and Antarctica, due to the lack of human presence there for the second half of the 2nd millennia.

Though the human population did increase to around 1.5 billion by the 3rd millennia, so too did other populations. A combination of radioactive fallout from the multiple wars and accidents, and the awakening of magical forces, spurred the evolution of large mammals and small reptiles, which gave rise to Beast-Folk in the aforementioned abandoned continents. Though apprehensive at first, humans and beasts came to coexist in time, though xenophobia on both sides still resides in some circles.

As mentioned before, forces and powers once resigned to fiction began manifesting following the Exodus. A select group of humans and beasts were found to be able to shoot flames from thin air, lift objects without moving a finger, and heal all manner of diseases and wounds with a simple touch, and even turn themselves invisible. Though a rare feat, the five to ten percent of sentients capable of magic are overall benign, with the Order of International Mages holding sound dominion over all things arcane.

Even with all the odd and amazing revelations of the past, much from the Era of Humans remains lost or undiscovered across the world. Many ancient bunkers remain, many from the 21st and 22nd centuries, and in near working order. Within their depths, armies of autonomous machines stand vigilant protecting the secrets of their creators, and, at times, do so aggressively.

They are not alone in their malevolence; Rogue mages, practitioners of necromancy or daemon communion, prowl the wastelands on the fringes of civilization; Feral Beast-Folk stalk the mountains, caves, and forests born anew after the Great Aridization; and, worst of all, certain "cursed" locations remain hotbeds for daemon interlopers, extra-dimensional aberrations that seek to kill or consume everything in their path.

Much awaits adventurers in this world, and in worlds beyond...

2 Playable Races

2.1 Human

2.1.1 Regular

- Bonuses

- +2 to one ability score of your choice
- +1 to all other ability scores

- Powers / Abilities

- Hard Work & Guts!

Your ancestors conquered the planet and the stars, and their determination now rests in you. Once per long rest, whenever you roll a 1 on a d20 check, you have the option to re-roll without penalty

- Hybridization (optional)

Per the player's choice, their human player can be part (mammalian) Beast-Folk or part Daemon. When a hybrid, the player gets the explicit Ability buffs of their other race up to +2, and the choice of one of the beast's base features, and later one of the beast's leveled features

Examples

- ◇ a Human-Ursa has +2 STR, +2 CON, +1 to one other, and either In The Woods or Heartiness
- ◇ a Human-Daemon has +2 WIS, +2 INT, -1 CHA, +1 to one other, and either Xenonic Fury or Daemonvision

- More Guts! (Level 4)

Your hard work along your journey is paying off! Add +1 permanently to any Ability Score

- Go-Getter Spirit (Level 8)

An odd, green energy now flows throughout you. All damage done to Daemonkind, Dragons, and other mighty beasts gains +4 overall. This increases by +1 every level hereafter

2.1.2 Radified (a.k.a. "Ghoul")

- Bonuses

- +2 to Intelligence, Wisdom, and Dexterity ability scores

- Powers / Abilities

- Healthy Glow

Exposure to ionizing radiation produces the following effects on you:

- ◇ +10 HP per hour (outside of combat)
- ◇ +1 HP per turn (in combat)
- ◇ Increase to all ability scores proportional to severity of radiation (1 to 5)

- Longevity

Common diseases and poisons have reduced to no effect on you

- Strange Growth (Optional, Level 4)

Per the player's choice, a symbiotic plant (?) has begun growing out of somewhere on your body. You now regenerate health at a rate of +2 per hour in direct sunlight. In overcast weather, the rate is halved

- Radiant Conduit (Level 8)

You are now able to heal normal humans, cyborgs, beast-folk, and Daemones Hominum of radiation poisoning by absorbing their exposure into yourself. This can only be done outside of combat

2.1.3 Mutant

- Bonuses

- +2 to Strength and Constitution ability scores
- +1 to two other ability scores of your choice

- Powers / Abilities

- Übermensch

You are sterile and incapable of reproduction, but do not feel the ill effects of ionizing radiation

- Longevity

Common diseases and poisons have reduced to no effect on you

- Darwinism (Level 4)

Your skin has hardened along your journey, literally! You now have innate resistances of +2 to Piercing, Slashing, and Bludgeoning. This increases by +1 every other level hereafter

- Warm Glow (Level 8)

Exposure to ionizing radiation now regenerates your health when not in combat at a rate of +2 per hour

2.1.4 Cyborg