C^2 Studios

A D&D 5E Expa

Reizen 400

Contents

Presents

ansion Module

0, Mk. II

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.

And this only covers Earth; The Great Exodus led the establishment of fifteen colonies within the Orion Arm of the Milky Way. Initially named numerically by foundation date, these Orion colonies developed into distinct worlds over the proceeding millennia. They all maintained contact with Orion Zero (Earth) via traditional radio communications, sped along in propagation by the same space-folding technology that afforded their settlement. However, as each colony was rather self-sufficient, trade and travel quickly became leisure activities.

This lax attitude proved disastrous in the 38th century, when a still unknown storm-like phenomena rendered space-folding of matter impossible. Though radio contact was still possible, those who wanted to travel the colonies were forced to use ancient and dangerous methods, either cryosleepers or generation-ships. The first few bound for Earth have begun arriving from Orions 1 and 4 within the past few decades, and many more are expected or en route. Though not confirmed, several Daemon mages of The Order have speculated their ancestors are the cause of the fold storms, and have been researching ways to circumvent the interference via the same warping ability that delivered them unto Earth.

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

- <u>Hard Work & Guts!</u>
  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

- <u>Hybridization</u> (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. Hard Work & Guts! and one of the two leveled features listed below should also be taken, with the leveled feature being at a different level from the beast leveled feature.
  <u>Examples</u>
    ◇ a Human-Ursa has +2 to Strength, +2 to Constitution, +1 to one other ability score, and either In The Woods or Claws, and either Go-Getter Spirit and The Nose Knows or More Guts! and Micro Hibernation.
    ◇ a Human-Feline has +2 to Dexterity, +2 to Charisma, +1 to one other ability score, and either Cunning or Darkvision, and either Go-Getter Spirit and Claws or More Guts! and Nine Lives.

- <u>More Guts!</u> (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 +2 overall. This increases by +1 every
  other level $(10, 12, 14, \ldots)$ hereafter

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

○ Bonuses

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

○ Powers / Abilities

  - Healthy Glow

    Unlike most organics, instead of being hindered by
    radiation, you are helped by it. 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. All CON saving throws you make against disease and
    poison effects have advantage

  - 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, and once per long
    rest. When complete, the treated person will be free
    of Radiation Poisoning

2.1.3 Mutant

○ Bonuses

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

○ Powers / Abilities

- <u>Ubermensch</u>
  You are sterile and incapable of reproduction, but do not feel the ill effects of ionizing radiation
- <u>Longevity</u>
  Common diseases and poisons have reduced to no effect on you. All CON saving throws you make against disease and poison effects have advantage
- <u>Darwinism</u> (Level 4)
  Your skin has hardened along your journey, literally! You now have innate resistances of +2 to Piercing, Slashing, and Bludgeoning
- <u>Warm Glow</u> (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

○ Bonuses

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

○ Powers / Abilities

- <u>Modularity</u>
  Per the player's choice, you can have special modular limbs, eyes, teeth, ears, or a nose, but each reduces your Constitution ability score by 1. Eyes, teeth, and ears count as one each.

- ◇ Arm: +1 Strength
- ◇ Leg: +1 Dexterity
- ◇ Eyes: Encoded Vision
  Gain advantage to perception checks when under an illusion or partially blinded
- ◇ Teeth: Powered Bite
  Bite attacks deal 2 + Strength Mod. (minimum of 2) of Bludgeoning damage
- ◇ Ears: SONAR
  See Hyper-Hearing under Canid race
- ◇ Nose: Respiratory Filter
  Airborne poisons and pathogens have reduced to no effect on you. They are ineffective up to (5 * Character Level) HP of damage and do not linger for multiple turns

- Breaking In I (Level 4)
  In adapting to your body's new features, you've gained +1 to your Constitution ability score. Cybernetic Arms and Legs' bonuses also each gain +1 to their respective ability score bonuses.

- Breaking In II (Level 8)
  You have adapted even more to your body, and have gained an additional +1 to your Constitution ability score. Secondary cybernetics gain the following additional features:

  - ◇ Encoded Vision now fully prevents blindness and affect by illusion
  - ◇ Powered Bite now deals 3 + Strength Mod. + Dexterity Mod. (minimum of 3) of Bludgeoning & Piercing damage
  - ◇ SONAR now integrates sonic data into a HUD that tracks and directs to the source of extreme sounds, loud or quiet, revealing the source's location
  - ◇ Respiratory Filter now features a micro-rebreather that allows for underwater breathing for hours at a time equal to your Constitution Mod. (minimum of 1)

2.2 Beast-Folk

2.2.1 Ursa (Bear)

○ Bonuses

- +3 to Strength ability score
- +2 to Constitution ability score
- +1 to one other ability scores of your choice

○ Powers / Abilities

- In The Woods

  You are at home away from civilization. When outdoors
  in wooded or rural areas, gain +1 to all ability scores
  and general advantage in combat

- Claws

  When unarmed, your claws add +3 Slashing damage to all
  unarmed attacks. This increases by +1 every fourth
  level $(4, 8, 12, \ldots)$ hereafter

- The Nose Knows (Level 4)

  You now have an uncanny ability to detect scents humans
  and other beast-folk cannot. You have advantage on and
  proficiency with olfactory-based Perception checks

- Micro-Hibernation (Level 8)

  For 24 hours after every long rest you take, you gain +4
  to your Armor Class, +1 to your Strength ability score,
  and your claws deal an additional +2 Slashing damage

2.2.2 Gecko (Lizard)

○ Bonuses

- +4 to Dexterity ability score
- +1 to two other ability scores of your choice

○ Powers / Abilities

- <u>Mending Tongue</u>
  Not only is good for cleaning one's eyes, a Gecko's
  tongue is capable of many odd feats. Mainly, it can
  heal minor wounds (four +4 HP licks per Rest (long or
  short), one additional lick more every even level)

- <u>Darkvision</u>

- <u>Tongue Grapple</u> (Level 4)
  Your tongue is now sturdy and long enough to support
  your weight. When attached to a surface, you can
  grapple under it up to 3 feet. Alternatively, you can
  sling objects of your weight or less around in a 3 foot
  radius

- <u>Thick Skin</u> (Level 8)
  After several times shedding, you find your new skin
  is much more resilient! Per the player's choice, you
  can now resist either +3 Piercing damage, +3 Slashing
  damage, or +3 Bludgeoning damage innately, and you
  unarmored AC is now 13 + Dexterity Mod. (Maximum of +3)

2.2.3 Canid (Dog)

○ Bonuses

- +3 to Charisma ability score
- +2 to Dexterity ability score
- +1 to one other ability score of your choice

○ Powers / Abilities

- Friendliness

  Though your kind are now treated equal to humans, they still hold you in confidence unconditionally. You gain proficiency in Persuasion and Performance checks in general, with advatange against humans

- Hyper-Hearing

  Your biology allows you to hear quieter sounds and higher frequencies compared to most Beast-Folk. You have advantage on and proficiency with auditory-based Perception checks

- Fangs (Level 4)

  Your teeth and jaw feel stronger since starting your journey. Your Unarmed Strikes that are bites now deal an extra +3 Piercing damage. This increases by +1 every fourth level $(8, 12, 16, \dots)$ hereafter

- Hyper-Smelling (Level 8)

  You now have an uncanny ability to detect scents humans and other beast-folk cannot. You have advantage on and proficiency with olfactory-based Perception checks

2.2.4 Feline (Cat)

○ Bonuses

- +3 to Dexterity ability score
- +2 to Charisma ability score
- +1 to one other ability score of your choice

○ Powers / Abilities

- <u>Cunning</u>
  Like your simpler ancestors, you can get your way in
  most all situations with your former masters. You gain
  proficiency in Deception and Intimidation in general,
  with advantage against humans

- <u>Darkvision</u>

- <u>Claws</u> (Level 4)
  Your claws feel stronger since starting your journey.
  Your Unarmed Strikes with your arms now deal an extra +2
  Slashing damage. This increases by +1 every third level
  $(6, 9, 12, \ldots)$ hereafter

- <u>Nine Lives</u> (Level 8)
  You're not exactly sure how, but you can now cheat
  death. For the next nine times you either take damage
  that would normally kill you, or fail a third death
  save, then either your health instead hits exactly zero,
  or you become stabilized. After using this ability nine
  times, it no longer has any effect, forever

2.3 Daemon Hominis (Humanoid Demon)

○ Bonuses

- +4 to Wisdom ability score
- +2 to Intelligence ability score
- -1 to Charisma ability score
- +1 to one other ability score of your choice

○ Powers / Abilities

- Xenonic Fury

  When casting damage-dealing magic, you gain +1 to all accuracy and damage rolls. This increases by +1 every fifth level $(5, 10, 15, \ldots)$ hereafter

- Daemonvision

  Darkvision extended to being able to sense cloaked/non-corporeal daemons

- Daemonic Phasing (Level 4)

  Once per short rest, you can phase out of the material world into a border world, which is spatially congruent with where you are but separate. Be warned, Daemonkind can inhabit this border world as well, making it useless to flee to when outmatched by Daemonkind

- Group Phasing (Level 8)

  You can now transport with you 2 other creatures or people into the border world. This increases by 1 creature every other level $(10, 12, 14, \ldots)$ hereafter

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3 Additional Items

3.1 Armor

3.1.1 Light Armor

○ Kevlar Vest

- Cost: 35 GP
- Armor Class: 11 + Dexterity mod.
- Bonuses: +4 against Piercing damage
- Weight: 11 lbs

○ Kevlar Suit

- Cost: 60 GP
- Armor Class: 12 + Dexterity mod.
- Bonuses: +6 against Piercing damage
- Weight: 15 lbs

3.1.2 Medium Armor

○ Polymer Vest

- Cost: 350 GP
- Armor Class: 13 + Dexterity mod. (maximum of +4)
- Bonuses: +4 against Piercing damage, +1 against Slashing damage
- Weight: 18 lbs

○ Polymer Suit

- Cost: 500 GP
- Armor Class: 14 + Dexterity mod.
- Bonuses: +6 against Piercing damage, +2 against Slashing damage, Disatvantage to Stealth checks
- Weight: 25 lbs

3.1.3 Heavy Armor

○ Hard Suit

- Cost: 175 GP
- Armor Class: 16 + Constitution mod. (maximum of +2)
- Bonueses: +4 to Piercing, Slashing, and Bludgeoning damage, Disatvantage to Stealth checks
- Requirements: 10 Strength, Mk. I Power Cell
- Requirements-Not-Met Debuffs: -2 to Dexterity ability score, 14 Armor Class
- Weight: 50 lbs

○ Powered Exoskeleton

- Cost: ???
- Armor Class: 16 + Constitution mod. + Dexterity mod.
- Bonuses: +8 to Piercing, Slashing, and Bludgeoning damage, Disatvantage to Stealth checks
- Requirements: 12 Strength, Mk. II Power Cell
- Requirements-Not-Met Debuffs: -4 to Dexterity ability score, 14 Armor Class
- Weight: 82 lbs

3.2 Weapons

3.2.1 Simple Melee Weapons

○ Pneumatic Gauntlet

  • Description: Steel gauntlet with a plated-piston attached

  • Cost: 40 GP

  • Base Damage: $1D8$, Bludgeoning

  • Weight: 4 lbs

  • Bonuses: Finesse

3.2.2 Martial Melee Weapons

○ Chainknife

  • Description: Knife with an electrically-driven rotary chain blade, with a maximum speed of 8,000 RPM

  • Cost: 25 GP

  • Base Damage: $2D4$, Slashing

  • Requirements: Mk. I Power Cell

  • Weight: 3 lbs

○ Chainsword

  • Description: Sword with an electrically-driven rotary chain blade, with a maximum speed of 13,000 RPM

  • Cost: 50 GP

  • Base Damage: $2D6$, Slashing

  • Requirements: Two Mk. I Power Cells

  • Weight: 5 lbs

3.2.3 Simple Ranged Weapons

(Note: S.E. is short for Sphere Equivalent.)

○ Gauss Pistol

- Description: Handheld railgun with a $1000\frac{m}{s}$ muzzle velocity
- Ammunition: $10mm$ S.E. minie-ball (Aluminum)
- Ammunition Capacity: 20
- Recharge Time: 1 second
- Price: 62 GP & 5 SP
- Base Damage: $1D6$ +1, Piercing
- Base Range: 85 / 360
- Requirements: Mk. I Power Cell
- Weight: 3 lbs

○ Gauss Scattergun

- Description: Semi-automatic gaussian shotgun with a $500\frac{m}{s}$ muzzle velocity
- Ammunition: $8 \times 6mm$ B.B.-shell (Aluminum)
- Ammunition Capacity: 4
- Recharge Time: 2 seconds
- Price: 57 GP & 5 SP
- Base Damage: $2D4$, Piercing
- Base Range: 30 / 80
- Requirements: Mk. I Power Cell
- Weight: 8 lbs

3.2.4 Martial Ranged Weapons

○ Gauss Rifle

- Description: Full-size personal railgun with a $1500\frac{m}{s}$ muzzle velocity
- Ammunition: $13mm$ S.E. minie-ball (Aluminum)
- Ammunition Capacity: 10
- Recharge Time: 4 seconds
- Price: 87 GP & 5 SP
- Base Damage: $1D8$ +1, Piercing
- Base Range: 180 / 720
- Requirements: Two Mk. I Power Cells
- Weight: 10 lbs

○ Gauss Flechetter

- Description: Shoulder-mounted gaussian flechette launcher with a $350\frac{m}{s}$ muzzle velocity
- Ammunition: $80mm \times 11mm$ cylindrical flechette (Aluminum)
- Ammunition Capacity: 1
- Recharge Time: 5 seconds
- Price: 100 GP
- Base Damage: $1D12$ +2, Piercing
- Base Range: 160 / 640
- Requirements: Mk. II Power Cell
- Weight: 16 lbs

3.3 Ammunition & Power Sources

○ $10mm$ S.E. Aluminum minie-ball

- Cost: Five for 1 SP
- Weight: 0.01 lb

○ $8 \times 6mm$ Aluminum B.B.-shell

- Cost: 2 SP
- Weight: 0.05 lb

○ $13mm$ S.E. Aluminum minie-ball

- Cost: Five for 2 SP
- Weight: 0.02 lb

○ $80mm \times 11mm$ Aluminum flechette

- Cost: 5 SP
- Weight: 0.1 lb

○ Mk. I Power Cell

- Cost: 5 GP
- Weight: 1 lb

○ Mk. II Power Cell

- Cost: 12 GP
- Weight: 2 lb

○ Mk. III Power Cell

- Cost: 22 GP
- Weight: 6 lb

3.4 Weapon Mod Kits/Components

3.4.1 Overview

Weapon Mods help to further customize and enhance
once weaponry beyond one's skill or history with
the weapon. Though often as expensive as or
moreso than the weapon they apply to, they afford
specialist combatants great advantage in battle.
Rules for using mods are rather simple:

Only one mod of a given class can be present on one weapon
at a time;

Mods can be added and/or removed from a weapon if an Ability
check is passed for the mods' given Difficulty Class and
Ability, and the check is performed outside of combat;

Mods can break if being removed and a critical
failure occurs, though they can then be repaired
for half their price from a weaponsmith, or by
passing double the removal Difficulty Class check;

Finally, special mods not listed below may be discovered on
your journeys, but will often be boosted and/or specialized
variants of said listed mods.

3.4.2 Melee

○ Weights

  - Effect: +(Weight ÷ 4, round down) Bludgeoning Damage,
    -(Weight ÷ 8, round down) to Hit
  - Class: Melee
  - Attaches To: Blunt
  - Add/Remove: $DC6$/$DC8$ Strength
  - Weight: 4 to 16 lbs
  - Cost: 1 GP

- ○ Spikes

  - • Effect: +(Weight ÷ 2, round down) Piercing Damage
  - • Class: Melee
  - • Attaches To: Blunt
  - • Add/Remove: $DC8/DC10$ Dexterity
  - • Weight: 2 to 6 lbs
  - • Cost: 3 GP

- ○ Whetstone

  - • Effect: +(Weapon Damage Die ÷ 2) Piercing/Slashing Damage (inherit type from weapon), lasts for 12 hours, can be reapplied
  - • Class: Melee
  - • Attaches To: Bladed
  - • Add/Remove: $DC10/-$ Intelligence
  - • Weight: N/A
  - • Cost: 5 GP (Simple) or 25 GP (Martial)

- ○ Shock Pack

  - • Effect: + $1D$(Weapon Damage Die) Lightning Damage
  - • Class: Melee
  - • Attaches To: Bladed, Chain
  - • Add/Remove: $DC14/DC18$ Intelligence
  - • Weight: 5 lbs
  - • Cost: 30 GP

3.4.3 Ranged

○ Basic Burst Fire

  • Effect: perform 3 Attacks, each -3 to Hit, with 1
    Action, once per Turn

  • Class: Trigger

  • Attaches To: Pistol, Scattergun, Rifle

  • Add/Remove: $DC12/DC14$ Intelligence

  • Weight: 3 lbs

  • Cost: 33 GP

○ Advanced Burst Fire

  • Effect: perform 2 Attacks with 1 Action, once per Turn

  • Class: Trigger

  • Attaches To: Pistol, Scattergun, Rifle

  • Add/Remove: $DC14/DC18$ Dexterity or Intelligence

  • Weight: 2 lbs

  • Cost: 78 GP

○ Snub Barrel

  • Effect: +2 to Hit, no Piercing Bonus Damage

  • Class: Barrel

  • Attaches To: Pistol, Scattergun, Rifle

  • Add/Remove: $DC8/DC10$ Dexterity

  • Weight: 1 lb

  • Cost: 12 GP

- ○ Extended Barrel

  - • Effect: +4 to Hit, +2 Piercing Damage
  - • Class: Barrel
  - • Attaches To: Pistol, Scattergun, Rifle
  - • Add/Remove: $DC12/DC16$ Dexterity
  - • Weight: 4 lbs
  - • Cost: 64 GP

- ○ Leather-Padded Stock

  - • Effect: +1 to Hit
  - • Class: Stock
  - • Attaches To: Scattergun, Rifle, Flechetter
  - • Add/Remove: $DC8/DC10$ Dexterity
  - • Weight: 2 lbs
  - • Cost: 10 GP

- ○ Carbon-Fiber Stock

  - • Effect: +3 to Hit, less weight
  - • Class: Stock
  - • Attaches To: Scattergun, Rifle, Flechetter
  - • Add/Remove: $DC10/DC14$ Dexterity
  - • Weight: -2 lbs
  - • Cost: 24 GP

- ○ Red Dot Sight

  - Effect: +1 to Hit, +40 feet of range
  - Class: Scope
  - Attaches To: Pistol, Rifle, Flechetter
  - Add/Remove: $DC10/DC14$ Intelligence
  - Weight: 1 lb
  - Cost: 40 GP

- ○ Telescopic Sight

  - Effect: +4 to Hit, $\times 2$ range
  - Class: Scope
  - Attaches To: Pistol, Rifle, Flechetter
  - Add/Remove: $DC14/DC18$ Dexterity or Intelligence
  - Weight: 4 lbs
  - Cost: 80 GP

- ○ Forward Pistol Grip

  - Effect: +2 to Hit
  - Class: Grip
  - Attaches To: Scattergun, Rifle, Flechetter
  - Add/Remove: $DC8/DC10$ Dexterity
  - Weight: 2 lbs
  - Cost: 12 GP

- ○ Bipod

  - Effect: +4 to Hit, -1 Armor Class (when equipped)
  - Class: Grip
  - Attaches To: Scattergun, Rifle, Flechetter
  - Add/Remove: $DC10/DC12$ Dexterity
  - Weight: 5 lbs
  - Cost: 25 GP

3.5 Vehicles

○ Motorcycle

- Description: Electric-driven, with regenerative braking and built-in charge-transfer module; Comes in two-wheel and three-wheel variants

- Base Cost: 100 GP

- Speed: 75

- Requirements: Mk III Power Cell

- Capacity: 500 lbs, two seats

○ Dune Buggy

- Description: Electric-driven, with regenerative braking and built-in charge-transfer module; Comes in wheeled and treaded variants, as well as open-cabin and closed-cabin

- Base Cost: 400 GP

- Speed: 60

- Requirements: Two Mk III Power Cells

- Capacity: 840 lbs, three seats

4 Misc. Notes & Gameplay Rules

4.1 Skill Points

Skills work off a bonus-points system, where a player can
spend skill points during level-up to further buff skills
of theirs. When rolling for a skill check, a player with
bonus points can add said points and the roll, which also
already has an Ability mod and potentially Proficiency.
Skill points are allotted as follows:

- Points at Level 1:
  $4 \times \big(1 + \max(\text{Int. mod., Wis. mod.}, 0)\big)$

- Points every other $(2, 4, 6, \ldots)$ higher level:
  $1 + \max(\text{Int. mod., Wis. mod.}, 0)$

Skill points can also be earned by taking sessions with
skill trainers over the course of a player's journey

4.2 Ability Score Generation

For character generation, ability scores can be determined
by any one of the three following methods:

- Six $D20$: Roll six $D20$ dice and distribute the rolls to
your ability scores

- Four-Drop-Lowest $D6$: Roll four $D6$ and discard the lowest
roll. Repeat six times, and then distribute the sums of the
rolls to your ability scores

- Point-Buy: Start all ability scores at 8. Given 27
points to distribute, increase scores up to a maximum of 15
until exactly 27 points are spent. One score increase costs
one point up until a score of 13; Increasing a score from 13
to 14 costs two points, as does increasing a score from 14
to 15. For example, a score of 10 costs 2 points, 12 costs
4 points, 14 costs 7 points.

4.3 Ionizing Radiation

Though unseen to the naked eye, radiation sources and
contaminated zones are just as deadly to adventurers as
military drones, highwaymen, or any matter of aberrations.
Though measurements of radiation vary depending on the
context, a scale of Severity Levels is often used by
common travellers, ranging from 1, being mildly abnormal,
to 5, being certain to cause death in the short term.

All creatures not immune or protected from a given Severity
Level will suffer a negative change to their Strength
and Constitution Ability scores while within a zone of
radiation. Additionally, for Severity Levels 3 and higher,
susceptible creatures must make a Constitution Saving Throw
every 15 minutes, with difficulty class 8 + (Severity
Level $\times$ 2). Failing a throw will cause the Strength and
Constitution deficits to become permanent, as an effect
called Radiation Poisoning, which must be treated by proper
medical personnel. Subsequent failed throws when under the
effects of Radiation Poisoning will deal direct damage to
the creature equal to the Severity Level. A few example
scenarios are listed below:

○ An Ursa with Strength 19 and Constitution 15 enters a
Severity 4 radiation zone. His Strength immediately drops
to 15 and his Constitution to 11. After 45 minutes, he
fails his first Constitution Saving Throw of $DC16$. He
leaves the zone 40 minutes later, having failed two more
Saving Throws, lost 8 Hit Points, and gained Severity 4
Radiation Poisoning.

○ A Human with Strength 15 and Constitution 17 enters a
Severity 3 radiation zone. Her Strength immediately drops
to 12 and her Constitution to 14. She leaves after 20
minutes, succeeding a Constitution Saving Throw of $DC14$.
Upon leaving, her Strength and Constitution return to normal

○ A Radified enters a Severity 5 radiation zone. They
suffer no loss of Strength or Constitution, and stay within
the zone for nearly a week.

5 Minigames

5.1 D'vadtsat

5.1.1 Rules

○ Setup: Find two players. Draw four side-deck cards from your personal side deck. Flip a coin or play Rock Paper Scissors to determine who takes the first turn in the first round.

○ Objective: Be the first player to win 3 Rounds. To win a round, you must deal up to 9 cards such that one of the following score conditions is met:

- Your cards sum up to 20 (ties possible)
- Your cards sum up to more than your opponent's cards
- You play 9 cards with a sum less than or equal to 20 (beats a 20-sum of 8 cards or less); If both players accomplish this, see the previous condition

○ Round Play:

- During a round, players take turns each drawing one card from the common deck
- After a player draws, they have the option to play one side-deck card
- If ever a player's dealt cards sum to 20, they automatically fold and cannot take anymore turns
- Players can opt to fold (stop playing) at the end of their turn if their cards sum to less than 20
- If a player's turn ends and their score exceeds 20, they automatically lose the round
- The winning player of a round goes first in the next round
- If a tie occurs, the player who went second in the tied round goes first in the next round
- When starting a new round, discard any side-deck cards from play and reshuffle the common deck

5.1.2 Required Items

○ Common-card deck

This deck consists of fourty cards, with four cards each
of values from 1 to 10. It can be created by removing face
cards from a deck of playing cards

○ Side-card deck

This deck must be assembled from exactly 10 cards of the
player's choice, and must be shuffled at the beginning
of every game and four cards randomly drawn from it to be
played. Legal cards can be of the following types:

- Plus Card: adds to the player's score, with values from
  1 to 6; Set: $\{+1, +2, +3, +4, +5, +6\}$

- Minus Card: subtracts from the player's score, with
  values from 1 to 6; Set: $\{-1, -2, -3, -4, -5, -6\}$

- P.M. Card: adds or subtracts from the player's score,
  depending on which side is facing away from the player
  when the card is played, with values from 1 to 6; Set:
  $\{\pm 1, \pm 2, \pm 3, \pm 4, \pm 5, \pm 6\}$

- Flip Card: flips the sign of all cards of certain
  values already played by the player that plays
  this card, with values of 2 & 4 and 3 & 6; Set:
  $\{F2\&4, F3\&6\}$

- Multiplier: multiplies the value of the last played
  card by a value, withs values of 2 and 3; Set:
  $\{M2, M3\}$

- Tiebreaker: A special P.M. card that will ensure
  victory if it is the last played card before folding and
  the opponent ties with the player, with values of 1 and
  2; Set: $\{T \pm 1, T \pm 2\}$

6 Geographic Surveys

6.1 Baltic Sea

○ Koppen-Geiger climate class: Dfc

○ Major Settlements:

- Stockholm
- Helsinki
- Putingrad
- Tallinn
- G'dansk
- Capenhogen

○ Local Sentient Population: (Ranked)

1. Humans (Regular)
2. Humans (Mutant)
3. Ursa-folk

○ Overview:

The Baltic region of Europa has maintained its cold
climate, and its cold disposition. Outside of major
settlements, a smattering of decrepit and ramshackle
villages dot the landscape. While not outright hostile
to outsiders, villagers are not forthcoming without
significant displays of hospitality from visitors

Deep within the forests and mountains of the region,
ancient science centers, missile silos, and other old-world
installations persist in silence. Some still have their
automatonian defenders still active, who shoot all intruders
on sight, if they can see. Further on, their are whipsers
of heavily-doped magic hotspots, and incursion sites of
malevolent daemons, though the latter have no corroborated
reports.

7 Anomalous Entity Reports

7.1 "The Lodge"

○ Overview:

"The Lodge" is dream-like zone, with an unknown location.
Visitors arrive in the lodge after falling asleep, yet exit
without reawakening, confirming its existance. Techniques
to induce visitation have proved fruitless; some Order
mages theorize the lodge itself plucks visitors out of
their rest and into it. The Lodge is composed of an unknown
number of rooms, with plank wood flooring, red-curtained
walls, illuminated by ornate lamps, and furnished
with ancient decorum dating back to the 20th century.

Permanent inhabitants of the lodge are unknown in total
number, yet three distinct entities have been repeatedly
identified:

- Mikael: A one-armed elderly gentleman, whose speech
  sounds doubly-reversed. He is benevolent, from all
  recorded accounts, and helps in his own way to lead
  visitors out of the lodge. However, his advice is often
  cryptic and at times nonsensical.

- Boris: A long-haird, menacing figure, who taunts, and
  sometimes threatens, visitors. Is incredibly violent
  to permanent residents of the lodge, and will chase and
  hound them throughout the endless rooms. Avoid at all
  costs.

- Lora: An elderly woman, clad in a black evening dress.
  Is only found in the "heart" of the lodge, a room with
  three chairs, a lamp, and a marble statue. She is the
  key to escaping the lodge. She is dead, yet she lives.