

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 to Strength, +2 to Constitution, +1 to one other ability score, and either In The Woods or Heartiness
- ◇ a Human-Daemon has +2 to Wisdom, +2 to Intelligence, -1 to Charisma, +1 to one other ability score, 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

- Urbemensch

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

○ Bonuses

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

○ Powers / Abilities

- Modularity

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. 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

- 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 ability scores.

- 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 2 + Strength Mod. + Dexterity Mod. for Bludgeoning & Piercing damage

- ◇ SONAR now integrates sonic data into a HUD that tracks and directs to the source of extreme sounds, loud or quiet

- ◇ Respiratory Filter now features a micro-rebreather that allows for underwater breathing for hours at a time

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 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 attacks. This increases by +1 every even level (2,4,6,...) hereafter
 - The Nose Knows (Level 4)
You now have an uncanny ability to detect scents humans and other beast-folk cannot
 - Micro-Hibernation (Level 8)
For 24 hours after a long rest, 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
 - Mending Tongue
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), though more is possible...
 - Darkvision
 - Tongue Grapple (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 3w foot radius
 - Thick Skin (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

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 advantage in persuasion and performance checks with humans

- Hyper-Hearing

Your biology allows you to hear quieter sounds and higher frequencies compared to most Beast-Folk

- Fangs (Level 4)

Your teeth feel stronger since starting your journey. When you attack by biting and hit your enemy, you now deal +3 Piercing damage. This increases by +1 every even level hereafter

- Hyper-Smelling (Level 8)

You now have an uncanny ability to detect scents humans and other beast-folk cannot

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

- Cunning

Like your simpler ancestors, you can get your way in most all situations with your former masters. You gain advantage in deception and intimidation checks with humans

- Darkvision

- Claws (Level 4)

Your claws feel stronger since starting your journey. When scratching, you now do +2 Slashing damage. This increases by +1 every factor-three level (6,9,12,...) hereafter

- Nine Lives (Level 8)

You're not exactly sure how, but you can now cheat death. For the next nine times you take damage that would normally kill you, your health instead hits exactly zero. On the tenth time, your luck will run up

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 offensive magic, you gain +1 to all accuracy and damage rolls

- 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 level hereafter

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 +2)
 - Bonuses: +4 against Piercing damage, +1 against Slashing damage
 - Weight: 18 lbs
- Polymer Suit
 - Cost: 350 GP
 - Armor Class: 14 + Dexterity mod.
 - Bonuses: +6 against Piercing damage, +2 against Slashing damage, Disadvantage to stealth checks
 - Weight: 25 lbs

3.1.3 Heavy Armor

- Powered Exoskeleton
 - Cost: ???
 - Armor Class: 16 + Constitution mod. + Dexterity mod.
 - Bonuses: +8 to Piercing, Slashing, and Bludgeoning damage
 - 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: One *D8*, 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: Two *D4*, 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: Two *D6*, 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: One *D6* +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: Two *D4*, 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: One *D8* +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: 200mm × 11mm cylindrical flechette (Aluminum)
 - Ammunition Capacity: 1
 - Recharge Time: 5 seconds
 - Price: 100 GP
 - Base Damage: One *D12* +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 × 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
- 200mm × 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 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

- 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, a player with bonus points can add said points and the skill's associated ability score modifier to the roll. Skill points are allotted as follows:

- Points at Level 1:
 $4 \times (2 + \max(\text{Int. mod.}, \text{Wis. mod.}))$
- Points every higher level:
 $2 + \max(\text{Int. mod.}, \text{Wis. mod.})$

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

- 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.

5 Minigames

5.1 D'vadtsat

5.1.1 Rules

- Players: 2
- Setup: Draw 4 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: 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)
- Round Play:
 - During a round, players take turns drawing a card from the common deck; Common cards have values from 1 to 10
 - 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 cannot take anymore turns
 - Players can opt to fold at the end of their turn if their cards sum to less than 20, locking in their score.
 - 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

5.1.2 Required Items

- Common-card deck

This deck consists of forty cards, with four cards 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. 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 sign is facing up 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 a certain value 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, with 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 and the opponent ties with the player, with values of 1 and 2; Set: $\{T1, T2\}$