

CYBERPUNK

*Everything you need to run a cyberpunk campaign with this supplement for the
world's greatest roleplaying game*

Part 1: Races

This chapter presents two new race options for player characters: androids and sprites.

Android

At your GM's option, you can create an android character, using the following rules to create it.

Android Traits

Your android character has certain characteristics common with all other androids.

Ability Score Increase. Your Constitution score increases by 2.

Age. Androids are unaffected by age, they don't grow in the traditional sense, as they are built just as they are. But even if an android doesn't die by natural causes, it can still cease operation if its maintenance is neglected. One can expect an android to malfunction or become inoperable after a few decades.

Alignment. Androids are almost always lawful and neutral. They don't have an innate sense of good or evil, being programmed to follow a certain code or pattern. But among them some seem to awaken consciousness and can follow any alignment as a way of asserting their individuality.

Size. Androids are built to resemble the ideal human, ranging from 5 to 7 feet tall, but they are heavier than their organic counterparts. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Your mechanical eyes grant you superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Telepathy. You are able to communicate telepathically with any other willing construct you have met within two miles. You can use this trait even if you are within the area of an *antimagic field* or in any other location where magic doesn't function.

Living Construct. Even though you were constructed, you are a living creature. You are immune to disease. You do not need to eat or breathe, but you can ingest food and drink if you wish. Instead of sleeping, you enter an inactive state for 4 hours each day. You do not dream in this state; you are fully aware of your surroundings and notice approaching enemies and other events as normal.

Cybernetic Body. Your arms, legs and all your organs are artificial and considered cybernetic attachments for the purpose of acquiring upgrades (such as weapon mounts or gadgets). They cannot be disabled if you drop to 0 hit points. However, your maximum number of cybernetic attachments is reduced by 2 (minimum 0).

Damage Vulnerability. You have vulnerability to lightning damage.

Languages. You can speak, read and write Common (or local language) and one extra language of your choice.

Subraces. There are two main subraces (or models) of androids: standard androids and combat androids. Choose one of these subraces.

Standard Android

Standard androids are built for general use, domestic or as a personal companion.

Ability Score Increase. One ability score of your choice other than Constitution increases by 1.

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

Tool Proficiency. You gain proficiency with one tool of your choice.

Combat Android

Combat androids were designed to act as infantrymen and shock troopers. They look rude and clearly artificial, but they have enhanced protection.

Ability Score Increase. Your Strength score increases by 1.

Natural Armor. When unarmored, your AC is 12 + your Constitution modifier.

Energy Bolt. You know the *firebolt* cantrip. Constitution is your spellcasting ability for this spell. You can cast this spell without components, and you can use this trait even if you are within the area of an *antimagic field* or in any other location where magic doesn't function.

Android Bonds

When creating an android character, you can use the following table of bonds to help flesh out your character. Use this table in addition to or in place of your background's bond or a bond of your creation.

d6 Bond

- | | |
|---|---|
| 1 | I am a conscious being and I won't let myself be treated as less than other races. |
| 2 | I dedicate my existence to serve my masters. |
| 3 | Upon waking, I killed my creator, and still do not know my purpose for being. |
| 4 | I keep hold of some small object which acts as a reminder of my masters or creator. |
| 5 | The impetus of my creator for the study was instilled in me and I took on his work. |
| 6 | All I want is to find somewhere I belong. |

Sprite

Sprites are a race of little fairies closely related to elves.

Sprite Traits

Your sprite character has the following racial traits.

Ability Score Increase. Your Dexterity score increases by 2, your Charisma score increases by 1, and your Strength score is reduced by 2.

Age. Sprites reach adulthood at about the same age as humans. After reaching maturity sprites don't die by old age.

Alignment. Sprites tend to be chaotic, often valuing change of any sort above all else. They are generally good, although there are wild communities in far off forests who would gladly hunt and torture any who venture into their domain.

Size. Sprites are between 1 and 2 feet tall and weigh less than 8 pounds. Your size is Tiny. You have half the carrying capacity of a Medium creature, but you require a quarter as much food and water as a Medium creature would.

Speed. Your base walking speed is 20 feet.

Fly. You have a flying speed of 40 feet.

Darkvision. Accustomed to twilight forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey. Your creature type is fey. You are not affected by spells and other effects which affect only humanoids. In other hand, you are affected by spells and other effects which affect only fey.

Tiny Target. You have a +1 bonus to Armor Class.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Trance. Sprites don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day (the common word for such meditation is "trance"). While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After Resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Hidden Step. As a bonus action, you can magically turn invisible until the start of your next turn or until you attack, make a damage roll, or force someone to make a saving throw. Once you use this trait, you can't use it again until you finish a short or long rest.

Sprite Magic. You know the *dancing lights* and *mage hand* cantrips (the hand is invisible). When you reach 3rd level, you can cast the *faerie fire* and *disguise self* spells once per day. When you reach 5th level, you can also cast the *continual flame* and *misty step* spells once per day. Charisma is your spellcasting ability for these spells.

Languages. You can speak, read, and write a common language and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. The elven alphabet is a thin, flowing freehand script with letters overlapping and curling in on themselves, suitable for inscription on metal, ivory, or very hard woods.

Tiny Creatures

A Tiny creature has the following special rules:

Excuse Me! A Tiny creature does not treat an occupied space as difficult terrain if the occupant is Medium or larger.

Peekaboo! When a Tiny creature shares its space with a Medium or larger creature, it gains three-quarters cover from all sources except the creature it shares its space with.

Troll

Trolls are a giant folk from the North renowned for their hostility against the dwarves.

Troll Traits

Your troll character has the following racial traits.

Ability Score Increase. Your Strength score increases by 2, your Constitution score increases by 1, and your Dexterity score is reduced by 2.

Age. Trolls reach adulthood at age 20 and they can live almost 500 years, however due to their aggressive behavior it is common for them to die ahead of time.

Alignment. As a race of fierce warriors, trolls put too much emphasis on brute force, tending to neutral or evil alignments. Although, many of them share a strong bond with their kind, being lawful on their own fashion.

Size. Trolls are between 10 and 14 feet tall and weigh between 560 and 800 pounds, though females tend to be a bit smaller than males. Your size is Large. You have a 10-foot reach and can thus attack targets within 10 feet of you when making a melee attack. You also have twice the carrying capacity of a Medium creature, but you require four times

as much food and water as a Medium creature would.

Speed. Your base walking speed is 30 feet.

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

Regeneration. As a bonus action, you can spend 1 Hit Die during combat. Additionally, any severed body member (finger, leg, arm, etc.) is restored if held against the stump for 1 minute. Once you use this trait, you can't use it again until you finish a short or long rest.

Troll Vulnerability. You have vulnerability to acid and fire damage.

Languages. You can speak, read, and write a common language and Giant. Giant is filled with hard consonants and vowel sounds so deep that is nearly impossible for any creature that doesn't have the lungs of a giant to speak fluently. It is written with a slightly different version of the dwarven runes that its speakers claim to be the oldest.

Part 2: Subclasses

This chapter presents a series of new subclasses suitable for a cyberpunk campaign as an alternative to the subclasses found in the *Player's Handbook*.

Proficiencies by Class

Some of the classes' proficiencies have been changed to adjust to a cyberpunk campaign setting.

The classes that doesn't appear on the following list remains as they are found in the *Player's Handbook*, though some of the new proficiencies can be granted through a specific subclass selection (such as the sidearms proficiency for clerics granted by the City domain and War domain).

Barbarian

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, [a] martial weapons or [b] longarms

Tools: None

Saving Throws: Strength, Constitution

Skills: Choose two from Animal Handling, Athletics, Intimidation, Nature, Perception, Streetwise, and Survival

Bard

Armor: Light armor

Weapons: Simple weapons, [a] hand crossbows, longswords, rapiers, and shortwords or [b] sidearms

Tools: Three musical instruments of your choice

Saving Throws: Dexterity, Charisma

Skills: Choose any three

Fighter

Armor: Light armor, medium armor, heavy armor, shields

Weapons: Simple weapons, [a] martial weapons or [b] longarms and sidearms

Tools: None

Saving Throws: Strength, Constitution

Skills: Choose two from Acrobatics, Animal Handling, Athletics, History, Insight,

Intimidation, Perception, Streetwise, and Survival

Monk

Armor: None

Weapons: Simple weapons, [a] shortwords or [b] sidearms

Tools: Choose one type of artisan's tools or one musical instrument

Saving Throws: Strength, Dexterity

Skills: Choose two from Acrobatics, Athletics, History, Insight, Religion, Stealth, and Streetwise

Paladin

Armor: Light armor, medium armor, heavy armor, shields

Weapons: Simple weapons, [a] martial weapons or [b] longarms and sidearms

Tools: None

Saving Throws: Wisdom, Charisma

Skills: Choose two from Athletics, Insight, Intimidation, Medicine, Persuasion, Religion, and Streetwise

Ranger

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, [a] martial weapons or [b] longarms and sidearms

Tools: None

Saving Throws: Strength, Dexterity

Skills: Choose three from Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, Streetwise, and Survival

Rogue

Armor: Light armor

Weapons: Simple weapons, [a] hand crossbows, longswords, rapiers, and shortwords or [b] longarms or [c] sidearms

Tools: Thieves' tools

Saving Throws: Dexterity, Intelligence

Skills: Choose four from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, Sciences, Stealth, and Streetwise

Multiclassing

When you gain your first level in a class other than your initial class, use the following Multiclassing Proficiencies table.

Multiclassing Proficiencies	
Class	Proficiencies Gained
Barbarian	Shields, simple weapons, [a] martial weapons or [b] longarms
Bard	Light armor, one skill of your choice, one musical instrument of your choice
Cleric	Light armor, medium armor, shields
Druid	Light armor, medium armor, shields (druids will not wear armor or use shields made of metal)
Fighter	Light armor, medium armor, shields, simple weapons, [a] martial weapons or [b] longarms and sidearms
Monk	Simple weapons, [a] shortswords or [b] sidearms
Paladin	Light armor, medium armor, shields, simple weapons, [a] martial weapons or [b] longarms and sidearms
Ranger	Light armor, medium armor, shields, simple weapons, [a] martial weapons or [b] longarms and sidearms, one skill from the class's skill list
Rogue	Light armor, one skill from the class's skill list, thieves' tools
Sorcerer	—
Warlock	Light armor, simple weapons
Wizard	—

Primal Path

At 3rd level, a barbarian gains the Primal Path feature. Here is a new option for that feature: the Path of the Dreadnought.

Path of the Dreadnought

You are a merciless, destructive and unstoppable force. When it comes to fighting, you are at the forefront. A dreadnought generally approach combat in the most direct way possible, rarely carrying only one gun and leaving a path of devastation behind. In the midst of battle, you are capable to take a

great deal of punishment while dealing out far more to any who dares to go against you.

Juggernaut

Starting when you select this path at 3rd level, when you are targeted by an attack or a spell while you're raging, you can use your reaction to gain a bonus to your Armor Class equal to your rage damage until the end of this turn.

Additionally, you gain advantage in saving throws against being knocked prone or moved against your will.

Draw Fire

At 6th level, you can use your reaction to distract opponents and convince them that you are the most dangerous target in the area. Choose one creature that you can see within 15 feet of you which is attacking one friendly creature. If the creature can see or hear you, it must succeed on a Charisma saving throw (DC equals to 8 + your proficiency bonus + your Charisma modifier) or attack you instead.

Body Guard

At 10th level, while you're raging, any creature within 5 feet of you that's hostile to you have disadvantage on attack rolls against targets other than you or another character with this feature. An enemy is immune to this effect if it can't see or hear you or if it can't be frightened.

Devastating Rage

At 14th level, when you have half or less hit points while raging, you can add your Rage Damage bonus to attack rolls.

Bard College

At 3rd level, a bard gains the Bard College feature. Here is a new option for that feature: the College of Fame.

College of Fame

Bards of this college are in the public's eye by day, while working for an agency or

organization by night. These bards might simply be famous because who they are, or they may have earned their status because what they've done.

Bonus Proficiencies

When you join the College of Fame at 3rd level, you gain proficiency with the Deception, Performance and Persuasion skills.

Winning Smile

Also at 3rd level, while you are not wearing any armor, your AC equals to 10 + your Dexterity modifier + your Charisma modifier. In addition, choose one skill from Deception, Performance or Persuasion. You add twice your proficiency bonus to any check you make with that skill.

You learn the *enthrall* and *suggestion* spells.

Compelling Performance

At 6th level, as a bonus action, you can expend one use of Bardic Inspiration. If you do so, for the next minute you can cast the *command* spell as a bonus action on each of your turns without using a spell slot a number of times equal to your Charisma modifier. Additionally, whenever any of your charm spells ends while using this feature, the creature or creatures affected don't realize they were charmed by you unless you want to.

Utterly Convincing

Starting at 14th level, when you make a Charisma-based ability check, you can expend one use of Bardic Inspiration. Roll a Bardic Inspiration die and add twice the number rolled to your ability check. You can choose to do so after you roll the die for the ability check, but before the GM tells you whether you succeed or fail. Additionally, when a creature use one of your Bardic Inspiration dices to improve some Charisma-based ability check, it also adds twice the number rolled to its ability check.

Divine Domain

At 1st level, a cleric gains the Divine Domain feature. Here are new options for that feature: the City Domain and the Technology Domain.

War Domain Bonus Proficiencies

If you choose the War domain at 1st level, you also gain proficiency with sidearms.

City Domain

The City domain is concerned with the citizenry, commerce, traffic, and even architecture of modern civilization. In the eyes of a cleric of the city, the center of modern life is a sense and spirit of community, and the gravest enemies of the city are those who seek to harm the common weal of its citizens.

New spells introduced for the City domain are marked with an asterisk and detailed in the "New Spells" chapter. For all other spells, see the *Player's Handbook*.

City Domain Spells

Cleric Level	Spells
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1st	<i>comprehend languages, remote access*</i>
3rd	<i>find vehicle*, heat metal</i>
5th	<i>lightning bolt, protection from ballistics*</i>
7th	<i>locate creature, synchronicity*</i>
9th	<i>commune with the city*, shutdown*</i>

Bonus Cantrip

When you choose this domain at 1st level, you gain the *on/off* cantrip (see "New Spells") in addition to your chosen cantrips.

Bonus Proficiencies

Also starting at 1st level, you gain proficiency with sidearms and proficiency with vehicles (land).

Heart of the City

From 1st level, you are able to tap into the spirit of community found in the city. While

you are within any city, you can gain advantage on a single Charisma (Deception, Intimidation, or Persuasion) check, and you are considered proficient in the appropriate skill. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Channel Divinity: Spirits of the City

Starting at 2nd level, you can use your Channel Divinity to call on the city for aid. As an action, you present your holy symbol, and any city utility within 30 feet of you either works perfectly or shuts down entirely for 1 minute (your choice).

Additionally, each hostile creature within 30 feet of you must make a Charisma saving throw. On a failed save, the creature is knocked prone or restrained (your choice) by hazards such as entangling wires, high-pressure water erupting from fire hydrants, pavement collapsing to unseen potholes, and so on. A restrained creature can escape by making a successful Strength (Athletics) or Dexterity (Acrobatics) check against your spell save DC.

This effect is entirely local and affects only utilities within 30 feet of you. Determination of what utilities are available within range and how the physical effects of those utilities manifest are left to the GM.

Block Watch

Starting at 6th level, your awareness while in the city extends preternaturally. While in an urban environment, you are considered proficient in the Insight and Perception skills, and you add double your proficiency bonus to Wisdom (Insight) and Wisdom (Perception) checks, instead of your normal proficiency bonus.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with psychic energy borrowed from the citizens of your city. Once on each of your turns when you hit a creature with a weapon attack, you can cause the

attack to deal an extra 1d8 psychic damage to the target. When you reach 14th level, the extra psychic damage increases to 2d8.

Express Transit

At 17th level, you can use mass transit routes to transport instantaneously to other points in the city. Starting from a bus stop, train station, subway stop, or other suitable mass transit site within the city, you can teleport to any other similar transit stop within the city, as if you had cast a *teleport* spell whose destination is a permanent teleportation circle you know. Once you use this feature, you must finish a short or long rest before using it again.

Technology Domain

Gods of technology promote the ideals of invention, city building and science. Cities, electronic and mechanical devices are the example of their ideals, empowering everyone who uses the technology in their name. New spells introduced for the Technology domain are marked with an asterisk and detailed in the “New Spells” chapter. For all other spells, see the *Player’s Handbook*.

Technology Domain Spells

Cleric Level	Spells
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1st	<i>grease, power device*</i>
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3rd	<i>arcane lock, relay text*</i>
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5th	<i>electromagnetic pulse*, lightning bolt</i>
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7th	<i>fabricate, wire walk*</i>
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9th	<i>instant connectivity*, synchronicity*</i>
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Bonus Cantrip

When you choose this domain at 1st level, you gain the *on/off* cantrip (see the “New Spells” chapter) in addition to your chosen cantrips.

Channel Divinity: Recharge

Starting at 2nd level, you can use your Channel Divinity to power electrical devices. As an action, you touch your holy symbol and evoke pure energy. You gain a number of

energy points equal to five times your cleric level that last for 2 hours or until you finish a short or long rest.

As an action, you can touch an electrical device and transfer energy points from your pool to power it. Expending 1 energy point you can power a medium or smaller electrical device for 10 minutes, and expending 4 energy points you can power a Large or Huge-sized electrical device for 10 minutes. You can increase the duration expending more energy points, up to the maximum amount remaining of your energy points.

Urban Builder

Beginning at 6th level, while in an urban environment, you are considered proficient with the engineering kit and the mechanic tools, and you add double your proficiency bonus to checks using those tools instead of your normal proficiency bonus.

Divine Strike

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

Techpriest

At 17th level, you gain resistance to lightning damage and you learn the spell *chain lightning*, which is always prepared and count as a domain spell for you. Additionally, all electric devices that require batteries don't expend charges when you use it.

Druid Circle

At 2nd level, a druid gains the Druid Circle feature. Here is a new option for that feature: the Circle of the City.

Circle of the City

The Circle of the City is made up of druids living in cities to guard and to maintain the balance between nature and civilization.

Druids of this circle do not reject technology and metal, but rather are very pragmatic about the tech they use. This circle thinks that metals come from the earth, and because of that, they have a natural place in the world.

Bonus Proficiencies

Starting at 2nd level, you gain proficiency with dart guns and pistols (including machine pistols).

Metal Wild Shape

Also at 2nd level, whenever you use your Wild Shape feature, your shape is made with metal and pieces of the city, more similar to a construct than a beast. While transformed into a beast, your AC increases by your proficiency bonus and the Constitution score of the shape increases by 2.

Starting at 6th level, the Constitution score of the shape increases by 4.

Construct Mind

At 6th level, while transformed into a beast, you are considered a construct, you gain a +1 bonus to attack rolls and your attacks count as magical for purpose of overcoming resistance and immunity to nonmagical attacks and damage.

At 8th level, the attack bonus increases to +2.

City Guardian

At 10th level, you can wild shape into a city guardian for 1 minute. After using this feature, you must finish a long rest to use it again.

True Construct

At 14th level, you cannot be charmed, paralyzed, petrified or poisoned and you are immune to poison and psychic damage.

Additionally, you can wild shape into a city guardian twice before a long rest.

City Guardian

Large construct, unaligned

Armor Class 18 (natural armor)

Hit Points 60 (8d8+24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Damage Immunities force, necrotic, poison

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, stunned

Senses darkvision 60 ft., passive Perception 14

Languages understands Common (or local language) but can't speak

Challenge 4 (1,100 XP)

Construct Nature. A city guardian doesn't require air, food, drink, or sleep.

False Appearance. While the city guardian remains motionless, it is indistinguishable from a normal statue.

Magic Resistance. The city guardian has advantage on saving throws against spells and other magical effects.

Regeneration. The city guardian regains 5 hit points at the start of its turn if it has at least 1 hit point.

Actions

Multiattack. The city guardian makes two fist attacks.

Fist. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 13 (2d8+4) bludgeoning damage.

Reactions

Arcane Shield. The city guardian adds 2 to its AC against one attack or single target spell that would hit. To do so, the city guardian must see the attacker.

While treants protect forests, the **city guardian** protects cities from outside threats. In general, these metallic constructs are asleep, waiting until the call for aid when the city is in danger.

Martial Archetype

At 3rd level, a fighter gains the Martial Archetype feature. Here are new options for that feature: the Street Samurai and the Veteran.

Street Samurai

The street samurai is a lethal mix of millennial combat techniques with cutting edge technology. It's hard to say where the natural body of the street samurai ends and where his cybernetic enhancements begin. He can be dedicated to the service of a single organization, like his shogun; or a freelance mercenary, like a ronin. In any case, the discipline and training of the street samurai detach him from the dishonored scum of the streets that vainly tries to face him.

Cybernetic Superiority

Beginning when you choose this archetype at 3rd level, your maximum number of cybernetic attachments increases by 1.

Fighting Spirit

Starting at 3rd level, the might of your willpower can shield you and help you strike true. As a bonus action on your turn, you can give yourself two benefits: advantage on all attack rolls and resistance to bludgeoning, piercing, and slashing damage. These benefits last until the end of your next turn.

You can use this feature three times. You regain all expended uses of it when you finish a short or long rest.

Cybernetic Expert

Starting at 7th level, you gain proficiency with the engineering kit.

Unbreakable Will

At 10th level, your superior willpower allows you to shrug off mind-assaulting effects. You gain proficiency in Wisdom saving throws. If you already have this proficiency, you gain proficiency in Intelligence or Charisma saving throws (choose one).

Rapid Strike

Starting at 15th level, you learn to trade accuracy for swift strikes. If you have advantage on a weapon attack against a target on your turn, you can forgo that advantage to immediately make an additional weapon

attack against the same target as a bonus action.

Defender's Blade

At 18th level, you respond to danger with extraordinary vigilance. You can use your reaction for an opportunity attack even if you have already expended your reaction this round, but not if you have already used your reaction this turn.

In addition, you gain a +1 bonus to AC while wearing heavy armor.

Veteran

The veteran is an experienced warrior who has served or is serving in the armed forces. A veteran can be an ex-military, a mercenary, a hired gun or similar. The veteran learns how to defeat his enemies and to complete his missions.

Tactical Aid

Beginning when you choose this archetype at 3rd level, as a bonus action, you can give advantage to an ally on the next ability check or attack roll versus an opponent you can see within 30 feet of you. You can use this feature a number of times equal to your proficiency bonus before finishing a short or long rest.

Pre-Planning

Starting at 7th level, after spending 1 hour studying a map, plan or similar of an 8-mile area, you learn something about two of the following points of your choice:

- **Access** (the password for entering a restricted area, the location of a keycard, an unlocked entry door or window).
- **Alternative routes** (the ventilation system, the basement access, roof access and such)
- **Dead Drop** (an insider drops off up to 20 lb. of equipment in a location you choice. The equipment can be both yours or from your allies).
- **Surveillance** (location of cameras, the security room, number of guards, metal detectors and such).

Additionally, while you are in the area you've studied, you have advantage on initiative rolls for the next 12 hours or until you use this feature again.

Additional Fighting Style

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

Rapid Strike

Starting at 15th level, you learn to trade accuracy for swift strikes. If you have advantage on a weapon attack against a target on your turn, you can forgo that advantage to immediately make an additional weapon attack against the same target as a bonus action.

First Contact

At 18th level, if you take the Attack action on your first turn of a combat, you can make one additional ranged weapon attack as part of that action.

Additional Fighting Style

The following new option can be selected by fighters, paladins and rangers for the Fighting Style class feature.

Exotic Weapon Fighting

You gain proficiency with a single exotic melee or ranged weapon of your choice (see the "Equipment" chapter).

Monastic Tradition

At 3rd level, a monk gains the Monastic Tradition feature. Here is a new option for that feature: the Way of Gun-Fu.

The Way of Gun-Fu

Monks of the Way of the Gun-Fu are masters in the sophisticated close-quarters gunplay resembling a martial arts battle played out with firearms instead of traditional weapons. The focus of gun-fu is both style and the usage of firearms in ways that they were not designed to be used. Shooting a gun from each hand (usually paired with jumping to the

side at the same time), shots from behind the back, as well as the use of guns as melee weapons are all common.

Gun-Fu Technique

When you choose this tradition at 3rd level, you gain proficiency with heavy pistols and machine pistols. These weapons are monk weapons for you, and you gain the following benefits:

- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls with firearms.
- Immediately after you take the Attack action on your turn to make an unarmed strike, you can spend 1 ki point to make an additional ranged weapon attack with a firearm as a bonus action.

Countershot

At 6th level, as a reaction when an enemy misses you with a melee attack roll, you can make a single ranged weapon attack with a firearm against the attacker. Once you use this feature, you can't use it again until you finish a short or long rest.

Gun-Fu Mastery

At 11th level, you gain proficiency with submachine guns and tactical shotguns. These weapons are also considered as monk weapons for you.

Additionally, when you hit a target with a firearm which is a monk weapon, you can spend 1 ki point to cause the weapon to deal extra damage to the target equal to your Martial Arts die. You can use this feature only once on each of your turns.

Bull's-Eye

At 17th level, your mastery of firearms grants you extraordinary accuracy. If you make an attack roll with a firearm which is a monk weapon for you and miss, you can reroll it. You can use this feature only once on each of your turns.

Sacred Oath

At 3rd level, a paladin gains the Sacred Oath feature. Here is a new option for that feature: the Oath of the Vigilante.

Oath of the Vigilante

The Oath of the Vigilante is focused on eliminating targets in the name of justice. Although the common folk might call them assassins, they prefer to have some vigilantes in the city.

Tenets of the Vigilante

The following virtues are common to all paladins, even though the situations and laws might be different on each case:

Justice in Your Hands. Sometimes you must step outside the law to exact justice for keeping peace.

Hunt. Seek out those who might do harm to the innocent, even if they hide.

Eliminate the Guilty. The guilty must be destroyed in order for the innocent to live in peace.

Oath Spells

You gain oath spells at the paladin levels listed.

Oath of the Vigilante Spells	
Paladin Level	Spells
3rd	<i>bane, detect evil and good</i>
5th	<i>hold person, zone of truth</i>
9th	<i>haste, speak with dead</i>
13th	<i>resilient sphere, locate creature</i>
17th	<i>dominate person, hold monster</i>

Channel Divinity

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

Hunter of the Evil. You can use your Channel Divinity to strike with divine accuracy upon a creature. When you make an attack roll, you can also use your Channel Divinity to gain a +10 bonus to the roll. You make this choice after you see the roll, but

before the GM says whether the attack hits or misses.

Smite the Guilty. As an action, you present your holy symbol and speak a prayer, using your Channel Divinity. Choose one creature within 30 feet of you that you can see. That creature must make a Wisdom saving throw. On a failed save, the creature has disadvantage on its attack rolls until the end of your next turn. Additionally, the creature can only take an action or bonus action on its next turn.

Vigilant Aura

At 7th level, you and all friendly creatures within 10 feet of you cannot be surprised. At 18th level, the range of this aura increases to 30 feet.

Street Watch

Starting at 15th level, while in an urban environment, you can't be charmed and you have advantage on initiative rolls.

Eternal Vigilant

At 20th level, as an action, you become an entity of true and divine judgment. For 1 minute, you gain the following benefits:

- You have advantage on attack rolls you make against creatures which have attacked you or a friendly creature in the last minute.
- You can use Smite the Guilty once per round as a bonus action without using your Channel Divinity.

Ranger Archetype

At 3rd level, a ranger gains the Ranger Archetype feature. Here is a new option for that feature: the Shadow Hunter.

Shadow Hunter

The Shadow Hunter is a tracker, a stalker, a finder of lost things and people – particularly those that do not want to be found. The Shadow Hunter is familiar with all the modern forensics methods of tracking a subject, but places equal faith in magic and supernatural methods.

Target Creature

At 3rd level, you may designate a creature as your target. You don't need to know the target personally and you may know the creature only through her actions or description, such as “the orc from the bank heist” or “the gnoll who led the jail breakout”. You cannot designate a creature while you or the target is in combat, and once you choose a target you must wait 24 hours before choosing another. The creature you target counts as a favored enemy for you.

No Trace

At 7th level, you have advantage on checks you make to hide and avoid being detected while you are in your favored terrain or an urban environment. Additionally, while you are tracking your target, you can move stealthily at a normal pace and enemies have disadvantage on Perception checks to track you.

Play a Hunch

At 11th level, you can use your action and expend one ranger spell slot to determine whether an assumption, hunch, or guess is correct. When you do so, you must state the assertion (such as “He has left the building”, or “The mayor is an evil man”). Then, the GM rolls a percentile dice. There's a 70%+1% per ranger level chance of getting a response on the hunch. If the roll is a success, the GM lets the player know if the hunch is true, false, both or neither. A “both” response is possible for vague assumptions such as “the mayor is an evil man” can be both true and false (he is evil, but not human). An “unknown” response is for questions with no immediate answer. The GM may determine that the hunch is so obvious that it does not require a roll, or that is so vague that there is no chance for success. A hunch does not translate as a legal truth, and will not stand up in a court of law. Rather it is an obvious fact to the Shadow Hunter alone. Finding proof of an assumption such as “the mayor is a mind flayer” would require additional work.

You can use this feature a number of times equal to your Wisdom modifier and you regain any expended uses when you finish a long rest.

Locate Target

At 15th level, you gain the supernatural ability to know where your target is. By spending 1 uninterrupted minute in concentration (as if you were concentrating on a spell), you can sense your targeted creature's location if it is within 3 miles of you, and if it's moving, you know the direction of its movement. This ability applies only on the target, and does not reveal attitude, status, or the presence of others around the target.

After you use this ability, you must finish a short or long rest to use it again.

The UA Ranger

If you're playing the revised ranger introduced in *Unearthed Arcana* ranger, you also gain the Extra Attack feature.

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

Roguish Archetype

At 3rd level, a rogue gains the Roguish Archetype feature. Here are new options for that feature: the Hacker and the Infiltrator.

Hacker

A hacker is the “cowboy” of the cyberspace. He can enter any system or computer to access its database, or even to control it. A hacker is a computing expert, and through this knowledge he is able to get information, tamper with data or even sabotage an entire system. There's no system safe enough against a real hacker. In the end, the only and best defense against a hacker is another hacker.

Bonus Proficiencies

When you choose this archetype at 3rd level, you gain proficiency with the engineering kit and hacking tools.

Speed Hacking

Starting at 3rd level, you can use your bonus action granted by your Cunning Action to make an ability check with hacking tools or take an Attack action inside the Matrix (see the “Netrunning” chapter).

“Samurai”

At 9th level, you have a number of hacking dice equal to your Intelligence modifier, which are d8s. You regain all of your expended hacking dice when you finish a short or long rest. You can expend a hacking dice and add it to the result whenever you make a check using hacking tools (including on attack rolls and AC checks inside the Matrix; see the “Netrunning” chapter) after you roll, but before the GM says whether the roll succeeds or fails.

“Ninja”

At 13th level, you are extremely accustomed to invading systems without being detected. You are considered to be under permanent effect of a *digital phantom* spell (only you, not your allies).

“Mage”

At 17th level, you cannot be easily disconnected from the net. You must have four failures on a Matrix Combat to be disconnected (see the “Netrunning” chapter). Additionally, your hacking dice are now d10s, and you can expend up to two hacking dices for each check instead of only one.

Infiltrator

An infiltrator can break into places others wouldn't dream of, find what it's looking for, and get back out again while eluding or evading anyone who would try to stop him. An infiltrator is a master of stealth, breaking and entering, and second-story work.

Bonus Proficiencies

When you choose this archetype at 3rd level, you gain proficiency with the disguise kit and hacking tools.

Sweep

Starting at 3rd level, you know how to size up an area and get the lay of the land in a single sweep of your eyes that often isn't perceptible to those around you.

You can use your bonus action granted by your Cunning Action to make the Search action. You also gain advantage on the check when looking for alarms, surveillance devices, escape routes and any expensive objects that can easily be concealed and carried away.

Infiltration Adept

At 9th level, you have a number of infiltration dice equal to your Dexterity modifier, which are d8s. You regain all of your expended infiltration dice when you finish a short or long rest. You can expend an infiltration dice and add it to the result for the following checks after you roll, but before the GM says whether the roll succeeds or fails.

- Whenever you make a Dexterity (Stealth) check.
- Whenever you make an attack roll while hiding.
- Whenever you make a check using, disarming or repairing an electrical or mechanical device.

Engineer

At 13th level, you understand how machines and electrical devices work. You gain advantage on checks to use, disarm or repair an electrical or mechanical devices.

Additionally, when you fail to deactivate a trap, explosive or alarm, you can use your reaction to avoid triggering the effect (activating the trap, detonate an explosive or trigger an alarm). You can use this feature once per short or long rest.

Master Infiltrator

At 17th level, your infiltration dice are now d10s, and you can expend up to two infiltration dices for each check instead of only one.

Additionally, whenever you make a check using tools you are not proficient, you can add half your proficiency bonus to the check.

Sorcerous Origin

At 1st level, a sorcerer gains the Sorcerous Origin feature. Here is a new option for that feature: the Network.

The Network

Your innate magic comes from the energy of the massive network around the world where every device is connected. Perhaps the constant exposure to this network through using devices connected to the internet gave you your powers.

Social Network

Starting at 1st level, your innate connection allows you to get information easily.

Whenever you make an Intelligence check to learn or get information about someone or something, you may use your Charisma modifier instead.

Network Strikes

At 1st level, as a bonus action you gain the following benefits for 1 minute:

- Whenever you deal damage with a spell, you can replace the damage type to lightning damage.
- Any creature within 30 feet of you that you can see that hits you with an attack takes lightning damage equal to your Charisma modifier.

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

Arcane Firewall

At 6th level, whenever you are targeted by a spell that makes you roll a saving throw, you can use your reaction and spend 1 sorcery point to gain advantage on that roll.

If you are targeted by a ranged spell attack, you can use your reaction and spend 1 sorcery point to impose disadvantage on that roll.

Metamagic Glitch

At 14th level, when you cast a spell using a 4th level slot or higher, you can choose one metamagic option you know from Careful, Distant, Empowered, Extended or Subtle spell. You use that metamagic option at no cost.

Network Overload

Beginning at 18th level, when you cast a spell that requires a single attack roll against a single target, you can expend up to 4 sorcery points to deal an additional 1d10 lightning damage for each sorcery point you expend.

Otherworldly Patron

At 1st level, a warlock gains the Otherworldly Patron feature. Here is a new option for that feature: the Ghost in the Machine.

The Ghost in the Machine

You have made a bargain for power granted by an entity that you believe to be completely digital. Whether it is a rogue AI or the spirit of a deceased hacker, the Ghost in the Machine is capable of feats that defy explanation.

Expanded Spell List

The Ghost in the Machine lets you choose from an expanded list of spells when you learn a warlock spell. You gain the *on/off* cantrip, and the following new spells are added to the warlock spell list for you. See the “New Spells” chapter.

Ghost in the Machine Expanded Spells

Spell Level	Spells
1st	<i>infallible relay, remote access</i>
2nd	<i>arcane hacking, digital phantom</i>
3rd	<i>haywire, machine invisibility</i>
4th	<i>conjure knowbot, system backdoor</i>

5th

shutdown, synchronicity

Bonus Proficiency

At 1st level, you gain proficiency with hacking tools.

Information Surge

At 1st level, you gain the ability to temporarily render computerized devices inoperable. As an action, you can target a computerized device within 30 feet of you. If the targeted device is held or otherwise actively used by a living creature, that creature must make an Intelligence saving throw against your spell save DC. On a failed save, the targeted device ceases to function until the end of your next turn. If the targeted device is not held or used by a creature, the GM makes a special saving throw for the device with disadvantage and a +0 modifier. Certain shielded devices might negate the disadvantage, at the GM’s determination. Once you use this feature, you can’t use it again until you finish a short or long rest.

Wire Travel

Starting at 6th level, you gain the ability to travel short distances over electrical wires, data lines, or telephone cables. As a bonus action, you can touch a device or socket connected to a hardwired network and teleport along this network to another device or socket within your line of sight. Once you use this feature, you can’t use it again until you finish a short or long rest.

Personal Encryption

Beginning at 10th level, you have learned to apply your innate knowledge of encryption to your thoughts, memories, and presence. You have advantage on saving throws against scrying, thought detection, or any other method of magically learning your whereabouts or reading your thoughts. For any such effect that does not grant you a saving throw but which requires the creature targeting you to make an ability check, the check is made with disadvantage.

Technovirus

At 14th level, you gain the ability to infect a humanoid's body with living circuitry. You can use an action to make a melee attack against a humanoid creature using your spell attack modifier. The target must make a Constitution saving throw against your spell save DC as a techno-organic virus quickly spreads through its body. On a failed save, the target takes 8d10 psychic damage, or half as much damage on a successful one.

Additionally, if the target fails the saving throw, you can use an action to issue it a single command, as if you were casting the *command* spell. The target makes its saving throw against your command with disadvantage. You can issue this command at any time while the target remains infected. Once you use this feature, you can't use it again until you finish a long rest, at which point the target is cured of the technovirus. The infection can also be removed with a *lesser restoration* spell.

Additional Invocation

Warlocks who favor modern weapons can learn to channel their magic through those weapons.

Arcane Gunslinger

Prerequisite: Pact of the Blade feature

You can create a pact weapon that is a sidearm or long arm, and you can transform a magical sidearm or long arm into your pact weapon.

Arcane Tradition

At 1st level, a wizard gains the Arcane Tradition feature. Here is a new option for that feature: the Technomancy.

Technomancy

Unlike the more common arcane traditions based around the schools of magic, the tradition of Technomancy does not focus on a singular type of spellcraft or magical energy. Rather, students of Technomancy concern

themselves with how their spells interact with modern technology.

Technomancers can make use of technology as both a conduit and a storage space for magic. In a campaign using the optional rules for magic item creation (see the *Dungeon Master's Guide*), a technomancer might craft disposable electronic devices and smartphone apps in lieu of potions and scrolls.

Bonus Proficiencies

Beginning when you select this arcane tradition at 2nd level, you gain proficiency with sidearms and hacking tools.

Technological Savant

Also at 2nd level, you trade out your spellbook for a specially attuned storage device of your choosing, capable of recording magical data. The computing power of this device must be equal to or greater than a tablet computer. Only one storage device can be attuned to you at any given time. Spells can be copied into this device at half the cost of copying spells into a spellbook.

Program Spell

At 6th level, you can insert a spell within an electronic device of your choosing, so that by touching a key or flicking a switch using an action, the spell activates. All variables of the spell are set at the time of casting. The computing power of this device must be equal to or greater than a mobile phone.

A programmed spell remains placed in its device for 48 hours, and is gone once it is discharged. You can use this feature to place a programmed spell in only one device at a time, and a device can hold only one programmed spell. Only you can activate the programmed spell in the device. If the device is destroyed, the programmed spell is lost.

A concentration spell placed in a device cannot be activated while you are concentrating on another spell. Once you use this feature, you can't use it again until you finish a long rest.

Online Casting

At 10th level, you can cast spells through networked electronic devices, including cameras, mobile phones, and computers. For example, if a creature is under the observation of a security camera and you can see the video feed from that camera on a computer, you can cast a spell into the computer and out through the security camera to target that creature.

If the spell requires the caster to be seen, the target must see you or a live image of you. If the spell requires the caster to be heard, the target must be able to hear you or a live audio transmission of you. The spell's range is determined using the distance from you to your device, and then from the target to its device. You must be able to see or otherwise determine the location of the target. This feature can be used to cast only spells that target specific creatures. Spells that affect an area are not subject to online casting.

This feature can be used a number of times per day equal to your Intelligence modifier (minimum of once).

Chained Device

By 14th level, you have learned to imprint vestiges of your consciousness on electronic devices with significant computing power.

When you cast a concentration spell, you can use a device whose computing power is equal to or greater than a tablet computer to maintain concentration of the spell on your behalf. The device must be held or worn by you to maintain this effect. If the device is destroyed, taken from you, dropped, or turned off, the concentration ends. Once you use this feature, you can't use it again until you finish a long rest.

Part 3: Character Options

This chapter presents new skills and new backgrounds available to cyberpunk characters.

Skills

The skills below relate to modern fields of knowledge and the life on an urban environment.

Sciences is a new Intelligence skill. This skill covers your understanding of exact sciences: Astronomy, chemistry, mathematics, physics, and engineering.

Streetwise is a new Intelligence skill. This skill covers your knowledge about street and urban culture, local underworld personalities and events.

Backgrounds

The sample backgrounds in this section provide both concrete benefits (features, proficiencies, and languages) and roleplaying suggestions.

Corporate

In a world ruled by corporations, where countries have turned into industrial conglomerates, you are one of the few lucky ones to have a solid job as a junior executive. Being a corporate means that you have to contact the right people and move your pawns correctly, since anyone underneath you would kill to take your place.

Skill Proficiencies: Insight, Persuasion

Languages: Two of your choice

Equipment: A fine set of clothes, laptop computer, briefcase, a land vehicle (sedan, sports car, or SUV), and a 2.000-credit fund

Feature: Resources

You have the access to the subsidiaries of the corporation you work for. That means you can request some minor resources such as vehicles, shelters, money, bodyguards, etc. As long you provide results to your company. You can also gain access to powerful figures through the company, and a least one

corporate contact inside the subsidiaries of your division. However, such connections might ask some favors in exchange of their help.

Suggested Characteristics

Corporates are shaped by their experience in business world. Their personality, ideals and bonds reflect the competitive and privileged nature of their position. Their flaws might be related to a luxury lifestyle or an excessive (or defective) corporate trait.

d8 Personality Trait

- 1 I am always calm, no matter what the situation. I never raise my voice or let my emotions control me.
- 2 I take great pains to always look my best and follow the latest fashions.
- 3 I always talk as if I were at a business meeting.
- 4 I choose my allies based on what they can serve me.
- 5 I really think the corporatocracy is the best for civilization.
- 6 I believe that anything worth doing is worth doing right. I can't help it – I'm a perfectionist.
- 7 I ask a lot of questions to get information about those with whom I am working and dealing.
- 8 I've always lived in a secure arcology. I have little practical experience dealing with the outside world.

d6 Ideals

- 1 **Work.** I keep my position through dedication and hard work. (**Lawful**)
- 2 **Society.** I use my position to make the world a better place. (**Good**)
- 3 **Wealth.** I work to make money, that's all! (**Neutral**)
- 4 **Ruthless.** I would kill for a promotion, or to keep my position. (**Evil**)
- 5 **Reputation.** My reputation inside the corporation is my only concern. (**Any**)
- 6 **Unfair.** I only make deals that benefit me at most. (**Chaotic**)

d6 Bond

- 1 I will fight to rise in the hierarchy of my corporation.
- 2 Some prominent figures inspire me – I try to follow their footsteps.
- 3 I have to secure a wealthy future for my family.
- 4 I am forever competing against a long-time rival.
- 5 I seek to maintain a record label (or other business) that others find unprofitable.
- 6 I must build a successful legacy for myself.

d6 Flaw

- 1 Once I pick a goal, I become obsessed with it to the detriment of everything else in my life.
- 2 I spend too much money on parties at the rooftops of skyscrapers.
- 3 I value money more than anything else, and spare as much as I can.
- 4 I prefer a quick response rather than planning my actions.
- 5 I never get my hands dirty if someone can do it for me.
- 6 I secretly plan to destroy the corporation I work for.

Media

Media can range from desperate, attention-loving sensationalists to the mainstream names of the news and entertainment industry. Your job is like that of a hunter – you are hungry for news and motifs that can catch the attention of the public.

Skill Proficiencies: Deception, Stealth

Languages: Two of your choice

Equipment: A fine set of clothes, card computer, display contacts, a land vehicle (sedan, sports car, or SUV), and a 1.000-credit fund

Feature: Contacts

As a media agent, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. The common citizens make every effort to accommodate you and avoid your displeasure, and other people of

high birth treat you as a member of the same social sphere. You can secure an audience with a local politician or an important corporate if you need to.

Suggested Characteristics

As a media man or woman, you are bent to be a charismatic person and must look at your best, even if at your thoughts you enjoy privacy, or it will cost you your audience. You are driven by the goal of transmitting information, entertainment, or being at the limelight all the time.

d8 Personality Trait

- 1 I have a keen eye for news, or I think that I have.
- 2 I use charm and flirting to get the information that I want.
- 3 I frequently make pop culture references.
- 4 I use polysyllabic words that convey the impression of great erudition.
- 5 I tend to correct people when it comes to mistakes regarding factual information.
- 6 I am my own worst critic, these nothing you can say about me I haven't already said to myself.
- 7 I like to talk using memes or catchy phrases.
- 8 I have a tendency to become focused on my work to the exclusion of everything else.

d6 Ideals

- 1 **Survival.** I only need to survive in this industry. (**Neutral**)
- 2 **Fame.** Speak well or speak ill, but speak of me. (**Chaotic**)
- 3 **Inspiration.** I want to create content to uplift my audience. (**Good**)
- 4 **Manipulation.** I forge information to control the masses. (**Evil**)
- 5 **Entertainment.** I just want the audience get entertained. (**Any**)
- 6 **Truth.** The public should not be influenced by false news and one-sided stories. (**Lawful**)

d6 Bond

- 1 I am an established and respected as a media agent, and I value the esteem of my peers very

highly.

- | | |
|---|--|
| 2 | Nothing is more important to me than my audience. |
| 3 | I donate money to a cause I believe in. |
| 4 | Wealth and power are nothing. Fulfillment can only be found in artistic expression. |
| 5 | No one takes me seriously as an adventurer because I'm so "high maintenance". I will prove them wrong. |
| 6 | I will get my revenge on the journalist that wrote a defamatory article about me. |

d6 Flaw

- | | |
|---|---|
| 1 | I have no artistic sense. I hide that fact behind extreme opinions and have become a trendsetter. |
| 2 | I'd kill the critic who depreciates my work! |
| 3 | I secretly (or not) believe that everyone is beneath me. |
| 4 | I get jealous easily, especially around other media agents. |
| 5 | I use hard drink to numb myself to stress. |
| 6 | I'd rather lie than admit I'm wrong. |

Mercenary

Mercenaries trade their skills, usually combat related, for money. They work as hired guns on underground corporate operations, criminal syndicates, or for a single executive (out of the company's payroll). They can also be bounty hunters.

Skill Proficiencies: Intimidation, Perception

Tool Proficiencies: two types of vehicles (land, water, air or space, choose one)

Equipment: A set of common clothes, card computer, falsified shepherd chip, 3 chemicals plastiflesh, and a 100-credit fund

Feature: Mercenary Life

You know the mercenary life as only someone who has experienced it can. You are able to identify mercenary companies by their emblems and mannerisms, and you know a little about any such company, including the names and reputations of its commanders and leaders, and who has hired them recently. You can find the hideouts where mercenaries abide

in any area, as long as you speak the language. You can find mercenary work between adventures sufficient to maintain a comfortable lifestyle (see "Practicing a Profession" under "Downtime Activities" in chapter 8 of the *Player's Handbook*).

Suggested Characteristics

A mercenary's sole purpose is to get the money from his or her jobs, but some of them might have their own interests in the jobs they get other than cash. Those who follow this life can be quiet, taciturn individuals as readily as they can be savage brutes living not for the pay, but for the thrill of pursuit.

d8 Personality Trait

- | | |
|---|--|
| 1 | I enjoy peaceful music and relaxing downtime activities. |
| 2 | Nothing is more important than a job well done. |
| 3 | I have a crude sense of humor. |
| 4 | I speak in a cold and emotionless way. |
| 5 | I always have a plan for what to do when things go wrong. |
| 6 | I'm rather adept at games of skill like throwing darts or knives. |
| 7 | I've a great deal of practical experience from contracts and can relate to almost any situation. |
| 8 | I'm not prone to idle chatter, and prefer keeping to myself unless the topic's business. |

d6 Ideals

- | | |
|---|---|
| 1 | Freedom. The only path to freedom is having enough money to do as you will. (Chaotic) |
| 2 | Ambiguity. This job is just a job, like any other. Nothing personal against my targets. (Neutral) |
| 3 | Punishment. I avenge for those who cannot avenge for themselves. (Lawful) |
| 4 | Reputation. I will be known for my deeds, sooner rather than later. (Any) |
| 5 | Wealth. I fight for money, and nothing else. (Neutral) |
| 6 | Brutality. I'm in it for the killing. (Evil) |

d6 Bond

- 1 I always finish the jobs that are given to me.
- 2 I seek to protect something of great importance to me by keeping it a secret, so you better forget what you just heard.
- 3 I was inspired by a great hero to become a mercenary.
- 4 Others weigh me down. I have no need for such restraints.
- 5 I became a mercenary to support my family, who would have probably starved in a slum somewhere if not for me.
- 6 Though my friends are few, I owe them my life and would happily die for them.

d6 Flaw

- 1 I have crippling debts that my work barely pays it off.
- 2 I never fail at my tasks, even if I have to resort to less honorable means to complete them.
- 3 Other mercenaries (or someone powerful) would do anything to have my head.
- 4 Not only am I good at what I do, but I love what I do – and I hate myself for it.
- 5 I can't sleep peacefully. My job has made me paranoid.
- 6 I underestimate or overestimate the risks a job.

Netrunner

Netrunners live in the darkest corners of the Matrix. They invade systems, steal information and sell it to those who pay more. There are also netrunners who work for the corporations, helping to protect its secrets and fighting other netrunners in the net. But not all of them are looking for money, some might have other interests as well – they can be online punishers, cyberactivists or just people looking for fun.

Skill Proficiencies: Deception, Investigation

Tool Proficiencies: Hacking tools, one type of gaming set

Equipment: A set of common clothes, hacking tools, USB-cable, C-class neural interface, falsified shepherd chip, and a 100-credit fund

Feature: Network

You have access to a secret network of underground netrunners who can provide assistance on your adventures. Even if you are a standalone hacker, you know at least a set of secret signs and passwords that you can use to identify yourself to others on the game, and they can provide you with access to a hidden safe house, free room and board, or assistance in finding information. These agents never risk their lives for you or risk revealing their true identities.

Suggested Characteristics

Netrunners are people skilled inside the Matrix, and they can use their skills in a lot of different ways – often dangerous. But because of their extensive stay in cyberspace, some netrunners may feel disconnected from the real world.

d8 Personality Trait

- 1 I like to dress in black clothes or rock band shirts.
- 2 I'm hard to bore. There's always something I can do to improve myself.
- 3 I'm always late to bed and early to rise.
- 4 I like to reserve all my knowledge until the most dramatic moment, so I can display it to others and dazzle them with my brilliance.
- 5 Nothing can shake my optimistic attitude.
- 6 I write anything I think is important in code.
- 7 I feel uncomfortable in open spaces.
- 8 When confronted, I respond with shouts and insults.

d6 Ideals

- 1 **Generosity.** I will use my skills to help anyone who needs it. (**Good**)
- 2 **Game.** If this came out to the public... That executive would be done for... That one too... Oh what fun! (**Chaotic**)
- 3 **Cyberterrorism.** I use my skills to cause fear and have control over society. (**Evil**)
- 4 **People.** I'm committed to my allies, not to ideals. (**Neutral**)

- 5 **Wealth.** I use my skills to earn money. (**Neutral**)
- 6 **Aspiration.** I'm determined to make something of myself. (**Any**)

d6 Bond

- 1 I will thwart the plans of an organization that has harmed me in the past.
- 2 I had some colleagues on a hacking faction I used to be a part of that I trade information with from time to time.
- 3 I have secrets that I've uncovered that should never see the light of day.
- 4 I will become the greatest hacker of this age.
- 5 I owe everything to my mentor – now just his memory remains recorded on some memory storage device.
- 6 Something important was taken from me, and I aim to get it back.

d6 Flaw

- 1 I can't resist taking a sneak peek into someone's dirty secrets.
- 2 I have trouble trusting people, especially those closest to me.
- 3 I'm quick to assume that someone is trying to cheat me.
- 4 I have a "tell" that reveals when I'm lying.
- 5 I impersonate so many characters on the net that I hardly can tell who I really am.
- 6 I overestimate my abilities.

Officer

Keeping the law in a world where crime proliferates at the same pace as the urban sprawl is an ungrateful work – that is the job of an officer. You face criminals and terrorists often better armed and equipped than, and when things get off the rails, the people quickly turn against you.

Skill Proficiencies: Athletics, Intimidation

Tool Proficiencies: Forensics kit, vehicles (land, water, or air, choose one)

Equipment: A police uniform, badge, flashlight, forensics kit, 2 chemicals plastiflesh, and a 100-credit fund

Feature: Authority

Both citizens and criminals are afraid of your reputation. Neither will report if you overstep the legal lines a bit (such as by not paying for your food, or bruising a captive), and both kinds will be more likely to spill the beans just to get rid of you (or in the case of criminals, to keep you from scraping the beans out of them). Those who have some standing in the community will not be so easily impressed by some dingy officer, but maybe their employees will speak freely to you if you block their way in the right dark alley.

Suggested Characteristics

Officers end up in their line of work for all manner of reasons so their personalities and flaws are often as varied as the citizens whom they should protect.

d8 Personality Trait

- 1 I'm always polite and respectful.
- 2 I speak with a deep, raspy voice.
- 3 After all the strange things I've seen in the streets, nothing can surprise me.
- 4 I've lost too many friends, and I'm slow to make new ones.
- 5 Thinking is for other people. I prefer action.
- 6 I don't know much, but my hunches have never led me wrong in the past.
- 7 I have a fixation on determining the motives and psychology of others, even my closest friends.
- 8 I am always on the lookout for criminal activity.

d6 Ideals

- 1 **Respect.** People deserve to be treated with dignity and respect. (**Good**)
- 2 **Control.** I enforce the law only where it benefits me. (**Evil**)
- 3 **Justice.** No one should get preferential treatment before the law. (**Lawful**)
- 4 **Reform.** Laws can be corrupt, and I strive to free people from the bad ones. (**Chaotic**)
- 5 **City.** I love my city, and I will do anything to

protect it. **(Any)**

- 6 **Conformity.** There will always be crime, as sure as there will be guards. **(Neutral)**

d6 Bond

- 1 A brutal murder marked my early career. I won't let it happen again.
- 2 It is my duty to protect the city and its citizens.
- 3 My fellow guards are my brothers in arms.
- 4 I need to prove my worth to my fellow officers.
- 5 I took a bribe to tank an investigation and I would do anything to keep it secret.
- 6 Someone saved my life on patrol, and I still owe them to this day.

d6 Flaw

- 1 For me, violence is often the best way to solve things.
- 2 I can be bribed easily – help me to help you.
- 3 I care only for my own authority.
- 4 My hatred for outlaws is blinding and furious.
- 5 I obey the law, even if the law causes misery.
- 6 I know the common people are criminals, and it is only by my harsh hand that they are controlled.

Rigger

Riggers range from technicians to cybernetic specialists, but they are usually underground techies or garbage gatherers. You live among piles of waste and circuits, the raw materials for you to create the devices that can drive you out of this mess.

Skill Proficiencies: Investigation, Sciences

Tool Proficiencies: engineering kit, mechanic kit

Equipment: A set of common clothes, desktop computer, lighter, engineering kit, mechanic kit, and a 100-credit fund

Feature: Keen Eye

Whenever you see a piece of technology that could be of value, you have a vague estimate of its worth, as well as some interesting information about the item, if there is anything interesting to know. If you fail any

checks to identify the value of an item, you learn of someone or someplace where you can have the item's value measured, unless the GM deems the item too rare or obscure. In addition, the items you found between adventures are sufficient to maintain a modest lifestyle (see "Practicing a Profession" under "Downtime Activities" in chapter 8 of the *Player's Handbook*).

Suggested Characteristics

Riggers spend most of time in their workshops creating their stuff, but they can be drawn to the outside driven by curiosity, industriousness, or greed. But usually, their workaholic behavior and lack of organic relationships makes them insensible, short-tempered, and machine-like in the treatment of others.

d8 Personality Trait

- 1 I can't help myself around complex objects. I just want to find out how they work.
- 2 My daily life is structured and scheduled so that I know what to do at every hour.
- 3 I usually talk to robots, even those who are not meant to talk.
- 4 I hide scraps of food and trinkets away in my pockets.
- 5 I'm skeptical of magic, and instead I trust in the sciences.
- 6 Most of the words I say sound like complete gibberish to those who know nothing about mechanics or electronics.
- 7 Everything, no matter how small or insignificant, must be cataloged.
- 8 I try to come up with an inventive way to use every item I find.

d6 Ideals

- 1 **People.** I help the people who help me – that's what keeps us alive. **(Neutral)**
- 2 **Freedom.** I build what I want, whether it's legal or not. **(Chaotic)**
- 3 **Safety.** I build so that harm may not come to me and those I care about. **(Any)**
- 4 **Aspiration.** I work hard to be the best there is at

my craft. **(Any)**

- | | |
|---|---|
| 5 | Help. All of my creations are made to help people who can't help themselves. (Good) |
| 6 | Greed. I build things to help me to get other things. (Evil) |

d6 Bond

- | | |
|---|--|
| 1 | My workshop is the most important place in my life. |
| 2 | Anytime someone is hesitant or scared of my creations I try to make them feel comfortable around them. |
| 3 | My old workshop is now in ruins due to an accident, I will never make that mistake again. |
| 4 | My old partner stole some valuable blueprints and I plan on getting them back. |
| 5 | I carry with me a strange artifact that I found in a dumping ground, but I don't know what it's for. |
| 6 | My creations were once used for evil purposes. Never again will someone take advantage of me. |

d6 Flaw

- | | |
|---|---|
| 1 | I often can't resist stealing some new technology that I find. |
| 2 | I enjoy my more dangerous inventions a little too much. |
| 3 | I have accidentally killed someone with my devices. |
| 4 | I feel more comfortable surrounded by machines than people. |
| 5 | I'm quick to assume that someone is trying to cheat me. |
| 6 | I find any reason to fight, often attacking enemies when other solutions could have been met. |

Smuggler

You live in an unjust society, if you don't work for a large corporation, you simply can't stand up between temporary jobs and bad-paying jobs. The way is to appeal to illicit activities – smuggling is often the solution if you still have enough morality (or have no balls) to become a criminal.

Skill Proficiencies: Choose two from Deception, Sleight of Hand, and Stealth

Tool Proficiencies: Forgery kit

Languages: One of your choice

Equipment: One set of common clothes, backpack with hidden compartment, falsified shepherd chip, forgery kit, and a 100-credit fund

d6 Specialty

- | | |
|---|----------------------|
| 1 | Tax dodger |
| 2 | Addictive substances |
| 3 | Cyberware |
| 4 | Weaponry |
| 5 | Antiquities |
| 6 | Magic raw materials |

Feature: Careful Selection

Some close brushes with the law have taught you that not every cop can be bribed, and some people are simply too keen to miss minute discrepancies. This feature allows you to study a person and gain insight into whether or not they would accept a bribe, or to pick up on whether they are exceptionally more perceptive than you. It does not reveal how expensive a bribe may be for a given situation, however.

Suggested Characteristics

Smugglers are a highly charismatic and highly diverse bunch. They cover a wide variety of personalities, ranging from the boisterous street hawker with a “special selection” to the burly sailor who brazenly sells his wares after bribing the guards to look away. Your traits should reflect the tactics you see yourself using.

d8 Personality Trait

- | | |
|---|---|
| 1 | I am extremely sociable, especially over a mug of ale. |
| 2 | I don't mind fleecing someone if they don't know the true price of what they seek. |
| 3 | I would rather make a new friend than a new enemy. |
| 4 | I act irrationally confident in the face of danger, nobody suspects anything when you seem like you know what you're doing. |
| 5 | I have dozens of identities and live in constant fear |

of answering to the wrong name.

-
- 6 Deflecting questions has become second nature to me, so I rarely answer straight.
-
- 7 Being seen with any unsavory figures is a sure way to undermine my work. I only associate with my business partners behind locked doors.
-
- 8 I always keep my wares close to me, you never know who might stumble across them otherwise.

d6 Ideals

-
- 1 **Moral.** I only smuggle things to improve the lives of my common fellows. (**Good**)
-
- 2 **Survival.** I only want to make a living for myself. (**Neutral**)
-
- 3 **Ruthless.** I will rise to the top of the heap by any means necessary. (**Evil**)
-
- 4 **Dauntless.** No border crossing or bribe is too difficult- that's just the coward's way of saying exciting! (**Chaotic**)
-
- 5 **Cause.** I work for a greater cause, and ply my trade only in service to it. (**Lawful**)
-
- 6 **Friendship.** My associates are dear to me, and I want them to rise with me when I hit it big. (**Any**)

d6 Bond

-
- 1 A corrupt guard put me out of business back when I was running an honest business. I aim to show him a thing or two about recovery.
-
- 2 I never wanted to be a criminal, but it puts bread on my family's table.
-
- 3 My business partners are closer to me than my family.
-
- 4 I guard my wealth jealously.
-
- 5 A gnome helped me once. I pay the favor forward.
-
- 6 I admire the elves. I help them whenever I can.

d6 Flaw

-
- 1 I detach myself from the results of my actions in order to sleep better at night.
-
- 2 I would betray anyone to save my own skin.
-
- 3 I only relate to those with the same interests as mine, trust is for the naive.
-
- 4 When faced with a choice between money and my friends, I usually choose the money.
-
- 5 When something goes wrong, it's never my fault.

- 6 I eat and drink to excess.

Sprawl Ganger

Robbery, extortion, drug-traffic, these are your business. The crime has changed a lot in the past few years, and you were not lucky enough to be a corporate white collar, you did not have the patience to become an expert in cyberspace, but you know the good old-fashioned rules of the street like nobody else.

Skill Proficiencies: Deception, Streetwise

Tool Proficiencies: Thieves' tools, vehicles (land)

Equipment: A set of dark common clothes (or your gang distinct clothing), thieves' tools, and a chemical boost

Feature: Bad Reputation

No matter where you go, people are afraid of you due to your reputation. When you are in a civilized settlement, you can get away with minor criminal offenses, such as refusing to pay for food at a restaurant or breaking down doors at a local shop, since most people will not report your activity to the authorities.

Suggested Characteristics

Sprawl gangers are criminals that don't care for the property or welfare of others or, at the best, they are modern day savages – seeking to live by themselves without the intervention of society and law. Only a few can have some endearing or redeeming characteristics.

d8 Personality Trait

-
- 1 I always have a plan for what to do when things go wrong.
-
- 2 The first thing I do in a new place is note the locations of everything valuable – or where such things could be hidden.
-
- 3 I am incredibly slow to trust. Those who seem the fairest often have the most to hide.
-
- 4 I don't pay attention to the risks in a situation. Never tell me the odds.
-
- 5 The best way to get me to do something is to tell me I can't do it.
-
- 6 I blow up at the slightest insult.

- 7 I enjoy being strong and like breaking things.
- 8 I am always calm, no matter what the situation. I never raise my voice or let my emotions control me.

d6 Ideals

- 1 **Anarchy.** Laws are meant to be broken. (**Chaotic**)
- 2 **Community.** We have to take care of each other, because no one else is going to do it. (**Lawful**)
- 3 **Hypocrisy.** I try and justify my crimes to myself by giving back to the community, even though I stole everything from that same community. (**Neutral**)
- 4 **Greed.** Anything that isn't mine soon will be. (**Evil**)
- 5 **Redemption.** There's a spark of good in everyone. (**Good**)
- 6 **Fear.** I want people to tremble at the sound of my name. (**Evil**)

d6 Bond

- 1 I owe my survival to another gangster who taught me how to live on the streets.
- 2 I always remember my first crimes.
- 3 Another gang murdered my comrades, plundered our hideout, and left me to die. Vengeance will be mine.
- 4 My name will be feared on the streets.
- 5 I was cheated out of my fair share of the profits, and I want to get my due.
- 6 I have the chance at a new life and this time I am going to do things right.

d6 Flaw

- 1 When faced with a choice between money and my friends, I usually choose the money.
- 2 If there's a plan, I'll forget it. If I don't forget it, I'll ignore it.
- 3 I turn tail and run when things look bad.
- 4 I have difficulty trusting strangers. Anyone could be a spy for the authorities
- 5 I'm an informant for the cops. They let me continue my activities, so long as I pass them information about illegal activity in my neighborhood.
- 6 When I see something valuable, I can't think about anything but how to steal it.

Part 4: Equipment

This chapter presents a series of new equipment suited for a cyberpunk campaign.

Restricted Objects

Some objects might require licenses to own or operate, or are restricted in use to qualifying organizations or individuals. In such cases, a character must purchase a license to legally own the object.

The four levels of restriction are represented by letters following the item's cost. If no letter appears after the cost of the item, it doesn't require a specific license and its sale is open to public.

- 1. Licensed (L).** The owner must obtain a license to own or operate the object legally.
- 2. Restricted (R).** Only specially qualified individuals or organizations are technically allowed to own the object.
- 3. Military (M).** The object is sold primarily to legitimate police and military organizations.
- 4. Illegal (I).** The object is illegal in all but specific, highly regulated circumstances.

Note. Starting 1st-level characters may not purchase items with a military (M) restriction. Once the game is on, characters are free to try to get their hands on anything they can buy, scam, or steal – within the GM's discretion, of course.

Purchasing a License

As a general rule, a character must obtain the appropriate license before buying a restricted object. Legitimate dealers will not sell restricted objects to a character that does not have the necessary license.

Purchasing a License		
Level	Cost	Time
1. Licensed	\$50	1 day
2. Restricted	\$250	2 days
3. Military	\$750	3 days
4. Illegal	\$1.500	5 days

The Black Market

Alternatively, a character can obtain an object without going through the hassle of getting a license first in the black market. A character who wants to buy something in the black market must make an Intelligence (Streetwise) check to locate a black market merchant for buying the item without needing to obtain a license (DC for the check is 15 + level of restriction).

Credits x Gold Pieces

This supplement uses **credits** (\$), a digital form of currency found in many cyberpunk worlds replacing the old paper money (usually linked to a shepherd chip; see the Gear list).

For the sake of simplicity, 1 credit equals 1 gold piece when determining the cost of an item found in the *Player's Handbook*.

Armor

Body armor comes in a variety of shapes and sizes, providing varying degrees of coverage and varying heaviness of materials.

Light Armor

Light armor favors agile adventurers since it offers some protection without sacrificing mobility. If you wear light armor, you add your Dexterity modifier to the base number from your armor type to determine your Armor Class.

Heavy Coat. An overcoat, made of leather or heavy cloth.

Leather Jacket. This armor is represented by a heavy leather biker's jacket.

Light Undercover Shirt. Designed for deep undercover work in which it's critical that the wearer not appear to be armed or armored, this garment consists of a T-shirt with a band of light protective material sewn in around the lower torso.

Ballistic damage that you take is reduced by 2.

Kevlar-Lined Coat. Kevlar is a plastic with a very high tensile strength and a well-known component of personal armor.

Armor

Armor	Cost	Armor Class (AC)	Strength	Stealth	Weight
<i>Light Armor</i>					
Heavy coat	\$5	11 + Dex modifier	–	Disadvantage	6 lb.
Leather jacket	\$10	11 + Dex modifier	–	–	4 lb.
Light undercover shirt*	\$45L	11 + Dex modifier	–	–	2 lb.
Kevlar-lined coat*	\$50L	12 + Dex modifier	–	–	8 lb.
Undercover vest*	\$75L	13 + Dex modifier	–	–	3 lb.
<i>Medium Armor</i>					
Concealable vest*	\$75L	13 + Dex modifier (max 2)	–	–	4 lb.
Light-duty vest*	\$500L	14 + Dex modifier (max 3)	–	–	8 lb.
Tactical vest*	\$1.500L	15 + Dex modifier (max 2)	Strength 10	Disadvantage	10 lb.
<i>Heavy Armor</i>					
Special response vest*	\$1.500L	15	Strength 10	Disadvantage	15 lb.
Land warrior armor*	\$2.000R	17	Strength 13	Disadvantage	10 lb.
Forced entry unit*	\$2.500L	18	Strength 13	Disadvantage	20 lb.
<i>Powered Armor</i>					
Boost armor*	\$3.000M	15 + Dex modifier (max 3)	–	Disadvantage	20 lb.
Unisoldier heavy combat armor*	\$3.500M	18	–	Disadvantage	30 lb.
<i>Shield</i>					
Retractable shield*	\$500R	+2	–	–	4 lb.
Riot shield*	\$100	+2	–	–	6 lb.

*These armors grant damage reduction or resistance against certain damage types (see description).

Ballistic damage that you take is reduced by 2.

Undercover Vest. Covering a larger area of the torso, this vest provides better protection than the light undercover shirt – but it’s also more easily noticed. It’s best used when the armor should remain unseen but the wearer doesn’t expect to face much scrutiny.

Ballistic damage that you take is reduced by 2.

Medium Armor

Medium armor offers more protection than light armor, but it also impairs movement more. If you wear medium armor, you add your Dexterity modifier, to a maximum of +2, to the base number from your armor type to determine your Armor Class.

Concealable Vest. Standard issue in many police forces, this vest provides maximum protection in a garment that can be worn all day long under regular clothing. While it may go unnoticed by a quick glance, it is usually visible to anyone looking closely for it.

Ballistic damage that you take is reduced by 3.

Light-Duty Vest. A lightweight tactical vest designed for extended use by riot police and forces on alert for potential attack, this armor sacrifices a degree of protection for a modicum of comfort – at least compared to other tactical body armors.

Ballistic damage that you take is reduced by 3.

Tactical Vest. The standard body armor for police tactical units, this vest provides full-

torso protection in the toughest flexible protective materials available.
You have resistance against ballistic damage.

Heavy Armor

Of all the armor categories, heavy armor offers the best protection. These suits of armor cover the entire body and are designed to stop a wide range of attacks. Only proficient fighters can manage their weight and bulk.

Special Response Vest. Built like the tactical vest, but incorporating groin and neck protection as well as a ceramic plate over the chest, this armor provides additional protection in battles against heavily armed opponents.

You have resistance against ballistic damage. Slashing damage that you take is also reduced by 2.

Land Warrior Armor. It is designed to improve the connectivity and combat effectiveness of combat personnel in the army. Improvements include modernized body armor, a helmet with a mounted flashlight, integrated communication systems, and a special eye monitor (infrared goggles).
Ballistic damage that you take is reduced by 5. Slashing damage that you take is also reduced by 5.

Forced Entry Unit. The most powerful protection available is built into this suit, which consists of a heavy torso jacket with ceramic plates over the chest and back, neck and groin guards, arm protection and a helmet. Heavy and cumbersome, this armor is generally only donned by tactical officers heading into a dangerous assault.
You have resistance against ballistic damage. You also have resistance against slashing damage.

Powered Armor

A powered armor is a type of mobile machine that can be worn, expanding the wearer's capabilities or providing protection of a heavy armor without suffering the penalties by their weight and bulk.

Powered armors are fed by energy cells. An energy cell contains enough power for a

powered armor to work properly for 24 hours. The weight of a powered armor doesn't count toward your carrying capacity, unless the armor ceases to work. In this case, you suffer the following penalties while the armor is off:

- You don't add your Dexterity modifier to the AC base number from your armor.
- You count the armor's weight on your carrying capacity.
- Your movement is reduced by 10 feet, regardless of your Strength value.
- You lose any powered armor benefits other than damage reduction or resistance.

Boost Armor. Boost armor is powered armor that augments the character's physical abilities. A character wearing boost armor is stronger, faster, and more nimble than ever before.

Special mechanisms augment physical strength. Your Strength score is 19 while you wear this armor. The boost armor has no effect on you if your Strength is already 19 or higher. Sensors can detect incoming attacks and augment reaction times, granting advantage on all Dexterity saving throws. Additionally, boost armor can improve traction and augment the ability to move quickly, increasing your base walking by 10 feet.

You have resistance against ballistic damage. Slashing damage that you take is also reduced by 2.

Unisoldier Heavy Combat Armor. The ultimate step in the creation of the one-soldier army, unisoldier heavy combat armor is an all-in-one package that makes the wearer a formidable opponent in combat. The wearer is covered from head to toe. The helmet includes a built-in heads-up display and a visor that changes tint to dampen the effects of sudden bright lights, making flash-bang grenades useless against the wearer. Additionally, the armor usually has built-in slots for the addition of onboard computer systems, though not all armors make use of the option.

Special mechanisms augment physical strength. Your Strength score is 19 while you

wear this armor. The boost armor has no effect on you if your Strength is already 19 or higher.

Additionally, while wearing this armor you gain the following benefits:

- **Motion Tracker.** You gain tremorsense within 60 feet.
- **Telekinetic Grappler.** You can cast the *mage hand* cantrip (you create a blue aura around the manipulated object instead of a spectral hand). You can cast this spell even if you are within the area of an *antimagic field* or in any other location where magic doesn't function.

You have resistance against ballistic damage. You also have resistance against slashing damage.

Shields

You strap a shield to your forearm.

Retractable Shield. Personal powered shield that quickly expands from the user's arm. A retracted shield doesn't increase your Armor Class, but you can attempt to conceal it with a Dexterity (Sleight of Hand) check. Extending or retracting the shield is a free action.

Ballistic damage that you take is reduced by 3.

Riot Shield. A riot shield is a large shield made of tough, transparent plastic, providing cover without hindering sight.

Ballistic damage that you take is reduced by 3.

Firearms

Firearms fall into three categories: **sidearms** (for anything up to a machine pistol), **longarms** (for anything up to a light machine gun), and **heavy weapons** (such as a heavy machine gun, a rocket-propelled grenade launcher or a missile launcher). When using a firearm, the wielder applies his or her Dexterity modifier to the attack and damage rolls.

Exotic Weapons

The heavy weapons featured in this supplement uses a special rule for **exotic weapons**.

Most exotic weapons are either atypical in form or

improved variations of other melee or ranged weapons. Because each exotic weapon is unique in how it is manipulated and employed, a separate proficiency is required for each one in order to add your proficiency bonus to the attack rolls you make with that weapon.

The GM can create exotic melee weapons using this rule. An exotic melee weapon doesn't fit into the categories of simple or martial weapons, and requires a specific proficiency in order to add your proficiency bonus to the attack rolls you make with that weapon.

New Damage Type: Ballistic

Ballistic damage is the type of damage that firearms inflict, and is a subset of piercing damage. This means that all ballistic damage counts as piercing damage, but not all piercing damage counts as ballistic damage.

Magical effects or creature properties that grant resistance to piercing damage also apply to ballistic damage, but effects or properties reducing ballistic damage do not automatically apply to piercing damage.

Properties

Firearms use special ammunition, and some of them have the burst fire or reload properties.

Ammunition. The ammunition of a firearm is destroyed upon use. Early and modern firearms use bullets. Energy weapons are powered by a special type of ammunition called energy cells. An energy cell contains enough power for all the shots its firearm can make.

Burst Fire. A weapon that has the burst fire property can make a normal single-target attack, or it can spray a 10-foot-cube area within normal range with shots. Each creature in the area must succeed on a DC 15 Dexterity saving throw or take the weapon's normal damage. This action uses ten pieces of ammunition.

Reload. A limited number of shots can be made with a weapon that has a reload property. A character must then use an action or a bonus action to reload it.

Firearms

Name	Cost	Damage	Weight	Properties
<i>Sidearms</i>				
Dart gun	\$150	–	2 lb.	Ammunition (range 40/120), loading, special
Machine pistol	\$400R	2d6 ballistic	3 lb.	Ammunition (range 50/150), burst fire, reload (20 shots)
Pistol, autoloader	\$300L	2d6 ballistic	2 lb.	Ammunition (range 50/150), reload (15 shots)
Pistol, heavy	\$400L	2d8 ballistic	3 lb.	Ammunition (range 50/150), reload (8 shots)
Pistol, laser	\$850M	3d6 radiant	2lb.	Ammunition (range 40/120), reload (50 shots)
Revolver	\$250L	2d8 ballistic	2 lb.	Ammunition (range 40/120), reload (6 shots), special
Taser gun	\$100	–	2 lb.	Ammunition (range 15/35), special
<i>Longarms</i>				
Machine gun, light	\$850M	2d10 ballistic	20 lb.	Ammunition (range 100/300), burst fire, heavy, reload (50 shots), two-handed
Rifle, antimaterial	\$1.000M	2d12 ballistic	30 lb.	Ammunition (range 120/360), heavy, reload (5 shots), two-handed
Rifle, assault	\$700R	2d8 ballistic	8 lb.	Ammunition (range 80/240), burst fire, reload (30 shots), two-handed
Rifle, laser	\$950M	3d8 radiant	7 lb.	Ammunition (range 100/300), reload (50 shots), two-handed
Rifle, sniper	\$750R	2d10 ballistic	15 lb.	Ammunition (range 90/270), heavy, reload (20 shots), two-handed
Shotgun, double-barrel	\$500L	2d8 ballistic	7 lb.	Ammunition (range 30/90), reload (2 shots), special, two-handed
Shotgun, tactical	\$650L	2d8 ballistic	7 lb.	Ammunition (range 30/90), reload (6 shots), two-handed
Submachine gun	\$600R	2d6 ballistic	6 lb.	Ammunition (range 50/150), burst fire, reload (30 shots), two-handed
<i>Heavy Weapons (each requires a specific proficiency)</i>				
Machine gun, heavy	\$1.500M	2d12 ballistic	50 lb.	Ammunition (range 120/360), burst fire, heavy, reload (50 shots), two-handed
Missile launcher	\$2.000M	10d8 thunder	40 lb.	Ammunition (range 150/450), heavy, loading, special, two-handed
Rail gun	\$2.000M	3d12 ballistic	18 lb.	Ammunition (range 100/300), heavy, reload (20 shots), two-handed
Rocket launcher	\$750M	10d6 thunder	5 lb.	Ammunition (range 150/450), loading, special, two-handed

Firearms Damage Variant

If you feel that firearms do too much damage, you can reduce the damage to 1 dice instead of 2.

Special Weapons

This section describes weapons that have special rules or require further explanation.

Dart Gun. This air-dart gun fires a needle via an air compressor. The needle itself inflicts no damage, but it can deliver an injection with any poison to the target. Each dart cost 1 credit, and a vial of poison can coat three darts. You can read more about poisons in the chapter 8 of the *Dungeon Master's Guide*.

Revolver. Since the character must insert every bullet one by one, reloading this weapon takes an action.

Taser Gun. A creature hit by a taser takes 1d4 lightning damage and it must make a DC 15 Constitution saving throw or be paralyzed

until the start of your next turn. You can use your action in the following turns to deal 1d4 lightning damage and maintain the target paralyzed for up to 4 turns. The taser must be recharged using one battery after five shots.

Shotgun, Double-Barrel. If this weapon is fully-loaded, you can fire both barrels at once, dealing +1 die of damage on a hit. Attacking this way uses both shotgun shells.

Missile Launcher. After being fired, the missile can locate and destroy its target automatically, independently of its firer. You can forgo your movement on your turn and use a bonus action to lock the targeting system of the missile launcher at your target to gain advantage on your attack roll with this weapon against it. If you want a faster action, you can fire the missile launcher without locking the target, but if you do so, you won't have advantage on your attack roll.

When the missile hits its target, it explodes like a grenade or other explosive, dealing

10d8 thunder damage to all creatures within a 20-foot radius (DC 18 Dexterity saving throw for half damage). Because its explosive features a shaped charge designed to penetrate the armor of military vehicles, the missile deals double damage to objects and structures. However, this only applies to the target struck, not to other objects within the burst radius. The missile launcher has a minimum range of 80 feet. If fired against a target closer than 80 feet away, it does not arm and will not explode.

Rocket Launcher. An one-shot rocket launcher. It comes as a short, telescoped fiberglass and aluminum tube. Before using the weapon, the firer must first arm and extend the tube with a bonus action. When the rocket hits its target, it explodes like a grenade or other explosive, dealing 10d6 thunder damage to all creatures within a 10-foot radius (DC 18 Dexterity saving throw for half damage). Because its explosive features a shaped charge designed to penetrate the armor of military vehicles, the rocket deals double damage to objects and structures. However, this only applies to the target struck, not to other objects within the burst radius. The rocket launcher has a minimum range of 30 feet. If fired against a target closer than 30 feet away, it does not arm and will not explode.

Melee Weapons

Melee weapons are used in close combat. Some of them are moderately expensive, reflecting their archaic nature in a modern-day society.

Properties

Melee weapons can have the oversized property.

Oversized. Small creatures can't use oversized weapons. Medium creatures have disadvantage on attack rolls with oversized weapons.

Tiny Characters

Tiny characters have the following size adjustments:

- You don't benefit from the **finesse** property.
- You can't use weapons with the **heavy** or **oversized** property.
- You don't benefit from the **light** property. But if the weapon has also the **finesse** property, you can use it single-handed.
- You have disadvantage on attack rolls with **two-handed** weapons.
- A **versatile** weapon must be used with two hands, but deal damage as it was used with one hand.
- All other single-handed weapons must be used with two hands.
- You can't use firearms developed for Small and Medium creatures.

Large Characters

Large characters have the following size adjustments:

- You treat **heavy** weapons as **versatile** weapons (use a die one step higher for two-handed damage).
- You have disadvantage on attack rolls with **light** weapons.
- You can use a **two-handed** weapon that does not have the **oversized** property with one hand.
- A **versatile** weapon can be used with one hand, but deal damage as it was used with two hands.
- You treat all other single-handed weapons as **light**.
- You can't use firearms developed for Small and Medium creatures.

Special Weapons

This section describes weapons that have special rules or require further explanation.

Baton, Expandable. This weapon can be collapsed to reduce its size and increase its concealability. A collapsed baton can't be used as a weapon, but you have advantage on Dexterity (Sleight of Hands) checks to conceal it. Extending or collapsing the baton is a free action.

Baton, Stun. A stun baton has 5 charges. When you hit a creature with a stun baton, you can expend one charge. The target must make a DC 10 Constitution saving throw or be paralyzed until the start of your next turn. The stun baton must be recharged using one battery after expending the last charge.

Melee Weapons

Name	Cost	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Baton, expandable	\$15	1d6 bludgeoning	2 lb.	Finesse, light, special
Baton, metal	\$10	1d6 bludgeoning	2 lb.	Finesse, light
Baton, stun	\$20	1d4 lightning	1 lb.	Finesse, light, special
Pocket knife	\$3	1d4 piercing	½ lb.	Finesse, light, thrown (range 20/60)
<i>Martial Melee Weapons</i>				
Giant axe	\$200	2d8 slashing	14 lb.	Oversized, two-handed
Giant maul	\$300	4d6 bludgeoning	50 lb.	Oversized, two-handed
High frequency sword	\$750	2d6 slashing	2 lb.	Special, versatile (2d8)
<i>Exotic Melee Weapons (each requires a specific proficiency)</i>				
Katana	\$100	1d10 slashing	3 lb.	Finesse, two-handed

High Frequency Sword. The high frequency sword is made of a durable metal alloy many times tougher than steel. It features a monofilament edge, the sharpest piece possible for modern technology. Inside the blade itself, and controlled by a switch on the hilt of the weapon, are microscopic machines that cause the blade to vibrate at incredibly high speeds. Though the wielder of the weapon is shielded from these vibrations by a soft hilt, any character or object struck by the high frequency sword finds that the weapon is given extra cutting power thanks to its technological enhancements. When you attack a creature that doesn't have resistance to slashing damage, you gain a +2 bonus on the attack and damage rolls made with this weapon.

Katana. The katana is the traditional Japanese samurai sword. When the katana is used with two hands, it is considered a martial weapon. When it is used with just one hand, it requires an exotic weapon proficiency to allow you to add your proficiency bonus to the attack rolls you make with a one-handed katana.

Dynamite and hand grenades are examples of these weapons.

All explosives must be detonated. Some, such as grenades, include built-in detonators (you can pull the pin on a grenade as part of the same action you use to attack). Others require timers or other devices to set them off.

Detonators are covered in the “Gear” section.

Explosives and Area Weapons

Name	Cost	Weight
Dynamite (stick)	\$5L	1 lb.
Flamethrower	\$500M	50 lb.
Grenade, EMP	\$50M	1 lb.
Grenade, flashbang	\$40R	1 lb.
Grenade, fragmentation	\$50M	1 lb.
Grenade, smoke	\$25	1 lb.
Grenade, tear gas	\$40R	1 lb.
Grenade launcher	\$500M	12 lb.
Grenade round, acid	\$40M	1 lb.
Grenade round, EMP	\$50M	1 lb.
Grenade round, fireflush	\$40M	1 lb.
Grenade round, flashbang	\$40R	1 lb.
Grenade round, fragmentation	\$50M	1 lb.
Plastic explosive (block)	\$50M	1 lb.
Seeker grenade	\$100M	2 lb.

Explosives and Area Weapons

These weapons explode or burst, dealing damage to creatures or objects within an area. Explosives can be thrown or set off in place, depending on the type of explosive device.

Dynamite. As an action, a creature can light a stick of dynamite and throw it at a point up to 60 feet away. Each creature within 5 feet of that point must make a DC 12 Dexterity saving throw, taking 3d6 thunder damage on a failed save, or half as much damage on a successful one.

A character can bind sticks of dynamite together so they explode at the same time. Each additional stick increases the damage by 1d6 (to a maximum of 10d6) and the burst radius by 5 feet (to a maximum of 20 feet). Dynamite can be rigged with a longer fuse to explode after a set amount of time, usually 1 to 6 rounds. Roll initiative for dynamite. After the set number of rounds goes by, the dynamite explodes on that initiative.

The dynamite is considered to be a simple explosive for the purpose of using a chemist's supplies check to manufacture it.

Flamethrower. A flamethrower consists of a pressurized backpack containing fuel, connected to a tube with a nozzle. It shoots a 5-foot-wide, 30 foot-long line of flame. Any creature caught in the line of flame must make a DC 15 Dexterity saving throw, taking 3d6 fire damage on a failed save, or half as much on a successful one.

A flamethrower's backpack has 10 hit points. A backpack reduced to 0 hit points ruptures and explodes, dealing 6d6 fire damage to the wearer and each creature within a 5-foot radius must make a DC 15 Dexterity saving throw, taking 3d6 fire damage on a failed save, or half as much on a successful one.

A flamethrower can shoot 10 times before the fuel supply is depleted. Refilling or replacing a fuel pack costs 50 credits.

Grenade. As an action, a character can throw a grenade at a point up to 60 feet away.

An **EMP grenade** releases an electromagnetic pulse that instantly shorts out all electronic devices in a 20-foot radius.

Affected devices remain nonfunctional until repaired. The EMP grenade deals no damage to living creatures. However, a creature with cybernetic attachments takes 1d6 lightning damage per cybernetic attachment and must succeed on a DC 15 Constitution saving throw or be stunned for 1d4 rounds.

Each creature within 20 feet of an exploding **flashbang grenade** must make a DC 15 Dexterity saving throw or be blinded and deafened until the end of your next turn.

Each creature within 20 feet of an exploding **fragmentation grenade** must make a DC 15 Dexterity saving throw, taking 5d6 piercing damage on a failed save, or half as much on a successful one.

One round after a **smoke grenade** lands, it emits a cloud of smoke that creates a heavily obscured area in a 20-foot radius. A moderate wind (at least 10 miles per hour) disperses the smoke in 4 rounds; a strong wind (20 or more miles per hour) disperses it in 1 round.

A **tear gas grenade** functions just as a smoke grenade, but any creature starting its turn in a cloud of tear gas is considered blinded and it must make a DC 15 Constitution saving throw or be incapacitated. A creature wearing a gas mask automatically succeeds the saving throw.

Grenade Launcher. This weapon allows you to propel a grenade round up to 120 feet away. These grenades look like huge bullets an inch and a half across; they can't be used as hand grenades, and the grenade launcher can't shoot hand grenades.

Grenade Rounds. This small explosive device must be fired from a grenade launcher. A grenade round has a minimum range of 40 feet. If fired against a target closer than 40 feet away, it does not arm and will not explode.

Each creature within 10 feet of an exploding **acid grenade round** must make a DC 15 Dexterity saving throw, taking 3d6 acid damage on a failed save, or half as much on a successful one.

An **EMP grenade round** releases an electromagnetic pulse that instantly shorts out all electronic devices in a 20-foot radius.

Affected devices remain nonfunctional until repaired. The EMP grenade deals no damage to living creatures. However, a creature with cybernetic attachments takes 1d6 lightning damage per cybernetic attachment and must succeed on a DC 15 Constitution saving throw or be stunned for 1d4 rounds.

Each creature within 10 feet of an exploding **fireflush grenade round** must make a DC 15 Dexterity saving throw, taking 3d6 fire damage on a failed save, or half as much on a successful one. The fire ignites any flammable objects that aren't being worn or carried.

Each creature within 20 feet of an exploding **flashbang grenade round** must make a DC 15 Dexterity saving throw or be blinded and deafened until the end of your next turn.

Each creature within 20 feet of an exploding **fragmentation grenade round** must make a DC 15 Dexterity saving throw, taking 5d6 piercing damage on a failed save, or half as much on a successful one.

Plastic Explosive. So-called "plastic" explosives resemble slabs of wax. Hard and translucent when cold, these explosives warm up when kneaded, and then can be coaxed to take various shapes.

You can place a 1-pound block of plastic explosive and set it to detonate. Each creature within 5 feet of that point must make a DC 18 Dexterity saving throw, taking 3d6 bludgeoning damage on a failed save, or half as much damage on a successful one. It deals double damage against objects and structures. You can combine units of plastic explosive so they explode at the same time with a successful DC 10 Intelligence check with an engineering kit. Each additional pound of plastic explosive increases the damage by 1d6 (to a maximum of 10d6) and the burst radius by 5 feet (to a maximum of 20 feet). In addition, when you combine two or more units, you can change the burst radius to a cone-shaped explosion (you must determine the area affected by the explosive when you plant it).

The plastic explosive is considered to be a moderate explosive for the purpose of using a chemist's supplies check to manufacture it.

Seeker Grenade. A small, deployable robot that seeks out a designated target and self-destructs. A character can mark a target using a computer system such as the land warrior armor, linked display contacts, or a neural interface.

As an action, a character can throw a seeker grenade at a point up to 60 feet away. After being thrown, four small metal feet extend from the seeker grenade and it takes its turns just after the character that has thrown it in the initiative order.

A seeker grenade has the following statistics.

Seeker Grenade

Tiny construct, unaligned

Armor Class 18

Hit Points 20 (8d4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (–3)	18 (+4)	10 (+0)	3 (–4)	3 (–4)	1 (–5)

Damage Immunities necrotic, poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, stunned

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 6

Languages –

Challenge ¼ (50 XP)

Collapse. When the seeker grenade drops to 0 hit points, it explodes.

Autonomy. The seeker grenade can act for 1 minute, if it doesn't find its target, it will run back to the creature that has thrown it at its next turn, using its movement on each of its turns to move within reach of that creature. When the seeker grenade has done so, it can be retrieved and used again.

Actions

Seek and Destroy. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (5d6) thunder damage. Additionally, each creature within 10 feet of an exploding seeker grenade round must make a DC 15 Dexterity saving throw, taking 14 (4d6) thunder damage on a failed save, or half as much on a successful one.

Explode. The seeker grenade can be set to explode when it is within 10 feet of a designated target. Each creature within 10 feet of an exploding seeker grenade round must make a DC 15 Dexterity saving throw, taking 14 (4d6) thunder damage on a failed save, or half as much on a successful one.

Gear

This section covers the wide variety of gear available to adventurers of all sorts.

Gear		
Item	Cost	Weight
<i>Firearms Accessories</i>		
Combined module	\$550	1 lb.
Concealed holster	\$5	½ lb.
Laser sight	\$500	½ lb.
Laser sight, infrared	\$600R	½ lb.
Scope x2	\$100	½ lb.
Scope x4	\$200	½ lb.
Scope x8	\$400	1 lb.
Scope, thermal	\$1.000	2 lb.
Speed loader	\$2	½ lb.
Suppressor	\$200M	1 lb.
Tactical flashlight	\$10	½ lb.
<i>Ammunition</i>		
Pistol bullets (20)	\$20	½ lb.
Rifle bullets (20)	\$30	1 lb.
Rifle (antimaterial) bullets (10)	\$30	1 lb.
Shotgun shells (20)	\$30	½ lb.
Light machinegun bullets (20)	\$40	1 lb.
Heavy machinegun bullets (10)	\$40	1 lb.
Energy cell (pistol)	\$30M	¼ lb.
Energy cell (rifle)	\$40M	¼ lb.
<i>Special Ammunition</i>		
Acid (10)	+\$100	–
Breaching shotgun shells (10)	+\$5	–
Cold (10)	+\$100	–
Fire (10)	+\$100	–
Holy (10)	+\$100	–
Silvered (10)	+\$100	–
XREP shotgun shells (10)	+\$50	–
Fusion magazine	+1.500	½ lb.
<i>Detonators</i>		
Remote detonator, linked	\$25	–
Remote detonator, radio	\$20	–

Remote detonator, wired	\$15	–
Timed	\$5	–
Trigger, pressure	\$10	–
Trigger, proximity	\$15	–
Trigger, trip	\$5	–
<i>Utilities</i>		
Binoculars	\$15	1 lb.
Briefcase	\$20	2 lb.
Camera, photographic	\$20	½ lb.
Camera, video	\$40	½ lb.
Chemical, antitox	\$50	¼ lb.
Chemical, boost	\$50I	¼ lb.
Chemical, neutrad	\$50	¼ lb.
Chemical, plastiflesh	\$50	½ lb.
Chemical, sporekill	\$50	¼ lb.
Computer, card	\$500	–
Computer, desktop	\$500	18 lb.
Computer, laptop	\$500	4 lb.
Display contacts	\$700	–
Duracable (50m)	\$50	3 lb.
ECM jammer	\$1.000R	1 lb.
Energy cell (armor)	\$1.000M	1 lb.
Fire extinguisher	\$25	2 lb.
Flash goggles	\$100	–
Flashlight	\$10	1 lb.
Gas mask	\$100	1 lb.
GPS receiver	\$50	½ lb.
Grappler tag	\$50	1 lb.
Hologram player	\$400	2 lb.
Hologram recorder	\$600	–
Infrared goggles	\$1.000R	1 lb.
Laser tripwire	\$30	–
Light sticks (10)	\$1	¼ lb.
Lighter	\$1	–
Metal detector	\$400	2 lb.
Neural recorder	\$2.500R	1 lb.
Pepper spray	\$1	½ lb.
Piercing visor	\$2.500M	1 lb.

Shepherd chip	see text	–
Shepherd chip, falsified	see text	–
Sleeping bag	\$5	1 lb.
Surgery kit	\$80L	5 lb.
Two-way radio	\$10	1 lb.
USB cable (5 ft)	\$1	–
XNAV receiver	\$1.000	1 lb.

Firearms Accessories

Most of the firearms can be equipped with one or more accessories to improve them. Every accessory has a weapon compatibility, showing which accessories are available for each firearm.

Combined Module. The combined module is a multifunctional gadget that combines a laser sight and a tactical flashlight. You can use a bonus action to toggle between the laser sight and the tactical flashlight. You can also use a bonus action to turn it off.

While you have the laser sight on, you gain a +1 bonus on attack rolls made with that firearm against targets no farther than 30 feet away.

While you have the tactical flashlight on, the light illuminates a 40-foot cone with bright light and dim light for an additional 40 feet.

Weapon compatibility: pistols, rifles, shotguns and submachine guns. You cannot add it to a weapon that already has a laser sight or a tactical flashlight.

Concealed Holster. A concealed holster is designed to help keep a weapon out of sight. In most cases, this is a shoulder holster or a waistband holster. While the weapon remains in the holster, you have advantage on Dexterity (Sleight on Hands) checks to conceal it. A character can carry up to three concealed holsters (two shoulder holsters and one waistband holster).

Weapon compatibility: dart guns, pistols, revolvers and taser guns.

Laser Sight. This gadget is a small laser placed on a handgun or a rifle and aligned to emit a visible beam parallel to the barrel to assist in shooting. The laser color can be red or green.

While you have the laser sight on, you gain a +1 bonus on attack rolls made with that firearm against targets no farther than 30 feet away.

Weapon compatibility: pistols, rifles, shotguns and submachine guns. You cannot add it to a weapon that already has a combined module or a tactical flashlight.

Laser Sight, Infrared. This laser sight uses an infrared diode to produce a dot invisible to the eye but detectable with infrared devices.

While you have the laser sight on, you gain a +1 bonus on attack rolls made with that firearm against targets no farther than 30 feet away, if you are wearing infrared goggles. You can use a bonus action to turn the laser on or off.

Weapon compatibility: pistols, rifles, shotguns and submachine guns. You cannot add it to a weapon that already has a combined module or a tactical flashlight.

Scope. Scopes are used to increase the normal range of a weapon, allowing the user to shoot farther without having disadvantage on targeting. Depending on the scope you add to the weapon, you increase the normal range in a specific amount (multiply both the normal and the long range of the firearm by the number in parentheses), as shown on the following table.

Scope	Range Increment
x2	50% (x1,5)
x4	100% (x2)
x8	200% (x4)

Weapon compatibility: light machineguns, rifles, shotguns and submachine guns. You can only add one scope to a weapon.

Scope, Thermal. The thermal scope is a sighting device combining a compact thermographic camera and an aiming reticule. It creates a visual based on the temperature of objects and creatures, allowing you to easily detect any source of heat, such as a creature. This is considered a x4 scope and you can use it both in darkness and through light.

Weapon compatibility: light machineguns, rifles, shotguns and submachine guns. You can only add one scope to a weapon.

Speed Loader. A speed loader holds 6 bullets in a ring, in a position that mirrors the chambers in a revolver cylinder, allowing the character to insert all bullets at once. Using a speed loader you can reload a revolver using a bonus action. You can use an action to put 6 bullets in an empty speed loader for future uses.

Weapon compatibility: revolvers.

Suppressor. A suppressor is a device attached to or part of the barrel of a firearm which reduces (but don't negate) the amount of noise and visible muzzle flash generated by firing.

When you make a ranged attack with a suppressed weapon, you don't automatically reveal your location while hiding. Any creature within 20 feet from the weapon can still hear the gunshot, but not necessarily where it's originated (DC 15 Perception check to notice). You can use your action to add or remove the suppressor from the weapon. A suppressor purchased for one weapon can be used for any other weapon that fires the same caliber of ammunition.

Weapon compatibility: pistols, rifles and submachine guns.

Tactical Flashlight. While you have the tactical flashlight on, the light illuminates a 40-foot cone with bright light and dim light for an additional 40 feet. You can use a bonus action to turn the flashlight on or off.

Weapon compatibility: pistols, rifles, shotguns and submachine guns. You cannot add it to a weapon that already has a combined module or a laser sight (normal or infrared).

Special Ammunition

Each of these projectiles carries a load of some chemical (or alchemical) material inside, such as white phosphorus (fire) or ultraviolet fluid (holy). When it hits a target, the projectile shatters, releasing the material directly onto the target. When you hit a creature with an acid, cold or fire ammunition, you deal an extra 1d4 damage.

The damage type depends on the type of the ammunition.

When you hit a fiend or undead creature with holy ammunition you deal an extra 1d6 radiant damage instead.

Breaching shotgun shells are designed to destroy door deadbolts, locks, and hinges without risking lives by ricocheting or by flying on at lethal speed through the door, as traditional buckshot can. Each one of this shells deals double damage to doors.

Silvered ammunition follows the same rules detailed in the chapter 5 of the *Player's Handbook*.

XREP shotgun shells are long-range wireless electroshock projectiles. A XREP shell deals lightning damage on a hit and the creature must make a DC 15 Constitution saving throw or be paralyzed until the start of your next turn.

Fusion magazines are essentially portable generators that can replace the energy cells used by some energy-based weapons (such as laser pistols and laser rifles), granting an infinite supply of ammunition while attached.

Detonators

Every planted explosive needs a detonator, and it can be detonated manually, automatically or after a determined time depending on the detonator used.

Remote Detonator, Linked. As an action, you can detonate the explosive remotely through a computing device linked to it.

Remote Detonator, Radio. As an action, you can detonate the explosive remotely if you are within 3.000 feet from it.

Remote Detonator, Wired. As an action, you can detonate the explosive remotely if you are within 1.000 feet from it.

Timed. When planting the explosive with a timer, you must determine the number of rounds or minutes for the countdown, up to 10 minutes. When the countdown ends, the explosive is detonated.

Trigger, Pressure. A planted explosive with a pressure trigger will explode when a creature stands on the detonator.

Trigger, Proximity. When your arm a planted explosive with a proximity trigger detonator,

it explodes when a creature moves in the burst area. When planting the explosive, you can reduce the detection radius to a minimum of 5 feet of the explosive.

Trigger, Trip. The explosive is connected to a 20 foot trip wire, and when a creature passes through the wire, the explosive detonates. A creature can detect the wire with a successful DC 12 Wisdom (Perception) check.

Utilities

This section describes items that have special rules or require further explanation.

Binoculars. Objects viewed through the binoculars are magnified to twice their size.

Briefcase. Made from leather and plastic. It has mechanical locks that require either a key or a combination to open.

Chemical, Antitox. A chemical found in many first aid kits, antitox is a special hypodermic injection that can be used to save the life of any creature infected with a poison. Each antitox injector contains a specialized analyzer linked to chemical generators. When the needle penetrates the skin of the target, it samples the target's blood and sends the data back to the analyzer, which determines the nature of the poison and generates an antidote from stored chemical compounds. Once the antitox delivers its specially formulated chemicals, the target creature is completely cured of the poison and its effects in 1d6 rounds.

Chemical, Boost. A drug that is both beneficial and highly dangerous, boost functions as a temporary adrenaline-enhancer. Boost was originally conceived for military purposes in an attempt to make the soldiers stronger, faster, and more combat-capable. A single injection of boost grants the target advantage on all melee attack rolls, Strength checks, and Dexterity saving throws. These effects last for 1 minute (10 rounds). Unfortunately, the side effects of boost almost outweigh the benefits. When finishing the first use effects, if the creature fails a DC 13 Constitution saving throw, it suffers one level of exhaustion, and if the creature uses the boost again before finishing a long rest or if it already has a level of exhaustion, it

automatically suffers another level of exhaustion upon finishing the boost's effects (while the boost is active, the creature ignores the penalties imposed by exhaustion). If the creature uses boost more than 3 times in a 3-day period, it becomes addicted and will believe that it cannot live without the use of the drug at least once per day. If the addicted creature does not make his or her daily use, whenever entering combat or risky situations, the creature must make a DC 13 Wisdom saving throw at the beginning of each turn. On a failed save, the creature is incapacitated until its next turn.

A *calm emotions* spell can suppress the effects of addiction, while a *lesser restoration* spell can rid a creature of its addiction.

Chemical, Neutrad. A chemical found in many first aid kits, neutrad is a special hypodermic injection that can be used to neutralize the effects of radiation poisoning. Each neutrad injector contains a specialized analyzer linked to chemical generators. When the needle penetrates the skin of the target, it samples the target's blood and sends the data back to the analyzer, which determines the nature of the radiation sickness and generates an antidote from stored chemical compounds. Once the neutrad delivers its specially formulated chemicals, the target creature is completely cured of the radiation poisoning and its effects in 1d4 hours.

Chemical, Plastiflesh. Contained in a small spray can, plastiflesh bonds with human skin on contact and accelerates the healing process by providing a layer of artificial skin to seal the wound. The target of the spray immediately recovers 1d4 hit points.

Chemical, Sporekill. A chemical found in many first aid kits, sporekill is a special hypodermic injection that can be used to neutralize the effects of most diseases. Each sporekill injector contains a specialized analyzer linked to chemical generators. When the needle penetrates the skin of the target, it samples the target's blood and sends the data back to the analyzer, which determines the nature of the disease and generates an antidote from stored chemical compounds. Once the sporekill delivers its specially formulated

chemicals, the target creature is completely cured of the disease and its effects in 1d10 hours. Some genetically engineered diseases are created to circumvent sporekill chemical, and are unaffected by this piece of gear.

Computer, Card. As has been the case since the invention of the computer, the miniaturization of technology is most often seen in the area of computer size. The card computer functions as a standard computer but is no bigger than most credit cards. The card computer generates a flat holographic screen up to a 15-inch square. It can be connected via bluetooth to any computerized interface (including display contacts).

Card computers have the ability to place and receive voice/video calls and create and receive text messages, have personal digital assistants, an event calendar, a media player, video games, GPS navigation, digital camera and digital video camera, and can run a variety of third-party software components.

Computer, Desktop. This can be any large computing platform, such as a client workstation or server. The typical desktop computer has hundreds of terabytes of storage space, a hologram player and access to the net.

Computer, Laptop. A portable version of a desktop computer. In general, laptops are as not as fast or powerful as its equivalent desktop version.

Display Contacts. Display contacts are part of the further miniaturization of computers. These contact lenses fit perfectly over the eye and project a semitransparent image that appears to be roughly three feet from you and comparable to a 52-inch monitor. This can be used to show you any computer display (such a card computer) it is linked to, or to provide real-time data on objects and people in your field of vision.

Duracable. Strong as steel, flexible as rubber, and almost as light as normal rope, duracable replaces most cables and ropes as the standard device for lifting, pulling, and support. Duracable is made of lightweight and durable wiring wrapped hundreds of times in a swirl that reinforces itself as more stress is placed

on the coil. Duracable is able to support up to 10 metric tons of weight.

ECM Jammer. An ECM jammer has 10 charges. As an action, you can expend one charge and turn the ECM jammer on, disabling cameras and impeding all incoming and outgoing wireless communication, including smartphones, radio detonators, wi-fi and similar within 100 feet from the ECM jammer for 5 minutes.

Energy Cell, Armor. A special energy cell designed to fuel powered armors. An energy cell contains enough power for a powered armor to work properly for 24 hours.

Fire Extinguisher. The extinguisher has 10 charges. As an action, you can expend one charge to extinguish a 5-foot area of fire.

Flash Goggles. Designed to provide protection against any blinding effects from bright light. While using flash goggles, you are immune against any blinding effect caused by lightning.

Flashlight. A portable hand-held electric light. A flashlight has 5 charges. As a bonus action, you can expend one charge to turn the flashlight on, illuminating a 60-foot cone with bright light and dim light for an additional 60 feet for one hour. You can use a bonus action to turn the flashlight off.

Gas Mask. This mask is used to protect the user from inhaling airborne pollutants and toxic gases. The mask forms a sealed cover over the nose and mouth, but may also cover the eyes and other vulnerable soft tissues of the face. While wearing the mask you are immune to inhaled poisons.

GPS Receiver. It provides geolocation and time information to a GPS receiver anywhere on or near the Earth (or other planet where it has been made) where there is an unobstructed line of sight to four or more GPS satellites.

Grappler Tag. Often used in conjunction with duracable, the grappler tag is a small disc roughly six inches in diameter. When placed against a solid surface, the grappler tag attaches to that surface by magnetism (if the surface is ferrous) or by an array of nearly microscopic metal barbs (if not). The tag can then be attached to duracable and used as an

anchor for climbing, pulling, or any other purpose. A button on the top of the disc releases the grapples tag's hold.

Hologram Player. A hologram player is a small disc with several small light projectors arranged around its outer edge. When activated, the device projects a translucent three-dimensional image as small as a 3-inch cube or as large as a 10-foot cube. The hologram player can be hooked into a hologram recorder (capable of storing three-dimensional images), or even to a card computer to receive three-dimensional images for real-time communications.

Hologram Recorder. A hologram recorder is a cylinder no larger than a pen with a bulbous, transparent cap on one end. The device can make a three-dimensional recording of anything within its cone-shaped recording area. Hologram recorders can store up to one hour of three-dimensional images to be played back on a hologram player or transferred to a computer as video data. Most hologram recorders can also be attached to a card computer to serve as a video input device for real-time holographic communications. The hologram recorder is commonly carried by law enforcement agents, as it allows for the accurate collection of evidence.

Infrared Goggles. An infrared goggles has 10 charges. As a bonus action, you can expend one charge to turn them on and gain darkvision out to a range of 120 feet for 10 minutes.

Laser Tripwire. The laser tripwire is a simple device that replaces the standard physical tripwire. A single focused beam of light is projected out from the tripwire generator until it hits a solid surface. If the beam is broken by, for example, a creature passing through the beam, the tripwire generator immediately sends out a signal from its data port. This can be used to activate an alarm, trigger an explosive device, or even just turn on the lights in a particular room, depending on what event the signal is set to trigger.

Light Sticks. It consists of a translucent plastic tube containing isolated substances that, when combined, make light through chemiluminescence, so it does not require an

external energy source. The light color can vary (usually red, green or blue).

As a bonus action, you can activate the stick, providing bright light in a 20-foot radius and a dim light for an additional 20 feet for one hour. A light stick can only be used once, and when activated it cannot be turned off.

Lighter. A lighter has 20 charges. You can expend one charge to create a flame for one minute. The lighter sheds bright light in a 5-foot radius and dim light for an additional 5 feet.

Metal Detector. A handled portable sensor for detecting bits and pieces of metal in and on the ground. The metal detector has 10 charges. As an action, you can expend one charge to gain advantage on Wisdom (Perception) checks you make when searching for metals and metallic objects for 10 minutes.

Neural Recorder. A flexible cap that resembles a grasping clawed hand, the neural recorder can collect data directly from the human mind. Any visual or auditory memories or thoughts can be transmitted through the neural recorder and stored in its memory or a USB flash drive. Capable of storing up to two hours of data, the neural recorder requires a DC 15 Intelligence check to activate and operate. Using hacking tools allows the character to add its proficiency bonus if it's proficient with the tool. If the subject of the neural recording is willing, the neural recorder collects images and sounds from the subject's mind and stores them as either two-dimensional or three-dimensional recordings. An unwilling subject may make a DC 15 Charisma saving throw to prevent the recorder from functioning.

Pepper Spray. A creature within 10 feet from you must make a DC 15 Constitution saving throw or be blinded for 1d4 rounds. Any creature wearing goggles and gas mask (or something to protect its eyes and nose) automatically passes the check. A spray can only be used once.

Piercing Visor. The piercing visor allows you to see through solid objects. Through a combination motion-sensor data, gravity fluctuations, ambient light penetration, x-rays

and ultraviolet light, heat and infrared signatures, sound waves and sonar, and other sensory inputs, the visor creates an accurate computer-rendered image of what lies beyond intervening objects. Using an action, you can activate the visor's sensors and see through a wall, floor, object, or creature at a range of up to 100 feet.

The visor can penetrate 6 inches of metal (except lead, which it cannot see through) and 1 foot of other materials, including concrete, wood, and plaster.

Shepherd Chip. The shepherd chip is a tiny microchip implanted beneath the surface of the wrist. It contains the bearer's identification information. Some computers can read the shepherd chip and extract its information.

In addition to basic identification information, the people have their banking and credit information keyed to their shepherd chips so that they no longer have to use paper money or credit cards. Businesses love this as it allows them to prevent shoplifting; if a person carries an item from the store, that item's value is immediately deducted from their bank account. Additionally, the shepherd chip can be linked to computers (particularly neural interfaces) such that any information can be transferred between two shepherd chips – a great boon to the espionage community as it allows for discrete information transfers.

Some corporations and governments use shepherd chips to monitor the activities of their citizens. This oppressive, watchful eye of the government is exactly what opponents of the shepherd chip fear. Additionally, a black market for forged or stolen shepherd chips emerged as soon as the chips themselves became widespread, making identity theft and falsification an ever-present crime in some communities.

Shepherd Chip, Falsified. Purchasing a falsified shepherd chip from a black market source can produce mixed results, depending on the skill of the forger. However, a fake shepherd chip is not work for an average Joe, only an expert forger (with a +3 or +4 proficiency bonus with hacking tools) can

gather the necessary components, organize codes and create a functional fake shepherd chip.

When you purchase a fake shepherd chip, the GM secretly makes an ability check for the forger – the one who wrote the programs that will circumvent the verification systems. The result of that check will be compared with a DC that represents the security level of the system: 15 for average security (common stores), up to 30 for maximum security (corporations).

The basic cost of a fake shepherd chip is equal 100 credits multiplied by the forger's proficiency bonus with hacking tools (proficiency only, not skill modifier or any other bonus).

All falsified shepherd chips are illegal.

Surgery Kit. About the size of a small backpack, this kit contains the instruments needed for emergency field surgery. A surgery kit is used when performing surgery (see the Surgery feat).

Two-Way Radio. A hand-held, portable, two-way radio transceiver. Multiple radios use a single channel, and only one radio on the channel can transmit at a time, although any number can listen. The transceiver is normally in receiving mode and when the user wants to talk he presses a "push-to-talk" button. You can communicate with someone using a two-way radio at the same frequency up to 20 miles.

XNAV Receiver. A detector that, similarly to a GPS receiver, would accept X-rays from pulsars and use them to resolve its location, building a galactic GPS system that provides astronauts an accurate map through our solar system. The XNAV receiver is integrated with satellites that provides geolocation and time information and functions just like a GPS receiver anywhere on Earth and its colonies on Moon, Mars, Europa (a Jupiter's moon) and Titan (a Saturn's moon) – where there is an unobstructed line of sight to four or more GPS satellites. It is an indispensable piece of technology for transporters and space workers.

Tools

A tool helps you to do something you couldn't otherwise do. Here are new modern tools you can use.

Tools		
Item	Cost	Weight
Engineering kit	\$50	8 lb.
Forensics kit	\$50	8 lb.
Hacking tools	\$80	6 lb.
Mechanic tools	\$50	8 lb.
Vehicles (land, water, air, or space)	*	*
* See the "Vehicles" section.		

Engineering Kit. This kit includes a soldering gun, wires, clips, wire cutters and various diagnostic tools. Proficiency with this kit lets you add your proficiency bonus to any ability check you make to repair electrical devices and to disarm planted explosives.

Forensics Kit. This kit includes clean containers, labels, gloves, tweezers, swabs, and other items to gather bits of physical evidence and prevent them from becoming contaminated. Proficiency with this kit lets you add your proficiency bonus to any ability check you make to investigate any area or body considered as a crime scene.

Hacking Tools. This kit contains the hardware and software necessary to allow access into most computer systems and electronic devices. Proficiency with hacking tools lets you add your proficiency bonus to any Intelligence checks you make to connect to or make use of a computer system or electronic device. The kit fits snugly in a backpack or toolbox. You might need a computer to use some elements of this kit.

Mechanic Tools. This kit includes basic tools for repairing cars and motorcycles.

Note on Vehicles

Proficiency with vehicles was changed to fit a modern campaign.

If you have proficiency with a certain kind of vehicle (land, water, air, or space), you can add your proficiency bonus to any check you make to control

that kind of vehicle in difficult circumstances.

Land vehicles drawn by animals (such as carriages, carts, chariots, sleds, and wagons) are now covered by the Animal Handling skill. Bicycles are covered by the Athletics skill (for long rides) and Acrobatics (to perform tricks).

Rowboats are covered by the Athletics skill, but sailboats are still covered by the water vehicles tool.

Vehicles

For simply traveling from point to point, the vehicle used is largely a matter of personal style and finances. Skill checks are only required in extraordinary circumstances. These rules are primarily focused on ground vehicles – cars, trucks, and light military vehicles. The rules can be modified for boats, heavier armored vehicles, and aircraft.

Vehicles Rules

Speed. Vehicles have a speed, which is the vehicle's (approximate) top movement speed.

Passengers. The number of Small or Medium passengers the vehicle is designed to carry. The first number lists the minimum crew complement the vehicle needs to function normally. The second value lists the vehicle's maximum of passengers. Vehicles that carry passengers can use that space to carry additional cargo when passengers aren't present. Each unused passenger slot allows the vehicle to carry an additional 100 pounds of cargo.

Cargo. The amount of cargo the vehicle is designed to carry. Many vehicles can carry extra passengers instead of cargo, but doing so is usually a cramped, uncomfortable, and often unsafe experience for those passengers. As a rule of thumb, one additional passenger can be carried for each 250 pounds of unused cargo capacity.

Controlling the Vehicle

In general, while driving a vehicle you don't need to roll for maintaining control of the vehicle, but there are some actions where the driver must make a Dexterity check or lose

the control, such as dodging an obstacle or resisting a ram.

Losing Control

While the vehicle is moving out of control, the driver cannot increase or decrease the speed. At the beginning of each turn while the car is out of control, the driver must roll a d8 and compare the result with the following table.

d8	Result
1	The vehicle decreases its speed up to 20 MPH
2	The vehicle turns to the left and decreases its speed up to 20 MPH
3	The vehicle turns to the right and decreases its speed up to 20 MPH
4	The vehicle spins out of control and decreases its speed up to 40 MPH
5	The vehicle turns to the left and crashes
6	The vehicle turns to the right and crashes
7	The vehicle crashes
8	The vehicle rolls as it crashes, taking 3d6 bludgeoning damage on each turn until it stops

If the vehicle doesn't crash, the driver can use its action on each turn to make a DC 10 Dexterity check to regain control of the vehicle.

Crashing

If a driver lose control of the vehicle, it's very probable that a crash occurs. When it happens, the vehicle and its occupants take bludgeoning damage depending on the speed of the vehicle when it crashes, as shown in the table below.

Any occupant using seat belts suffers only half of the damage. As a reaction, the driver or the passengers can try to escape the car before it crashes by making a DC 15 Dexterity (Acrobatics) check. On a success, they escape the car without taking damage and they are considered knocked prone.

Crash Damage

Crashing Speed	Damage
30 MPH	1d8
40 MPH	2d8
50 MPH	3d8
60 MPH	4d8
70 MPH	5d8
80 MPH	6d8
90 MPH	7d8
100 MPH	8d8
110 MPH	9d8
120 MPH	10d8
130 MPH	11d8
140 MPH	12d8
150 MPH	13d8
160 MPH	14d8
170 MPH	15d8
180 MPH	16d8
190 MPH	17d8
200 MPH	18d8
210 MPH	19d8
220 MPH or more	20d8

Vehicle Combat

As a general rule, the driver has disadvantage on attack rolls while the vehicle is moving, and the driver can only use one handed ranged weapons while driving, such as pistols.

- If the driver or the passengers wants to make an attack using a ranged weapon or a spell, they must unfasten the seat belt first. Fastening or unfastening a seat belt uses a bonus action.
- When making a ranged attack, you can target the vehicle or the occupants.
- Vehicles grants half cover to its occupants. Alternatively, they can use the vehicle AC instead (whichever is higher).
- Vehicles are immune to all conditions and to necrotic, poison, psychic and radiant damage.

Ramming

While driving, you can move your vehicle to an adjacent space of the target and ram it with your vehicle using an action. Make a single melee attack, adding your Dexterity modifier and your proficiency bonus if you are proficient with land vehicles. On a hit, you deal bludgeoning damage to the target and it must make a Dexterity check to maintain the control of the vehicle (the DC equals 10 or half the damage dealt, whichever number is higher).

The damage dealt equals to a damage die based on the vehicle's damage threshold and the driver's Dexterity modifier. As an example, a Sedan ramming another car will deal 1d8 plus the driver's Dexterity modifier. If you are ramming a static target, use the

crash damage table to determine the damage dealt. It's up to the GM to determine if the vehicle is also damaged when ramming a static target.

Vehicle Hit Points

A vehicle reduced to 0 hit points is considered nonfunctional.

Repairing a Vehicle

Repairs to a damaged vehicle can be made in a car workshop using the mechanic tools. You repair a number of hit points equal to 1 + your Intelligence modifier per day and costs 20 credits for material and labor.

Vehicles

Item	Cost	Speed	Passengers	Cargo	Armor Class	HP	Damage Threshold
<i>Land Vehicles</i>							
Motorcycle	\$1.000L	150 MPH	1/2	0	13 + Dex. mod.	22	—
Sedan	\$3.000L	150 MPH	1/5	300 lb.	13 + Dex. mod.	40	8
Sports car	\$8.000L	180 MPH	1/2	200 lb.	13 + Dex. mod.	34	8
Van	\$4.000L	120 MPH	1/9	4.800 lb.	13 + Dex. mod. (max 2)	50	8
Pickup	\$4.000L	120 MPH	1/4	1.600 lb.	14 + Dex. mod. (max 2)	50	8
SUV	\$4.000L	120 MPH	1/5	500 lb.	14 + Dex. mod. (max 2)	50	10
Truck	\$8.000L	100 MPH	1/3	40.000 lb.	15	70	10
APC, wheeled	\$15.000M	100 MPH	1/14	250 lb.	16 + Dex. mod. (max 2)	70	12
<i>Water Vehicles</i>							
Jet ski	\$1.500L	80 MPH	1/2	60 lb.	13 + Dex. mod.	22	—
Speedboat	\$10.000L	80 MPH	1/4	2.100 lb.	13 + Dex. mod.	40	8
<i>Air Vehicles</i>							
Police APC, hoover	\$60.000M	120 MPH	1/12	250 lb.	16 + Dex. mod. (max 3)	70	12
Helicopter	\$25.000L	125 MPH	1/4	250 lb.	13 + Dex. mod.	40	8
Private jet	\$60.000L	400 MPH	2/10	500 lb.	15	50	10
Jumbo jet	\$100.000R	500 MPH	2/300	100.000lb	*	*	*
<i>Space Vehicles</i>							
Space cargo	\$200.000.000R	10.000 MPH	4/4	40.000 ton.	*	*	*
Space cruise ship	\$200.000.000R	10.000 MPH	24/800	1.000 ton.	*	*	*

* These vehicles follow the rules of damaging Huge and Gargantuan objects. See the chapter 8 of the *Dungeon Master's Guide*.

Part 5: Feats

This chapter introduces new feats. As explained in the chapter 6 of the *Player's Handbook*, feats, like multiclassing, are an optional part of the game. However, this supplement rely on feats so that the characters have access to powered armor proficiency, a powerful type of armor strictly controlled by the corporations who manufacture and use them – hardly found loose on the streets. For this reason, none of the classes grants powered armor proficiency.

Feats also let the characters specialize on surgery to install or remove cybernetic attachments by themselves.

Gunslinger

Prerequisite: Proficiency with at least one firearm.

Thanks to extensive practice with firearms, you gain the following benefits:

- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls with firearms.
- Once per turn when you attack with a firearm you can reload it as a free action.

Powerfully Armored

Prerequisite: Proficiency with medium armor

You have trained to master the use of powered armor, gaining the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You gain proficiency with powered armor.

Surgery

Prerequisite: Intelligence 13 or higher, proficiency with the Medicine skill

You are able to perform surgical procedures in order to heal wounds. You gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- You can use surgery to stabilize a dying creature. Surgery restores 1d6 hit points for every character level of the patient (up to the patient's maximum hit points) with a

successful DC 15 Wisdom (Medicine) check. Surgery can only be used successfully on a character once in a 24-hour period. A creature who undergoes surgery gains one level of exhaustion for 24 hours.

- You are able to securely install or remove cybernetic attachments with a successful DC 15 Wisdom (Medicine) check.

To perform a surgery you will need a surgery kit (see the "Gear" section). Without a surgery kit, you have disadvantage on any Wisdom (Medicine) checks you make to attempt to perform a surgery.

In addition, at GM's discretion, the patient must succeed on a DC 12 Constitution saving throw to avoid become infected with the sewer plague whenever he or she is submitted to surgery with rudimentary tools. You can read more about diseases in the chapter 8 of the *Dungeon Master's Guide*.

Zero-G Training

Prerequisite: Dexterity 13 or higher, proficiency with the Athletics skill

You have trained in low-gravity and zero-gravity, gaining the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- All of your speeds increase by +5 feet in a low-gravity environment.
- You take no disadvantage on attack rolls in low-gravity or zero-gravity environments.
- You are immune to the debilitating effects of space sickness.

Part 6: New Spells

The modern-themed spells presented in this chapter are all suitable for the sorcerer, warlock, or wizard spell lists. Spells marked with an asterisk (*) are also suitable for the paladin spell list.

Cantrips (0-Level)

Arcane graffiti
On/Off
Transfer charge

Elemental bullets
Haywire
Machine invisibility
Protection from ballistics
Rotting shot

1st Level

Infallible relay
Degauss
Detect radiation
Mask metal
Power device
Remote access

4th Level

Conjure knowbot
Synchronicity
System backdoor
Wire walk

2nd Level

Arcane hacking
Burglar's buddy
Cryostasis
Dataread
Digital phantom
*Find vehicle**
Relay text

5th Level

Commune with city
Instant connectivity
Shutdown
Space adaptation

6th Level

Mass space adaptation

3rd Level

Electromagnetic pulse

7th Level

Power word blind

Technomagic

Certain of the spells in this section have a special tag: technomagic. Such spells are cast normally, but the technomagic tag indicates that their magic specifically references and interacts with computer systems and electronic devices.

Spells Descriptions

The spells are presented in alphabetical order.

Arcane Graffiti

Conjuration cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

This spell allows you to inscribe your personal rune or a short message, which can be no larger than 2 feet tall and consist of no more than six words, on a nonliving creature or object. The writing can be visible or invisible. An *arcane graffiti* spell enables you to etch the words upon any substance (even stone or metal) without harming the material upon which the mark is placed. If invisible graffiti is made, the casting of any spell within 30 feet causes the words to become visible for 5 rounds.

Arcane Hacking

2nd-level transmutation (technomagic)

Casting Time: 1 action

Range: Self

Components: V, S, M (hacking tools)

Duration: Concentration, up to 1 hour

You gain advantage on all Intelligence checks using hacking tools to break software encryption or online security when using a foreign system. This spell also allows you to break 2nd-level and lower protective spells such as *arcane lock* or *glyph of warding* by making an Intelligence check using hacking tools against the spell save DC of the spell's caster.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can attempt to counteract a spell set to secure the foreign system if the spell's level is equal to or less than the level of the spell slot you used.

Burglar's Buddy

2nd-level illusion (technomagic)

Casting Time: 1 action

Range: Self (10-foot radius)

Components: V, S, M (a camera lens cover)

Duration: 1 minute

You create a magical area around you, suppressing all mechanical or electronic intrusion alarms and alarms sensors in the area. Burglar alarms or other intrusion alarms within the affected area simply fail to function; sensors for intrusion alarm systems (such as motion detectors, IR detectors, pressure sensors, electric eyes, laser tripwire and so forth) also fail to function, sending no

signal to monitoring stations. Video surveillance devices stop sending whatever the image they were photographing the moment when the spell was cast.

Commune with City

5th-level divination (ritual)

Casting Time: 1 minute

Range: Self

Components: V, S

Duration: Instantaneous

You briefly become one with the city and gain knowledge of the surrounding area.

Above ground, this spell gives you knowledge of the area within 1 mile of you.

In sewers and other underground settings, you gain knowledge of the area within 600 feet of you.

You instantly gain knowledge of up to three facts of your choice about any of the following subjects as they relate to the area:

- Terrain and bodies of water
- Prevalent buildings, plants, animals, or intelligent creatures
- Powerful (CR 1 or higher celestials, fey, fiends, elementals, or undead)
- Influences from other planes of existence
- Electrical currents, wireless signals, and active transit lines and tracks

For example, you could determine the location of powerful undead in the area, the location of major sources of electrical power or interference, and the location of any nearby parks.

Conjure Knowbot

4th-level conjuration (technomagic)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 10 minutes

You touch a single computerized device or computer system to conjure a knowbot – a partially sentient piece of software imprinted with vestiges of your own skills and computer abilities. For the duration of the spell, you can use a bonus action to have the knowbot execute a computer-related task that would

normally require an action. The knowbot makes Intelligence ability checks using your ability score and proficiency bonuses (including your proficiency with hacking tools, if applicable).

You have a limited telepathic bond with the knowbot, out to a range of 500 feet from the device or system where the knowbot was conjured. If you move beyond this range, the knowbot disappears in 2d4 rounds, as if the duration of the spell had expired. Moving within range again immediately re-establishes the bond. The knowbot is bound to the system in which it was created, and it stays there until it is dismissed or the spell's duration expires.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the spell's duration increases to 1 hour.

Additionally, your telepathic bond with the knowbot is effective out to a range of 1,000 feet, and if you leave the range of the bond, the knowbot continues performing its last directed task until the spell expires.

Cryostasis

2nd-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (A drop of water and fine dust)

Duration: Instantaneous

You choose one creature within range. You close your fist and instantaneously freeze the air around it in attempt to lock its joints up and freeze them in place. The creature must make a Constitution saving throw. On a failed save, it takes 2d6 cold damage and its speed is reduced to 0 for 1 minute. At the end of each of its subsequent turns, the creature can make a Constitution saving throw in order to end the effect on it.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

Dataread

2nd-level divination (technomagic)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You run your finger over any machine-readable data source (a barcode, a computer disk, a USB drive, or any similar record) to understand the content of the data. You experience the data as it would normally be experienced through an appropriate machine. For example, if reading a USB with music, you hear the music in your head. If reading a word processor file, you visualize and read an image of the page. If reading a barcode, you see the serial number, pricing information, or other barcoded data.

The amount of time required to experience the data is the same as that required to read it by conventional means. You can normally read 2 pages of documents in 1 minute. This spell does not decode encrypted data. Without the encryption code, an encrypted document or file appears as a seemingly random string of characters. If you know the encryption code, however, you can read encrypted data normally with this spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for 10 minutes. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for 1 hour.

Degauss

1st-level transmutation (technomagic)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

By touching a single device that contains electronic files, such as a computer, external hard drive, USB flash drive, or magnetic disk, you erase all files on that device. The device is rendered empty of data.

Detect Radiation

1st-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

For the duration, you sense the presence of radiation in the surrounding area, and you can determine the specific intensity of the radiation of one area or object within 120 feet of you.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Detect Radiation

1st-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

For the duration, you sense the presence of radiation in the surrounding area, and you can determine the specific intensity of the radiation of one area or object within 120 feet of you.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Digital Phantom

2nd-level abjuration (technomagic)

Casting Time: 1 action

Range: Self

Components: V, S, M (a small piece of copper wire or optical fiber)

Duration: Concentration, up to 1 hour

This spell works to actively hide your presence within a computer system. For the spell's duration, you and any other users you choose on your local network gain a +10 bonus to Intelligence checks to avoid detection by ICEs, administrators, knowbots, tracking software, and the like. Whenever you and your chosen users leave any computer system you are working in while this spell is in effect, all trace of your previous presence in that system is erased.

Electromagnetic Pulse

3rd-level evocation (technomagic)

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

When you cast this spell, you send a powerful burst of energy that ruins electronic circuitry in a 20-foot cube. Any computer, telephone, television, or other device with a computer processor inside ceases to function immediately, and the contents of hard drives and other storage media are scrambled. The electromagnetic pulse affects only devices with extensive circuitry, not everything that uses electricity. Ordinarily the lights stay on, although their electronic switches might not function. Automobiles continue to run, although their engines will run more roughly without electronic guidance. Cars with an electronic ignition system won't start after the spell. Devices affected by this spell can be fixed using an engineering kit. Some military gear is immune to energy effects such as *electromagnetic pulse* thanks to a process called tempest hardening. Tempest hardening adds +100 credits to the cost of an item and makes it Restricted (R).

Elemental Bullets

3rd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (pieces of nonmagical ammunition)

Duration: Instantaneous

You infuse a number of pieces of mundane ammunition equal to your spellcasting ability modifier with a single element of your choice. Choose from fire, cold, lightning, acid, poison, or thunder. These bullets deal an extra 2d6 of the chosen type of damage on a hit.

Find Vehicle

2nd-level conjuration

Casting Time: 10 minutes

Range: 30 feet

Components: V, S

Duration: 8 hours

You summon a spirit that assumes the form of a nonmilitary land vehicle of your choice, appearing in an unoccupied space within range. The vehicle has the statistics of a

normal vehicle of its sort, though it is celestial, fey, or fiendish (your choice) in origin. The physical characteristics of the vehicle reflect its origin to some degree. For example, a fiendish SUV might be jet black in color, with tinted windows and a sinister-looking front grille.

You have a supernatural bond with the conjured vehicle that allows you to drive beyond your normal ability. While driving the conjured vehicle, you are considered proficient with vehicles of its type, and you add double your proficiency bonus to ability checks related to driving the vehicle. While driving the vehicle, you can make any spell you cast that targets only you also target the vehicle.

If the vehicle drops to 0 hit points, it disappears, leaving behind no physical form. You can also dismiss the vehicle at any time as an action, causing it to disappear.

You can't have more than one vehicle bonded by this spell at a time. As an action, you can release the vehicle from its bond at any time, causing it to disappear.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can conjure a nonmilitary water vehicle large enough to carry six Medium creatures. When you cast this spell using a spell slot of 5th level or higher, you can conjure a nonmilitary air vehicle large enough to carry ten Medium creatures. When you cast this spell using a spell slot of 7th level or higher, you can conjure any type of vehicle, subject to the GM's approval.

Haywire

3rd-level enchantment (technomagic)

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 minute

This spell plays havoc with electronic devices, making the use of such devices all but impossible. Each electronic device in a 10-foot radius sphere centered on a point you choose within range is subject to random behavior while it remains within the area. A device not held by a creature is automatically

affected. If an electronic device is held by a creature, that creature must succeed on a Wisdom saving throw or have the device affected by the spell.

At the start of each of your turns, roll a d6 for each affected device to determine its behavior. Except where otherwise indicated, that behavior lasts until the start of your next turn while this spell is in effect.

1. The device shuts down and must be restarted. Do not roll again for this device until it is restarted.
- 2–4. The device does not function.
5. The device experiences a power surge, causing an electric shock to the wielder (if any) and one random creature within 5 feet of the device. Each affected creature must make a Dexterity saving throw against your spell save DC, taking 6d6 lightning damage on a failed save, or half as much damage on a successful one.
6. The device is usable as normal.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the radius of the sphere affected by the spell increases by 5 feet for each slot level above 3rd.

Infallible Relay

1st-level divination (technomagic)

Casting Time: 1 minute

Range: Self

Components: V, S, M (a phone chip)

Duration: Concentration, up to 10 minutes

With this spell, you can target any creature with which you have spoken previously, as long as the two of you are on the same plane of existence. When you cast the spell, the nearest functioning phone or similar communications device within 100 feet of the target begins to ring. If there is no suitable device close enough to the target, the spell fails.

The target must make a successful Charisma saving throw or be compelled to answer your call. Once the connection is established, the call is crystal clear and cannot be dropped until the conversation has ended or the spell's duration ends. You can end the conversation at any time, but a target must succeed on a

Charisma saving throw to end the conversation.

Instant Connectivity

5th-level conjuration (technomagic)

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (a device connected to internet worth at least 50 credits)

Duration: Instantaneous

With the aid of instant messaging software, you physically transport the subject or subjects from one place to another. If several willing creatures link hands in a circle, up to eight creatures can be affected by the spell at the same time.

At least one of the creatures affected must be touching a computer with internet connection.

The targets must be sent to a specific computer that is currently active online.

Instant connectivity causes the targets to appear in the room from which the receiving device is, automatically gaining surprise on anyone else in that room.

You must have seen the receiving device for at least 1 minute from 5 feet or less to be able to target that device.

If any of the devices have some kind of security (or if the device is in a secure network), the spell cannot be cast until the security is disabled.

Machine Invisibility

3rd-level illusion (technomagic)

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (a glass lens, which the caster fogs by breathing on it)

Duration: Concentration, up to 10 minutes

Four creatures of your choice within range cannot be detected by video cameras, electronic sensors, or other high-tech detection machines for the duration of the spell. Anything a target is wearing or carrying is likewise undetectable as long as it is on the target's person. The targets remain visible to vision.

Mask Metal

1st-level illusion

Casting Time: 1 action

Components: V, S, M (a magnet)

Range: Touch

Duration: Concentration, up to 1 hour

This spell makes a single metal object weighing no more than 24 pounds undetectable to metal detectors. When a character makes a Wisdom (Perception) check to detect the object, he or she does not gain advantage from any device that detects metal.

Mass Space Adaptation

6th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: S, M (a small meteoroid or fragment of a crashed satellite)

Duration: 1 hour

You can magically render you and up to four creatures of your choice that you can see within the range immune to the harmful environmental effects of the vacuum, as in the *space adaptation* spell.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you can target two additional creatures for each slot level above 6th.

On/Off

Transmutation cantrip (technomagic)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

This cantrip allows you to activate or deactivate any electronic device within range, as long as the device has a clearly defined on or off function that can be easily accessed from the outside of the device. Any device that requires a software-based shutdown sequence to activate or deactivate cannot be affected by on/off.

Power Device

1st-level transmutation (technomagic)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 10 minutes

You touch an electrical or mechanical device that requires a power source. For the duration of the spell, the device functions exactly as it normally would if it had conventional power. This spell can affect any household or handheld device, or general-purpose vehicle. Larger or more intricate devices cannot be powered with this spell.

Power Word Blind

7th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

You speak a word of power that destroys the senses of one creature you can see within range, leaving it utterly blinded. If the target has 150 hit points or fewer, it is blinded. Otherwise, the spell has no effect. The blinded target must make a Constitution saving throw at the end of each of its turns. On a successful save, the spell ends.

Protection from Ballistics

3rd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a shell casing)

Duration: Concentration, up to 10 minutes

This spell enchants the flesh of the target against the impact of bullets. Until the spell ends, the target has resistance to nonmagical ballistic damage.

Relay Text

2nd-level transmutation (technomagic)

Casting Time: 1 action

Range: Unlimited

Components: V, S

Duration: Instantaneous

You cause a text message of up to 25 words to appear on the screen of an electronic device capable of receiving such messages, such as a smartphone, tablet, or computer. If the device is turned on, the message appears instantly; if not, the message appears as soon as someone

turns it on. The message remains onscreen until read, then disappears, leaving no electronic record of its appearance. You must have seen the device to send a message to it.

Remote Access

1st-level transmutation (technomagic)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: 10 minutes

You can use any electronic device within range as if it were in your hands. This is not a telekinesis effect. Rather, this spell allows you to simulate a device's mechanical functions electronically. You are able to access only functions that a person using the device manually would be able to access. You can use *remote access* with only one device at a time.

Rotting Shot

3rd-level necromancy

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (A piece of mundane ammunition)

Duration: Instantaneous

You infuse your next bullet with foul, strength sapping energy. If the bullet hits a creature, it deals an extra 1d8 necrotic damage and the target must make a Constitution saving throw. On a failed save, it takes an additional 1d8 necrotic damage and have disadvantage on Strength ability checks and saving throws for 1 minute.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

Shutdown

5th-level transmutation (technomagic)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

This spell shuts down all electronic devices within range that are not wielded by or under

the direct control of a creature. If an electronic device within range is used by a creature, that creature must succeed on a Constitution saving throw to prevent the device from being shut down. While the spell remains active, no electronic device within range can be started or restarted.

Space Adaptation

5th-level transmutation

Casting Time: 1 action

Range: Self

Components: S, M (a small meteoroid or fragment of a crashed satellite)

Duration: 1 hour

This spell allows you to launch yourself in to the void of space. Until the spell ends, you are immune to the harmful environmental effects of the vacuum, including radiation, extreme temperatures, and lack of air.

In addition, you can move through the vacuum of space with a flying speed of 30 feet, and your movement is not limited to straight lines anymore. However, you still have disadvantage on all your attack rolls and ability checks while you are in zero-gravity. **At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the duration increases by 1 hour for each slot level above 3rd.

Synchronicity

4th-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

The creature you touch feels reality subtly shifted to its favor while this spell is in effect. The target isn't inconvenienced by mundane delays of any sort. Traffic lights are always green, there's always a waiting elevator, and a taxi is always around the corner. The target can run at full speed through dense crowds, and attacks of opportunity provoked by the target's movement are made with disadvantage.

Synchronicity grants advantage to Dexterity (Stealth) checks, since the target always finds a handy piece of cover available.

Additionally, the target has advantage on all ability checks made to drive a vehicle.

In the event that two or more creatures under the effect of *synchronicity* are attempting to avoid being inconvenienced by each other, compare the spell attack bonus of the casters who have launched *synchronicity* on them, the one that has the best bonus has the priority. In case of a tie, the creatures engage in a contest of Charisma each time the effects of the spells would oppose each other.

System Backdoor

4th-level transmutation (technomagic)

Casting Time: 1 minute

Range: Self

Components: V, S, M (hacking tools)

Duration: Concentration, up to 1 hour

This spell allows you to bypass system security in order to create a secure login on a foreign system. The login you create allows you administrator-level privileges in any computer system not enhanced through technomagic. The login defeats any technomagic defensive spells of 3rd level or lower.

Once the duration of the spell expires, the login and all privileges are wiped from the system. System logs still show the activity of the user, but the user identification cannot be found or traced.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you are able to bypass technomagic spells if the spell's level is equal to or less than the level of the spell slot you used.

Transfer Charge

Transmutation Cantrip

Casting Time: 1 action

Range: Touch

Components: V

Duration: Instantaneous

You can transfer any number of charges from one battery to another battery or from one energy cell to another energy cell. You can only transfer charges using two objects of the exact same type (two batteries of the same size, two identical energy cells, or the like);

you transfer charges from the source object to the receiving object.

You must declare how many charges you are transferring before casting this spell. If you transfer more charges from the source than the receiving item can hold, the receiving item takes 1d6 lightning damage. This spell provides no knowledge of how many charges a receiving item can safely hold, but you can choose to transfer fewer charges than the maximum allowed reducing the risk.

Wire Walk

4th-level conjuration (technomagic)

Casting Time: 1 action

Range: 10 feet

Components: V

Duration: Instantaneous

This spell instantly transports up to six willing creatures of your choice that you can see within range to the location of a telephone you call. The telephone must be answered (either by a creature or by an answering machine), and it works only over an open line. You arrive adjacent to the device (within 5 feet of it), and any other creatures transported by the spell appear next to you.

Part 7: Cybernetics

A cybernetic attachment is a hardware designed to be implanted or grafted onto a biological life form to function as part of that individual's body, either to replace a damaged or missing part, or to provide some enhancement.

Installation and Removal

Installing or removing a cybernetic attachment requires a surgery (see the Surgery feat).

Removing a cybernetic attachment without proper surgery causes lasting physical trauma to the patient's body, reducing its maximum hit points by 2d6.

Number of Attachments

You can have a maximum number of cybernetic attachments equal to 1 + your Constitution modifier (minimum 0).

You may have more cybernetic attachments installed on your body than it can bear.

However, too much attachments causes you to become overloaded (see box below) until the offending attachments are removed.

Only living creatures can have cybernetic attachments.

New Condition: Overloaded

- An overloaded creature regains only half the normal number of hit points from spending Hit Dices and no hit points from finishing a long rest.
- At the end of a long rest, the creature regains up to ¼ of its total Hit Dice.
- The creature loses the ability to cast one spell of the highest level it can cast.
- The creature has disadvantage on spell attack rolls, and a target of its spells has advantage on saving throws to resist its effects.

Lightning Vulnerability

If you have one or more cybernetic attachments, you have vulnerability to lightning damage. This vulnerability to electricity can be offset by an anti-shock implant.

Lightning Resistance and Cybernetics

A dragonborn with blue or bronze draconic ancestry or other creature with lightning resistance that makes use of cybernetic attachments not shielded by an anti-shock implant loses the benefit of the damage resistance until it has its cyberware protected by an anti-shock implant.

Type

Cybernetic attachments can be internal or external. External cybernetic attachments are fairly obvious, unless they are hidden with artificial skin or an organic makeup (requiring an ability check with a disguise kit).

Deactivation

If you drop to 0 hit points, you must succeed in a DC 15 Constitution saving throw or one of your cybernetic attachments (determined randomly or chosen by the GM) ceases to function and you suffer the effects of the disability – as noted in the description of the cybernetic attachment – for as long as the attachment remains disabled.

Attachment Descriptions

The cybernetic attachments are presented in alphabetical order.

Anti-Flare Implants

Internal

Your corneas are replaced with artificial ones equipped with flare suppressors that react instantly to bright flashes of light. Blinding effects produced by bright lights have no harmful or debilitating effect on you.

Cost. 500 credits

Anti-Shock Implant

Internal

This tiny implant, embedded near your brain stem, protects itself and other cybernetic hardware on your body against lightning damage. This implant negates the lightning vulnerability caused by the use of cybernetic attachments.

This implant also can be used to negate androids' lightning vulnerability, but it's more expensive in this case.

Cost. 600 credits (1.800 credits for androids)

Artificial Organ

Internal or External

An artificial organ fully replaces a defective or destroyed biological organ, such as a heart, lung, eye, or ear. The artificial organ duplicates the function of its biological counterpart. It provides no special benefits.

Cost. 1.000 credits

Artificial Organ Upgrade

Internal or External

This upgraded version of the standard artificial organ not only replaces a defective or destroyed biological organ but is also more resilient than its technological predecessor. The artificial organ upgrade duplicates the function of its biological counterpart and cannot be disabled when you drop to 0 hit points.

Cost. 5.000 credits

Cosmetic Implants

Internal

Cosmetic implants on this level go well beyond the plastic surgery of past decades. This is full-blown body appearance modification, allowing the recipient to look like nearly any humanoid of approximately the same shape. It's possible to look like another species (such as an elf or half-orc), or a humanoid with animal traits (wolf-men and cat- or rabbit-women are particularly popular), change ethnicity, or simply mould features to achieve greater beauty (or greater ugliness, if preferred).

The exotic appearance of a recipient with cosmetic implants makes the initial reaction of other characters more severe. Those who find themselves liking the recipient are moved to greater helpfulness by his appearance, whereas those who initially dislike the recipient are pushed into true hostility by his unusual or highly sculpted looks.

Cost. 2.500 credits

External Weapon Mount

External

Your prosthetic arm ends in a melee or ranged weapon instead of a hand. The cost of this implant does not include the prosthetic arm or weapon (both must be bought separately).

Melee Weapon Mount. 600 credits (M)

Ranged Weapon Mount. 20.000 credits (M)

Initiative Implant

Internal

The initiative implant consists of a series of wires threaded around the recipient's spinal cord and attached to the recipient's nervous system. The implant stimulates faster response times.

You gain a +2 bonus on initiative checks.

Cost. 2.500 credits

Internal Weapon Mount

Internal

You have a subcutaneous melee or ranged weapon embedded in your body, usually in a prosthetic forearm or hand. The weapon extends from the prosthesis and is visible when in use. Extending or retracting the weapon is a free action.

Spotting a retracted weapon requires a successful Wisdom (Perception) check opposed by your Dexterity (Sleight of Hand) check. You have advantage on your check. The cost of this implant does not include the prosthetic arm or weapon (both must be bought separately).

Melee Weapon Mount. 800 credits (M)

Ranged Weapon Mount. 1.000 credits (M)

Invisiware

External

This technology enables its recipient to turn invisible for a short time. Invisiware uses crystalline refractors grafted to the skin and powered by rechargeable solar battery units protruding from various points on the recipient's body (usually the spine).

By using invisware to bend light around its body, the recipient can turn invisible (see the appendix A of the *Player's Handbook*).

Activating or deactivating invisware is a free action. However, the technology consumes a great deal of the battery power; after 10 rounds of use, the solar batteries must be recharged for 1 hour, during which time the invisware cannot be activated.

Cost. 50.000 credits (M)

Laser Optics

Internal

Your eyes are replaced with ocular implants capable of firing thin laser beams. A single “laser eye” deals 2d6 fire damage and has a range 20/60. Each additional eye adds +2 to the damage roll (thus, a pair of laser eyes would deal 2d6+2 fire damage).

A creature equipped with multiple laser eyes must fire them simultaneously at the same target.

Single. 15.000 credits (M)

Pair. 22.500 credits (M)

Trio. 30.000 credits (M)

Neural Interface

Internal

A neural interface is a small internal implant placed at the base of your brain that allows you to access the Matrix without the need of any external device. You can also connect yourself to a computer and operate it from the cyberspace.

Once in the Matrix, you experience a virtual reality through an avatar. Typically your avatar has the same looks as you, although anyone is able to choose his or her exact appearance through a basic knowledge with hacking tools.

A data port located at the base of your skull or above one of your ears allows for the insertion of a USB cable, allowing data transfers without an online connection. The class of a neural interface determines features such connection speed and security (see the “Netrunning” chapter). The classes of neural interfaces and their costs are the following.

D-Class. 1.000 credits

C-Class. 1.500 credits

B-Class. 3.000 credits

A-Class. 5.000 credits

S-Class. 10.000 credits

Nightvision Optics

Internal

Your eyes are replaced with ocular implants that enable you to see better in the dark. You gain darkvision out to a range of 60 feet.

All of your eyes must be replaced to gain any benefit.

Cost. 1.000 credits

Oxygenator

Internal

This implant is a reservoir of compressed oxygen that is released directly into the bloodstream when oxygen levels are too low. You can do without air for 10 minutes before having to hold your breath. Once the 10-minute reservoir is exhausted, the implant cannot be used again for 24 hours. It recharges by culling oxygen from your lungs and skin pores.

Cost. 900 credits

Prosthetic Arm

External

A prosthetic arm fully replaces a lost or destroyed biological arm and may begin at the shoulder, elbow, or wrist. A prosthetic arm duplicates the function of its biological counterpart. It provides no special benefits.

Cost. 800 credits

Prosthetic Arm Upgrade

External

This upgraded version of the standard prosthetic arm not only replaces a lost or destroyed arm but is also more resilient than its technological predecessor. The prosthetic arm upgrade duplicates the function of its biological counterpart and cannot be disabled when you drop to 0 hit points.

Cost. 2.500 credits

Prosthetic Leg

External

A prosthetic leg fully replaces a lost or destroyed biological leg and may begin at the thigh, knee, or ankle. A prosthetic leg

duplicates the function of its biological counterpart. It provides no special benefits.
Cost. 800 credits

Prosthetic Leg Upgrade

External

This upgraded version of the standard prosthetic leg not only replaces a lost or destroyed leg but is also more resilient than its technological predecessor. The prosthetic leg upgrade duplicates the function of its biological counterpart and cannot be disabled when you drop to 0 hit points.

Cost. 2.500 credits

Psi Implant

Internal

This brain implant stimulates neuron activity in underdeveloped regions of the recipient's brain, unlocking latent psionic abilities.

You learn two cantrips of your choice from the wizard spell list. Intelligence is your spellcasting ability for them. You can cast these spells without components.

Cost. 20.000 credits (M)

Subcutaneous Body Armor

Internal

Subcutaneous body armor consists of small plates of flexible armor implanted under your skin. You gain a natural armor bonus to AC. The bonus depends on the density of the armor: Light +1, Medium +2, Heavy +3. You can't have more than one subcutaneous body armor implanted on your body at the same time.

Light. 1.000 credits (M)

Medium. 2.500 credits (M)

Heavy. 10.000 credits (M)

Targeting Optics

Internal

Your eyes are replaced with ocular implants that use a projected targeting reticule to improve your aim. You gain a +1 bonus on all attack rolls made with ranged weapons. All of your eyes must be replaced to gain any benefit.

Cost. 800 credits (M)

Gadgets

Cybernetic gadgets do not count toward your maximum number of cybernetic attachments (and might even decrease the count of cybernetic attachments grafted on your body), but cannot be installed without a related cybernetic attachment. They are modifications to existing cybernetic attachments, not implants in their own right.

Unobvious

An unobvious cybernetic attachment doesn't look like a cybernetic device when not in use. Cybereyes appear to be nothing more than normal human organs, cyberlimbs show no sign of enhanced power or function, and even dermal armor is streamlined enough to not change the recipient's shape. A DC 20 Wisdom (perception) check is required to realize the recipient has the cybernetic attachment, and even then its exact function is not obvious until it is used.

Obviously, there are limits to what can be hidden. No externally mounted cybernetic attachment can be unobvious, and no amount of camouflage will hide the fact that a 5-foot-tall girl picking up a small car doesn't have some unusual ability, even if her cyberlimbs appear to be normal flesh and blood.

Normal camouflage for cybernetic attachments applies only to casual, visual inspection. It's possible to camouflage devices against any form of detection or scan (including metal detectors and X-rays) with the sensor baffling gadget (see below). Even so, no cybernetic attachments can remain hidden if the recipient is the target of a thorough medical examination.

An unobvious cybernetic attachment costs additional 400 credits and has a licensed (L) restriction.

Integrated Cybernetics Attachments

Integrated cybernetic attachments combine the function of two or more cybernetic attachments into a single attachment that counts as only one implant toward your number of cybernetic attachments.

An integrated cybernetic attachment costs additional 400 credits for each additional cybernetic attachment to be combined. The cost of this gadget does not include the cost of the attachments to be integrated – they must be bought each one separately.

Prosthetic Enhancer

This gadget attaches to a prosthetic arm or leg, making it stronger.

If attached to a prosthetic leg, the prosthetic enhancer increases the recipient's base speed by 10 feet. In addition, any unarmed attack made with an enhanced prosthetic leg deals an additional dice of damage.

If attached to a prosthetic arm, the prosthetic enhancer grants a +1 bonus on Strength- and Dexterity-based ability checks. In addition, any unarmed attack made with an enhanced prosthetic arm deals an additional dice of damage.

An enhanced prosthetic leg or arm costs additional 2.000.

Sensor Baffling

From simple metal detectors to advanced x-ray scanners, there's always a way to detect cybernetics. The ability to confuse sensors can be invaluable, especially when smuggling weapon implants past security.

Any cybernetic attachment with a sensor baffling gadget increases by 5 the DC of checks made to detect the device with sensors or other detection devices. Even so, no cybernetic attachment s can remain hidden if the recipient is the target of a thorough medical examination.

A cybernetic attachment can have sensor baffling without being unobvious, but this means the attachment is still clearly cybernetic when observed visually and the +5 DC applies only to scanners and similar detection methods.

A sensor baffling cybernetic attachment costs additional 600 credits and has a restricted (R) restriction.

Part 8: Environment

This chapter covers some new forms of environmental hazards that can hinder a cyberpunk adventurer.

Electricity

Electrical hazards come in many forms, including stun guns, downed power lines, and electric security fences. The table Lightning Damage gives damage values for various electrical hazards based on relative voltage. A creature can make a Constitution saving throw to reduce the damage by half. If that character is not grounded or is otherwise insulated from the current, a successful save indicates that no damage is suffered.

Lightning Damage			
Type	Example	Damage	Save DC
Jolt	Car battery	1d4	10
Low voltage	Fuse box	2d6	15
Medium voltage	Electric fence	4d6	15
High voltage	Power line	8d6	20

Radiation

When a creature is exposed to radiation, it must succeed on a Constitution saving throw or become afflicted with radiation sickness. The save DC vary with the dose of radiation to which a creature is exposed. To determine the degree of exposure, start with the type of exposure:

- An **irradiated area**, such as the area near a nuclear explosion, after the fact, or a lab that has been flooded with radioactive gas, has a base save DC of 10.
- A specific **source of radiation**, such as a lump of radioactive material, has a base save DC of 12.

Then add the following modifiers to determine the final DC for the Constitution saving throw, and when a new save must be done if the creature doesn't leave the irradiated area or the source of radiation.

- **Mild:** DC +0 (12 hours)
- **Low:** DC +3 (6 hours)
- **Moderate:** DC +6 (3 hours)
- **High:** DC +9 (1 hour)
- **Severe:** DC +12 (1 minute)

On each failed save, the creature gains one level of exhaustion. Even after leaving the irradiated area, a creature that fails its Constitution saving throw become afflicted with radiation sickness. The afflicted creature regains only half the normal number of hit points from spending Hit Dices and no hit points from finishing a long rest. At the end of each long rest, an afflicted creature must make a Constitution saving throw with the same DC of the exposure. On a failed save, the creature gains one level of exhaustion. On a successful save, the creature's exhaustion decreases by one level. If a successful saving throw reduces the afflicted creature's level of exhaustion below 1, the creature recovers from the radiation sickness.

Space

The immeasurable gulf of space is home to everything on the Material Plane, housing more stars and planets than could ever be recorded. During their careers, the cyberpunk adventurers sometimes will need to venture into space. Traveling to colonies on our neighboring planets, exiting the atmosphere, or visiting an orbiting space station are all examples of common travel that require at least a brief time in space.

Vacuum

Despite some popular myths, moving into a vacuum does not cause the body to explosively decompress, nor does it cause instant freezing as heat bleeds away from the body. Rather, the primary hazards of surviving in the vacuum of space are the lack of air and exposure to unfiltered ionizing radiation.

The real danger of vacuum comes from suffocation, though holding one's breath in

vacuum damages the lungs. A creature who attempts to hold its breath must make a Constitution check (DC 15) every round; the DC increases by 1 each round, and on a successful check the creature takes 1d6 bludgeoning damage (from the pressure on the linings of his lungs), and its hit point maximum is reduced until it finishes a long rest by an amount equal to the bludgeoning damage it has took.

If the check fails, or when the creature simply stops holding his breath, it begins to suffocate (see the chapter 8 of the *Player's Handbook*). On the third round of exposure to vacuum, even creatures that succeed on its Constitution check suffer from **aeroembolism** (“the bends”). The creature suffers excruciating pain as small air bubbles form in its bloodstream; it is considered stunned and remains so until returned to normal atmospheric pressure.

Unfiltered radiation bombards any creature trapped in the vacuum of space without protective gear. A creature exposed to this ionizing radiation suffers from severe sunburn as well as the effects of radiation on a **moderately irradiated area** (see the “Radiation” section”).

Additionally, a character in vacuum cannot cast a spell with a verbal component.

Solar Flares

Solar flares release tremendous amounts of electromagnetic energy (including harmful ultraviolet rays and X-rays), as well as highly charged protons and electrons. The effects are comparable to a radioactive blast from one hundred million billion tons of TNT (compared to the 20,000-ton equivalent blasts that destroyed Hiroshima and Nagasaki). Fortunately, while solar flares aren't rare, they are predictable.

An unprotected creature exposed to radiation from a solar flare is treated as if it was on a **severely irradiated area** for the purposes of determining the radiation's effects (see the “Radiation” section”).

Cosmic Rays

Cosmic rays, unlike solar flares, cannot be predicted. Consisting of subatomic particles moving at relativistic speeds, these rays can penetrate miles of solid mass (though extremely few get through the Earth's atmosphere without colliding with other atoms or molecules, effectively rendering them harmless). In space, these subatomic particles can cause severe cell damage, even genetic mutation.

An unprotected creature exposed to radiation from a cosmic ray shower is treated as if it was on a **highly irradiated area** for the purposes of determining the radiation's effects (see the “Radiation” section”).

Gravity

The force that gravity exerts on a creature determines how they develop physically as well as their ability to perform certain actions. In addition, gravity affects the amount of damage a character takes from falling. Gravity conditions may vary considerably from one environment to the next. For ease of play these rules present four simplified gravity environments: **normal-gravity**, **low-gravity**, **high-gravity**, and **zero-gravity**. The following sections summarize the game effects for each type of environment.

Normal Gravity

Normal gravity equates to gravity on Earth. Environments with normal gravity do not modify a creature's speed, carrying capacity, or the amount of damage it takes from a fall.

Low-Gravity

In a low-gravity environment, the pull of gravity is significantly less than what we experience living on Earth. Although an object's mass does not change, it becomes effectively lighter. This means that creatures bounce when they walk. It becomes easier to lift heavy objects as well as perform Strength-related tasks. In addition, creatures take less damage from falling.

Speed. While in a low-gravity environment, a creature can jump three times as high and as far. Movement speed, however, stays the same, as moving in great bounds is awkward and difficult to control.

Carrying Capacity. A creature's carrying capacity (and thus the weight it can push, drag or lift) is tripled in a low-gravity environment.

Attack Rolls. Creatures have disadvantage on attack rolls and Strength ability checks while operating in a low-gravity environment unless they are native to that environment or have the Zero-G Training feat. Thrown weapons have their ranges tripled.

Falling Damage. Creatures do not fall as quickly in a low-gravity environment as they do in a normal-gravity environment.

Creatures take only half damage from falling.

Long-Term Effects. Long-term exposure to low-gravity conditions can cause serious problems when returning to normal gravity. A creature that spends 120 hours or more in a low-gravity environment suffers disadvantage in attack rolls, ability checks and saving throws involving Strength upon returning to normal gravity. This penalty disappears after the creature finishes a long rest.

High-Gravity

In a high-gravity environment, the pull of gravity is significantly greater than that which we experience living on Earth. Although an object's mass doesn't change, it becomes effectively heavier. It becomes harder to move and carry heavy objects as well as perform Strength-related tasks. In addition, creatures take more damage from falling. Even the simple task of walking or lifting one's arms feels more laborious.

Speed. The creature's speed is halved in a high-gravity environment. This penalty applies to all of the creature's speeds.

Carrying Capacity. A creature's carrying capacity (and thus the weight it can push, drag or lift) is halved in a high-gravity environment.

Attack Rolls. Creatures have disadvantage on attack rolls and Strength ability checks while operating in a high-gravity environment unless they are native to that environment.

Falling Damage. Creatures fall more quickly in a high-gravity environment than they do in a normal-gravity environment. Creatures take double damage from falling.

Long-Term Effects. Long-term exposure to high-gravity conditions can cause serious problems when returning to normal gravity. A creature that spends 120 hours or more in a high-gravity environment suffers disadvantage in attack rolls, ability checks and saving throws involving Dexterity upon returning to normal gravity. This penalty disappears after the creature finishes a long rest.

Extreme Gravity

An environment where the gravity is at least five times as strong as standard gravity is extremely dangerous to most creatures. In addition to the limitations of high-gravity, a creature in this environment takes 1d6 bludgeoning damage at the start of each of its turns (but potentially more, depending on the intensity of the gravity).

Zero-Gravity

Creatures in a zero-gravity environment can move enormously heavy objects. As movement in zero-gravity requires only the ability to grab onto or push away from larger objects, ability checks made to climb or jump no longer apply.

Most creatures find zero-gravity environments disorienting, suffering the effects of **Space Adaptation Syndrome** (space sickness).

Space Adaptation Syndrome. A creature exposed to weightlessness must make a DC 15 Constitution saving throw to avoid the effects of space sickness. Those who fail the save suffer one level of exhaustion. The effects persist for 8 hours. A new save is required every 8 hours the creature remains in a zero-gravity environment.

Speed. While in a zero-gravity environment, a creature gains a flying speed equal to its base walking speed, or it retains its natural flying speed (whichever is greater). However, movement is limited to straight lines only; a

creature can change course only by pushing away from larger objects (such as bulkheads).

Carrying Capacity. A creature's carrying capacity (and thus the weight it can push, drag or lift) increases by 10 times in a zero-gravity environment.

Attack Rolls. Creatures have disadvantage on attack rolls and Strength ability checks while operating in a zero-gravity environment unless they are native to that environment or have the Zero-G Training feat.

Long-Term Effects. Long-term exposure to zero-gravity conditions can cause serious problems when returning to normal gravity. A creature that spends 120 hours or more in a zero-gravity environment suffers disadvantage in attack rolls, ability checks and saving throws involving Strength upon returning to normal gravity. This penalty disappears after the creature finishes a long rest.

travel to the edges of the solar system and perhaps to another solar system entirely.

Interplanetary Travel Times (from Earth)

Destination	Distance (mi)	Time
Sun	93.000.000	97 days
Mercury	56.950.000	59 days
Venus	26.040.000	27 days
Moon	240.000	6 hours
Mars	48.360.000	50 days
Jupiter	390.600.000	1 year, 41 days
Saturn	704.940.000	2 years, 4 days
Uranus	1.687.020.000	4 years, 296 days
Neptune	2.715.600.000	7 years, 272 days
Pluto	3.574.920.000	10 years, 71 days
Eris	8.857.000.000	25 years, 93 days

Weight vs. Mass

While an object in zero gravity loses weight, it does not lose mass or momentum. Thus, while a character could push a 10-ton piece of equipment around in space, albeit slowly, getting it to stop is a bit more difficult. If a creature were to come between that piece of equipment and a solid object, that character would be crushed as if he were in full gravity – just more slowly.

For simplicity, assume that the carrying capacity used to lift or move an object in zero-gravity increases by 10 times. However, stopping an object already in motion does not receive this same bonus (use the normal carrying capacity).

Interplanetary Travel

Interplanetary travel becomes possible in a cyberpunk campaign. Ships fitted with magnetic ram scoops allow the crew to manufacture fuel from particles of hydrogen gas floating loose in space (though at only a few atoms per cubic inch). Such a ship could even incorporate a particle accelerator that converts matter into antimatter — with far more efficient thrust-to-payload ratios than solid fuel. With a sufficient supply of food, water, and oxygen, a ship so equipped could

Part 9: Netrunning

“Cyberspace. A consensual hallucination experienced daily by billions of legitimate operators, in every nation, by children being taught mathematical concepts... A graphic representation of data abstracted from banks of every computer in the human system. Unthinkable complexity. Lines of light ranged in the nonspace of the mind, clusters and constellations of data. Like city lights, receding...”

—William Gibson, *Neuromancer*

Node

A **node** is a specific area of the Matrix – the equivalent of an old internet page. There are four types of nodes: public, private, restricted and personal.

Public Node. An area with free access.

Private Node. An area that requires a registered account and a password to access (such a corporation, government or university system). Usually, anyone can create an account on a private node.

Restricted Node. A highly protected area that, in addition to requiring authorized accounts and passwords, has more sophisticated security system (such an ICE), that can harm, or even kill, the user who tries to force his entry. The authorization to access a restricted node belongs only to system’s administrators (such as heads of government departments or senior business executives).

Personal Node. Your personal node can be accessed only by those you allow and while you are in it. If someone tries to invade your private node, you will know immediately. Private nodes have limited environment processing capabilities; usually they can be infinite white spaces, data halls with gates to the most accessed nodes, or a dive in crystal clear water.

Moving Between Nodes

Upon entering the Matrix, you are in a public node that is a virtual reproduction of the city where you are. All the private nodes connected to the city are represented by a

gate – a portal to a destiny in another node.

When you cross a gate, you make a **jump** and appear in the node to which the gate leads.

If you want to go to a node in another city, you need to pass through one of the several gates in your current city that leads to the **cyberworld**, a public node that is a representation of Earth and its colonies on the Moon, Mars, Europa and Titan – indicating all its largest metropolitan public nodes as green light dots in the globes. You seem to float in outer space, and by touching one of the green dots on the maps, you open a gate to the selected node.

To move to your personal node, you can use an action to issue a mental command to your neural interface, and then a gate to your personal node appears within 5 feet in front of you. This personal gate can only be seen or crossed by you and by those you allow. To leave your personal node the process is the same, but you can create a gate to a public, private or restricted node that you have access to. You can immediately expel anyone who is on your personal node through a similar mental command (this also requires an action).

Entering restricted nodes is somewhat more complicated. Only restricted nodes with the lowest level of protection have permanent gates located within private nodes. It is common for only authorized characters to be able to open gates to a restricted node. The process to create this gate is the same as for creating gates to a personal node, with the difference that the person does not choose who can see or cross the gate – anyone with the same authorization can see or pass through it.

Jumps

When you move through the nodes of the Matrix, you make a jump. During the jump, you seem to be speeding through a brilliant tunnel of information, along with any other creatures that cross the same gate as you. Those creatures with faster interfaces disappear from the tunnel in a flash of light and emerge on the destination node first than those with slower interfaces, unless they

Jump Time

Destination Node	D-Class	C-Class	B-Class	A-Class	S-Class
To your personal node	1 turn	1 turn	1 second	1 second	1 second
Up to 600 miles	2 turns	1 turn	1 turn	1 second	1 second
600 to 3.000 miles	3 turns	2 turns	1 turn	1 turn	1 second
3.101 to 6.000 miles	4 turns	3 turns	2 turns	1 turn	1 second
Over 6.000 miles	5 turns	4 turns	2 turns	2 turns	1 turn
Earth to Moon	10 turns	5 turns	3 turns	2 turns	1 turn
From Earth/Moon to Mars ¹	1 hour	30 minutes	10 minutes	5 minutes	10 turns
From Earth/Moon to Europa ²	2 hours	1 hour	20 minutes	10 minutes	2 minutes
From Earth/Moon to Titan	3 hours	1 ½ hour	30 minutes	20 minutes	3 minutes

¹Use this jump time also for between Mars and Europa or between Europa and Titan.

²Use this jump time also for between Mars and Titan.

voluntarily want to take longer jump times (if they are fighting a pursuing AI, for example). The jump time depends on the quality of the connection being used and the physical distance to the destination node, according to the Jump Time table.

Node Security

There are four levels of security for private and restricted nodes: **low**, **medium**, **high** and **maximum**.

These levels indicate the DC for the Intelligence check with hacking tools to perform a series of activities within the node (such as invading the node without a registered account or password; passing through the ICE defense without alerting it; creating a fake entry authorization; breaking data encryption or cleaning the history of activities in the system); as well as the defenses normally found in it, according to the Node Security table.

Hacking Personal Nodes

Personal nodes can also be invaded just as private or restricted nodes. Class D and C neural interfaces have DC 15 to invade (medium security); class B and A have DC 20 to invade (high security); and S class has DC 25 (maximum security).

It's not common for normal people to keep ICE on their personal nodes, but those who control important information prefer to have more protection at their neural interfaces.

Matrix Combat

From the moment you break the security of a node, or when you enter into a fight against another user or ICE, you are engaged in **Matrix combat**.

The Matrix combat works the same way as normal combat (following the rules of initiative, turns, movement and actions), but with a few exceptions.

Instead of an attack roll against AC, the users make an Intelligence check with hacking tools

Node Security

Level	Node Type	DC	Common Defenses
Low security	Private	12	Passwords
Medium security	Private	15	White ICE, passwords, technomagic (3rd-level)
High security	Restricted	20	Data encryption, Red ICE, passwords, technomagic (5th-level)
Maximum security	Restricted	25	Data encryption, Black ICE, passwords, technomagic (5th-level or greater)

contest. And instead of losing hit points, the user who accumulate three failures in a Matrix combat is kicked out or, if it is an ICE, is temporally disabled (unless the ICE is permanently deleted while disabling). Being disconnected in this way is not the same as being kicked out of a private node. In this case, you wake up in the real world and need to reconnect if you want to go back to the Matrix – and go all the way back to get where you were at the moment you have been disconnected. Any special programs or technomagic active on you are lost and you will need to run them again if you want them back.

Magic in the Matrix

The Matrix was not developed to simulate the effects of spells. In addition, spellcasters aren't much accustomed to virtual reality to use their magic within the cyberspace, so a spellcaster cannot cast his spells while he is connected to the Matrix unless he has a feature that allows him to cast spells through devices connected to a network (such as the Online Casting of the Technomancy tradition). In this case, use the normal spell rules to affect a creature within the Matrix, and its effect will be transferred to the target's physical body.

ICE

ICE (Intrusion Countermeasures Electronics) programs are completely digital entities created to protect the nodes in which they were inserted from the invasion of unwanted users. Unlike noncorporeal artificial intelligence, ICE programs do not have self-consciousness and only do what they were programmed for – fighting intruders. While searching for intruders, the ICE does not manifest itself on the net. But when someone fails on an ability check to bypass the security of the node, or cannot hide an unauthorized action taken inside the node, the ICE appears as an entity in the Matrix and starts to fight the invader as if it were another user (see the “Matrix Combat” section). While Matrix combat is usually nonlethal,

those who venture into the darkest corners of cyberspace – seeking secrets from corporations or powerful individuals – may encounter ICE programs capable of causing very real damage.

There are three ICE classifications based on the risk they represent.

White ICE. This class of ICE is the easiest to deal with. On its third success in a Matrix combat, the White ICE immediately disconnects the target from the system.

Red ICE. The Red ICE is capable of damaging the user's neural interface, burning their physical connections. On its third success in a Matrix combat, the Red ICE deals 9 (2d8) lightning damage to the target and immediately disconnects it from the system. The equipment can be repaired with a successful DC 15 ability check with engineering tools and half of its cost in replacement parts.

Black ICE. The Black ICE is the most dangerous type of ICE, capable of dealing psychic damage to the target with its attacks in the Matrix. On each success in a Matrix combat, the Black ICE deals 14 (2d8+5) psychic damage to the target. In addition, the Black ICE can keep the target inside the Matrix to continue punishing it, even after having three successes in a Matrix combat. The only way to escape the pursuit of a Black ICE is by defeating it or by voluntarily disconnecting yourself.

If it desires, on its third success in a Matrix combat, the Black ICE can burn the target's connections, dealing 14 (2d8+5) lightning damage to the target and immediately disconnecting it from the system.

ICE Traits

An ICE program usually has Intelligence 20 (+5) and +3 or +4 proficiency bonus with hacking tools (sometimes add the double of its proficiency bonus to the check to represent more advanced ICE programs).

Matrix in the Real World

Another way to interact with the Matrix, besides fully immersing on it, is to use an

augmented reality device (AR) – such the display glasses. In this case, you stay awake and don't lose the awareness of your surroundings, watching the Matrix through holographic windows that can be minimized or closed at any time. While you are with a video transmission maximized in your field of vision, you suffer disadvantage in Wisdom (Perception) checks to perceive your surroundings.

Part 10: Merging Fantasy and Cyberpunk

This chapter presents some ideas and concepts to help you combine a cyberpunk and fantasy elements in your campaign and provides some inspirational sources.

Fantasy-Cyberpunk Settings

What follows are three ways to bring fantasy and cyberpunk together: **fantasy future**, **parallel worlds** and **hidden realms**.

Fantasy Future

This is the easiest way to combine the *Player's Handbook* with this *Cyberpunk* supplement. Take your fantasy world and advances its timeline by 2.000 years, imagining that it has undergone an industrial and computer revolution.

As humanoid races such humans, dwarfs, gnomes, half-elves and half-orcs increase in numbers, they lay their trust more in regular and cheap technology than complicated magic, and integrated themselves on large megalopolises. Perhaps elves, tieflings and dragonborn are still magical inclined races, and halflings become outsiders, dwelling in villages far from the big cities.

The film *Bright* can be a good source of inspiration for this type of campaign, it features an alternative present day Los Angeles inhabited by humans, orcs, elves and centaurs. It's relatively easy to advance this scenario some years in the future for a cyberpunk campaign setting.

Parallel Worlds

This is a middle ground between high and low fantasy setting. Think in a massive catastrophe occurring at some point of our present or near future that brings magical creatures to Earth. Something like the fourth explosion of *Death Stranding*, or the portals that connects the magical beings of the *Drakengard* series to the reality of the *Nier* series. The book *Keeping it Real* by Justina

Robson it's worth reading and a very good example of this kind of setting.

This type of campaign usually occurs around 50-100 years after its defining event, long enough for the magical creatures to be integrated into the new social order of the world.

Post-war cyberpunk settings, such *Dredd*, featuring giant megalopolises in the midst of wide wastelands can also be useful to set the appearance of a parallel worlds campaign.

Hidden Realms

If you want to build a low fantasy-cyberpunk campaign set in the real-life Earth, this type of setting will require a lot of hard work from you as a GM. First you have to set every race and culture in an actual location (like dwarfs in the Scandinavian mountains, elves in European forests, and gnolls in the African savannas), and explain why magical beings do not relate to mundane humans. Then a defining event (such the exposure of a secret government agency dealing with supernatural creatures; or a world war threatening both mundane and magical societies) must take place to unveil the nonhuman races to the public eye. And finally, advance 50-100 years in the future for everything fit in a cyberpunk campaign.

The film *Hellboy II: The Golden Army* is worth watching as an inspirational source for this type of campaign.

Magic

Magic is a key element in many fantasy gaming worlds. How magic is perceived in a fantasy-cyberpunk campaign can say much of its tone. At one hand, we have the "magic against science" theme – with magic viewed as something unscientific and often as a dying art. At other hand, we have the famous saying of Arthur C. Clarke "Any sufficiently advanced technology is indistinguishable from magic" – in this case, "magic" can be viewed as a psionic/dimensional/quantum phenomenon. Take a look at the *Doctor Strange* movie or the *Mage: The Ascension*

role-playing game from the Onyx Path Publishing to get some ideas of this approach. Gods can be treated at the same way: they can be divine beings in the strict sense of fantasy – but they turn out their faces from Earth with the rise of technology and the lessening of their temples. Only a few chosen clerics, druids and paladins retain their powers and usually none strong church exists (unless it is a religion in the fashion of the Unitology of the *Dead Space* series). Alternatively, gods can be cosmic beings from the outer space or other dimensions, like the Great Old Ones in the *Cthulhu Mythos* or in the *Marvel's Cinematic Universe* movies (for the MCU's take on gods, *Thor: Ragnarok*, *Guardians of the Galaxy Vol. 2*, and *Doctor Strange* are specially recommended). Alien super AIs can work well for the Technology domain, instead of a god in the common sense (and your holy symbol may be a sort of communication device with such entity).

Additional Sources

Need ideas for a character or adventure? This works can help you:

Akira. *Katsuhiro Otomo*

Appleseed. *Shirow Masamune*

Black Magic. *Shirow Masamune*

Neuromancer. *William Gibson*

Ronin. *Frank Miller*

Schismatrix. *Bruce Sterling*

Snow Crash. *Neal Stephenson*

Silent Möbius. *Kia Asamiya*

The Ghost in the Shell. *Shirow Masamune*

Appendix: Creatures

Noncorporeal AI

Small construct, neutral

Armor Class 11

Hit Points 10 (3d6)

Speed 0 ft., fly 40 ft. (Matrix only). It can hover.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	1 (-5)	10 (+0)	22 (+6)	19 (+4)	10 (+0)

Skills Perception +6

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses truesight 120 ft., passive Perception 16

Languages Common (or local language), understands all (translator unit)

Challenge ¼ (50 XP)

Noncorporeal IA. The AI exists only in the Matrix. The physical statistics of the AI: size category, AC, hit points, speed, Strength, Dexterity, and Constitution scores represent a physical unit where the AI was originally created. However, once connected to the network, the AI can leave the unit in which it is currently stored and jump to a node in the Matrix, which makes it immune to being destroyed if the hit points of the previous unit are reduced to 0. If the AI cannot leave the drive in which it is currently stored and it is destroyed, then the AI is destroyed too.

Computer Affinity. The AI has advantage on ability checks with hacking tools.

Actions

Cybernetic Possession (Recharge 5-6). One robot or creature with a neural interface that is on the same node than the AI must succeed on a DC 16 Charisma saving throw or be possessed by the AI; the AI then leaves the unit on which it is stored, and the target is incapacitated and loses control of its body on the real world. The AI now controls the body and the target is deprived of awareness. The AI can't be targeted by any attack, spell, or other effect, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened, and the Computer Affinity feature. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's

knowledge, class features, or proficiencies.

The cybernetic possession lasts until the body drops to 0 hit points, the AI ends it as a bonus action, or the AI is forced out through Matrix combat. If the body possessed by the AI drops to 0 hit points, the AI is destroyed if it can't return to the Matrix.

A **noncorporeal AI** is an artificial intelligence without a physical body, which “lives” only in cyberspace. Many of these AIs are created by corporations for espionage, but there are those who are like creatures born of information, emerging spontaneously in the network and acquiring thought and personality on their own. Some ICEs can evolve and become conscious, thus transforming into noncorporeal AIs.

Heavy Lifter

Large construct (robot), unaligned

Armor Class 15 (natural armor)

Hit Points 51 (6d10+18)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	17 (+3)	10 (+0)	10 (+0)	10 (+0)

Skills Athletics +8

Damage Resistances bludgeoning, piercing and slashing from non-magical weapons

Damage Immunities necrotic, psychic, poison

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

Senses darkvision 60 ft., passive Perception 13

Languages Common (or local language)

Challenge 6 (2,300 XP)

Immovable. The robot is immune to forced movement or being pushed over.

Immutable Form. The robot is immune to any spell or effect that would alter its form.

Machine. Robots and other machines are immune to diseases, among various effects.

Actions

Multiattack. The robot makes three melee arm attacks.

Grappling Hand. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 13 (2d6+5)

bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 16).

Slamming Arm. *Melee Weapon Attack:* +8 to hit, reach 10 ft., up to two targets within 10 ft. swiping arc. *Hit:* 11 (1d8+5) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Reactions

Gratuitous Battering. If a creature is knocked prone or grabbed by the robot, it may use its reaction to inflict more pain on the subject. The target must make a Dexterity saving throw (DC 16) or take an extra 7 (2d6) damage.

Heavy Lifters are four-legged heavy-duty robots commonly found in construction sites and docks.