

The background is a dark, atmospheric cityscape at night. In the foreground, a futuristic train with glowing red and blue lights is shown in profile, moving from left to right. The train is heavily graffitied with various symbols and names. A person stands on top of the train, looking towards the horizon. The city skyline in the background is filled with tall buildings, many of which have large, glowing neon signs. One prominent sign reads "DESIGN" in red. Other signs include "HOTEL" and "CAT". The sky is filled with bright, streaking lights, possibly from other trains or aerial vehicles, creating a sense of motion and futuristic technology.

SCI-5

5TH EDITION D&D SRD CONVERSION

VERSION 0.2.0

THE CRYO-EMERGENT HANDBOOK

INTRODUCTION

Welcome to your new life, {{ cryo_emergent_first_name }}! The Sol Commerce Authority (SCA) is responsible for reorienting all preserved pre-stack cryogenically frozen humans into this new world.

Centuries ago it was common practice for terminally ill humans, or those with vast resources to facilitate the cryogenic preservation of their bodies to be revived when scientific advancement allowed.

You were not revived for one of the following reasons:

- Your sleeve was damaged and unsuitable to be revived.
- Your cryo insurance coverage was not comprehensive enough to cover the cost of sleeve repair.
- Your cryo insurance agency was waiting for your sleeve repair costs to become lower.
- The contract on your revival designated a date after HL-3404-C53 went into effect.

SCA legislation HL-3404-C53 dictates that all cryogenically preserved pre-stack natural humans that have not been revived to be confiscated by the SCA. Your consciousness has been legally conscripted into indentured servitude to the SCA until you have paid off your contract. Once oriented you will be assigned a job based on your aptitude - most likely hard labor. Welcome to the family!

PERSONA

SCA assesses each emergent for personality traits. Scores are given to each trait at a 1:1 ratio. Scores range between -2 and 4.

Personality traits were the results of a two decades long psychological study at the Ganymede Institute. These traits were determined to be the most core quantification of the natural human personality. These traits are completely independent of physical form, and represent the human mind.

Trait	Description
Wit	Mental sharpness and inventiveness; keen intelligence.
Will	Mental fortitude. This is the mind's ability to resist tek effects, and mental stress.
Intelligence	The ability to acquire and apply knowledge and skills.
Wisdom	The soundness of an action or decision with regard to the application of experience, knowledge, and good judgment.

ARTIFICIAL INTELLIGENCE

The concept of Artificial Intelligence as it applies today is likely very different during your first life. AI as you know it does not exist. Any AI programs are under strict regulations to do only simple tasks.

STACK

Thanks to modern cloning techniques, and the availability of confiscated human bodies, death no longer needs to be permanent.

Each human is given a Stack that is installed at the base of the neck connected to your spinal cord. The Stack contains a complete record of your conscious mind. In the event of your death you can be given a new body. Additionally traveling across the solar system has never been faster with the ability to stream your stack backup to a new body. If you have the funds, you can even have a cloned body ready for you on the other side.

If your stack is destroyed however, there is no bringing you back. That is called "true death". The punishment for murder has been lessened with the exception of those who have religious encoding specifying they do not wish to be spun back up.

Having two copies or more of the same stack is illegal, and punishable by the true death of all copies.

It is also possible to enter into a totally virtual environment via the stack. Using this method we can spin up a virtual instance of a person in VR to question them about their death, or keep prisoners sedated inside a virtual environment which we control.

SLEEVE

Sleeve refers to a human body. Upon death, if your stack is recovered, you can purchase a new sleeve, or be provided one in the case of wrongful death, or if you are properly insured.

Many available sleeves are either sold by their previous owner, confiscated from a criminal, or created in a cloning facility.

Some sleeves have been genetically modified. Some have been upgraded with bionic hardware. There are even sleeves available that are totally synthetic.

Naturally born sleeves vary greatly, as the genetic diversity of humanity expanded when we spread out around the solar system.

QUALITY CONTROL

All sleeves must be appraised by the **Board of Quality Control** to ensure buyer protection. Sleeves are appraised with the following traits:

Trait	Description
Strength	Physical strength
Dexterity	Agility, reflex, and balance
Charisma	Beauty, appearance
Constitution	Overall health

SKILLS

Average skill levels can be derived from these core Sleeve Traits, and Persona Traits to give you a better idea of the effectiveness of a sleeve/stack combination. Each skill is a combination of 2 traits.

SKILL DEFINITION

Skill	Trait Combinations
Physique	Strength + Constitution
Acrobatics	Strength + Dexterity
Toughness	Constitution + Will
Intimidation	Strength + Wit
Medic	Will + Wisdom
Charm	Wit + Charisma
Stealth	Dexterity + Will
Perception	Wisdom + Wit
Arcana	Wisdom + Intelligence
Computers	Wit + Intelligence
Performance	Dexterity + Charisma
Tinker	Dexterity + Intelligence
Pilot	Dexterity + Intelligence
Knowledge	Wisdom + Intelligence
Trickery	Dexterity + Wit
Investigation	Will + Intelligence
Insight	Charisma + Wisdom
Diplomacy	Intelligence + Charisma
Nature	Wisdom + Will
Survival	Wisdom + Will

SKILL DIFFICULTY

In order to be successful at the given task, you roll the die, and add your skill score to the number you rolled. If the number is equal or higher than the difficulty score of the task, you were successful.

Difficulty	Minimum Rolls
Very Easy	10
Easy	15
Medium	20
Hard	25
Very Hard	30
Nearly Impossible	35

The person determining the difficulty might increment the number on the table based on environmental conditions that might make the task easier or more difficult.

TEKCASTING

Major advancements in technology have enabled the use of seemingly supernatural powers. Some humans have the ability to use tekcasters, devices discovered from a derelict alien spacestation.

FOCUS

The focus used by those casting tek skills is called a Tekcaster. The tekcaster is a device worn on the wrist and is connected to the fingers.

Using a combination of hand movements, vocal commands, and material components, the tekcaster can be used to cast tek skills. One can wield a weapon while wearing a tekcaster, but the hand must be free to use it.

Some tek skills require the use of certain quality gemstones. These special gemstones, sometimes called "tekstones" act as a power source for the tekcasters. In the case of more powerful spells, some result in the destruction of the gemstones, which can get expensive quickly.

THE TWO SOURCES OF TEK SKILL

KNOWLEDGE

One method to cast tek skills is to learn how to use them. This often involves lots of studying and memorization. Using this method, the sleeve you are in does not impact how effective you are at casting tek skills.

Classes that use this type of tek are Cleric, Druid, Ranger, Warlock, and Wizard.

GENETIC ALTERATION

Another way to cast tek skills is to be genetically modified to do so. This prevents you from having to memorize tek skills, but you must be equipped with an adequate sleeve that has been genetically modified.

Usually sleeves with above average Charisma or Constitution are better suited to this type of casting.

Classes that use this type of tek are Bards, Paladins, and Sorcerers.

WILLPOWER

Regardless of the method of tek casting, Willpower is always at the core of casting tek skills. When estimating a caster's tek ability, you add the relevant ability score to your Will score to determine your Tekcasting power. The only exception is Bard, which uses their Wit and Charisma score since their tek is a form of performance.

SLEEVE MARKET

There are many ways to get a new sleeve. There are Sleeve Brokers that deal in used and confiscated sleeves. You can also have one custom cloned for you from a Cloning Facility, but that can be very expensive. You can also receive genetic enhancements on your current sleeve, or pay extra for a sleeve that has them installed. The process of getting genetic enhancements is long and painful.

GENETIC ENHANCEMENTS

(*Premium Upgrades*)

- Enhanced Muscle Memory: +1 PHY
- Thick Skinned: +1 CON
- Integrated Synapses: +1 DEX
- Curated Aesthetics: +1 CHA

Basic sleeve insurance does not cover genetic enhancements. You can upgrade for a cost to a maximum of +2 per trait.

Upgrades	Cost
1	50,000c
2	90,000c
3	130,000c
4	160,000c

Upgrades can be retained when transferring to a new sleeve, or a return of 80% of the upgrade cost will be returned to you.

FEATS

At every 4 stack levels the Board of Quality Control awards employees with a free stack or sleeve upgrade. These upgrades come in a form of a predefined "feat" or a genetic alteration or stack data upload. A list of available feats can be provided upon request.

Alternatively, you can be awarded 2 points to be allocated towards a genetic sleeve upgrade, or a data upload to your stack.

GENETIC UPGRADE OPTION

Based on the type of genetic alteration (Physique, Constitution, Dexterity, Charisma), you will either be issued a new similar sleeve, or given genetic enhancements to your current sleeve. You may be given the option to choose.

DATA UPLOAD OPTION

One unit of data uploaded to your stack will be guaranteed to be enough to increase your Wit, Will, Intelligence or Wisdom assessment score by 1 point.

INTERPLANETARY TRAVEL

Whether for business or pleasure, interplanetary travel is a very common occurrence despite the fact that 85% of humans never leave their home planet. There are several ways to visit other planets.

OWN A SHIP

Of course the easiest way to travel is to own your own ship, but ships are extremely expensive. Unless you work for a large corporation, or are a high ranking officer in a planetary navy, you likely won't ever own your own ship.

CHARTER A SHIP

An option for the wealthy is to charter a ship. There are all kinds of luxury and passenger vessels found at any space port ready to take on a new contract.

BUY PASSAGE

Many freelance merchants that will let you hitch a ride for a minimal fee. These ships however are often slow, and sometimes make many stops before reaching your destination.

ESTIMATED SHIP PASSAGE FARES

Journey	Cabin	Cryo-Pod
Core - Rim	2,000c	3,000c
Core - Belt	1,100c	1,500c
Core - Venus	800c	1200c
Core - Mars	1000c	1500c
Core - Outer Rim	5,000c	8,000c

STACK TRANSFER

By far the fastest way to travel if you don't mind Sleeve-hopping. You can rent or buy a sleeve on another planet, and for a modest fee have your stack transferred via uplink.

If it is a two way trip, you can either pay to have your sleeve safely stored, or make back some of your money by renting it out while you aren't using it. Make sure you have good sleeve insurance first!

Each Planet has their own processing fees for handling stack upload/download.

ESTIMATED STACK TRANSFER FEES

Departure Planet	Sleeve Rent Out	Sleeve Storage
Venus	4,000c	6,000c
Earth	2,000c	3,000c
Luna	1,100c	3,000c
Mars	800c	1,500c
Ceres/Eros	1,000c	8,000c
Krelavilla	1,000c	2,000c
Io	1,000c	1,500c
Europa	1,000c	1,500c
Ganymede	1,000c	1,500c
Callisto	1,000c	1,500c
Thebe	5,000c	8,000c

RACES

As humanity spread out throughout the solar system, they began to adapt and change to their new environment. Many unique subraces of human resulted.

RACIAL TRAITS

The description of each race includes racial traits that are common to members of that race. The following entries appear among the traits of most races.

ABILITY SCORE INCREASE

Every race increases one or more of a character's ability scores.

AGE

All human races reach adulthood in their late teens and live just over a century. If you are not in your original sleeve, you can determine how old your stack is.

ALIGNMENT

Most races have tendencies toward certain alignments, described in this entry.

SIZE

Characters of most races are Medium, a size category including creatures that are roughly 4 to 8 feet tall.

SPEED

Your speed determines how far you can move when traveling ("Adventuring") and fighting ("Combat").

LANGUAGES

By virtue of your race, your character can speak, read, and write certain languages.

EARTHBORN

Those born of Earth and Luna share the privilege of living in the most developed of the worlds. Many Earthborn that are lucky enough to become adventurers grew up healthy and well educated.

SLEEVE TRAITS

Ability Score Increase. Your Charisma increases by 1.

Age. Earthborn reach adulthood in their late teens and live just over a century.

Size. Earthborn vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

MAGIC RESISTANCE

You have advantage on saving throws against spells and other magical effects.

STACK TRAITS

Ability Score Increase. Your Intelligence increases by 1

Alignment. Earthborn tend toward no particular alignment. The best and the worst are found among them.

Languages. You can speak, read, and write English and two extra languages of your choice.

Humans typically learn the languages of other peoples they deal with, including obscure dialects.

NATURAL HOME

You have proficiency in the **Nature** skill.

BELTER

Belter's have developed unique biology living in the low gravity of the asteroid belt. The lucky ones live in the mysterious derilict alien citadel, Krelavilla. The unlucky ones forced to work in the mines of the belt; providing the rest of the solar system with the metals to build the great armadas of the Solar system.

SLEEVE TRAITS

Ability Score Increase. Your Dexterity increases by 1

Size. Due to the low gravity, belters tend to grow tall and lanky. Usually just over 6 feet. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

DARKVISION

Accustom to the dark of space and the deep asteroid mines, Belters have developed sensitive eye sight.

STACK TRAITS

Ability Score Increase. Your Will increases by 1.

Alignment. Belters tend to lean toward chaotic alignment, as they have a natural mistrust of government.

Languages. You can speak, read, and write Creole, English, and one extra language of your choice.

SCAVENGERS

Belters are used to getting by without much resources. You gain proficiency with **Tinker**.

GALILEAN

The Galilean refer those born on Io, Europa, Ganymede, and Callisto; the 4 largest moons of Jupiter, or in the great docks of Thebe. The Galilean moons are dry, harsh landscapes, and produce a hardened humorlous populous. The Galilean care more about honor than any other culture of humans, past or present. Chinese culture has had a great influence on the Galilean, but their people come in all variations of human. Galilean have a natural aptitude for tekcasting.

SLEEVE TRAITS

Ability Score Increase. Your Constitution increases by 1.

Size. Galileans are tall and muscular. Usually over 6 feet. Regardless of your position in that range, your size is Medium.

Speed Your base walking speed is 30 feet.

SURVIVALIST

Your sleeve has grown accustomed to living in harsh conditions. You have proficiency in the **Survival** skill.

STACK TRAITS

Ability Score Increase. Your Will increases by 1.

Alignment. Galilean tend toward lawful alignment, however the good and the evil are found amongst them.

Languages. You can speak, read, and write English, Chinese and one extra language of your choice.

NATURAL TEKCASTERS

You know one cantrip of your choice from the wizard spell list. Your spellcasting ability is Intelligence + Will.

MARTIAN

The Martian Navy is known for it's disciplined marines. The Martian children are taught from a young age. The Helium3 deep under the surface of Mars is a valuable asset, and before the SCA was formed, they had to learn to defend it. Mars is also known for its ancient Roman style of educating their youth in the institutes across the planet. Situated between the core and the rim, the Martians have been exposed to both cultures, and the people from Mars are very diverse.

SLEEVE TRAITS

Ability Score Increase. Your Dexterity increases by 1.

Size. Galileans are tall and muscular. Usually over 6 feet. Regardless of your position in that range, your size is Medium.

Speed Your base walking speed is 30 feet.

MUSCLE MEMORY

Martians are taught to use weapons from a young age. You have proficiency in **Simple Ion Weapons** and **Railrifles**.

STACK TRAITS

Ability Score Increase. Your Intelligence increases by 1.

Alignment. Martians tend toward no particular alignment. The best and the worst are found among them.

Languages. You can speak, read, and write English, and one extra language of your choice.

FLIGHT SCHOOL

Martian Pilots are the best of the best, and are all taught at a young age. You are proficient at the **Pilot** skill.

OBSIDIAN

The Obsidian were once space explorers who got carried away with genetic modification. The obsidian were designed to be the perfect soldier. They terrorized the solar system for centuries. After they were conquered by the Authority, they were cast out to the icecaps of Mars and Earth, and kept under close watch. Though free now, Obsidian mostly take jobs as soldiers or body guards.

SLEEVE TRAITS

Ability Score Increase. Your Strength increases by 1.

Size. Obsidians are between 7 and 8 feet tall and weigh between 280 and 340 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

NATURAL ATHLETE

You have proficiency in the **Physique** skill.

POWERFUL BUILD

You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

STACK TRAITS

Ability Score Increase. Your Wisdom increases by 1.

Alignment. Despite their ruthless demeanor, Obsidians tend toward no particular alignment.

Languages. You can speak, read, and write German, English, and one extra language of your choice.

SAVAGE ATTACKS

When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

RUSTER

Rusters are most commonly of Russian or Irish decent who worked the Helium3 mines deep under mars. They are a small scrappy bunch. They value family and freedom above all else.

SLEEVE TRAITS

Ability Score Increase. Your Constitution increases by 1.

Size. Rusters are about 5 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

RUSTER CUNNING

You have advantage on all Intelligence, Wisdom, and Charisma saving throws against teckcasting.

STACK TRAITS

Ability Score Increase. Your Wit increases by 1.

Alignment. Rusters tend toward no particular alignment. The best and the worst are found among them.

Languages. You can speak, read, and write Russian, English, and one extra language of your choice.

LUCKY

When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

VENUSIAN

The floating cities of Venus are a paradise. Venus is known for its thriving industry below the clouds, and beautiful tourist destinations above.

SLEEVE TRAITS

Ability Score Increase. Your Charisma increases by 1.

Size. Venusians are tall and muscular. Usually over 6 feet. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

TOUGH LUNGS

Used to the harsh gasses in the Venusian atmosphere. You are immune to poison damage and the poisoned condition.

STACK TRAITS

Ability Score Increase. Your Wit increases by 1

Alignment. Venusians tend toward evil alignment, but there are good among them.

Languages. You can speak, read, and write English, and one extra language of your choice.

CHARMING PERSONALITY

You have proficiency in the **Charm** skill.

BIONIC

Some humans go the way of bionic enhancement. That is installing computer hardware to enhance their sleeve. You can't be born Bionic, only made that way.

SLEEVE TRAITS

Ability Score Increase. Two ability scores increase by 1. One must come from your base race.

Size. Bionics don't differ much from Earthborn and range between 5 and 6 feet. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

UPGRADES

Your sleeve has been upgraded, and although you look the same, subtle enhancements have been made. Choose one:

- **Darkvision:** Your eyes have been replaced with bionic eyes. You have 60 feet of darkvision.
- **Digital Interface:** You can interface directly with computers through connectors on your head. Interacting with computers takes a bonus action instead of an action.
- **Titanium Arm:** Your arm has been replaced with a mechanical arm. It appears and feels like a normal arm, but it is resistant to being damaged, and you gain +2 to Strength checks when using that arm.
- **Integrated Tekcaster:** A tekcaster has been integrated into your hand. A hidden compartment in your wrist holds the gemstones. It is not noticeable to the naked eye.

SLEEVE ORIGIN

Bionic sleeves were all born, or cloned. You must decide a base race, and inherit that ability score increase, and overall appearance.

SPliced

Spliced are the gene spliced creations of mad scientists or their descendants. Spliced have their DNA mixed with that of an animal. This mixed with tekcasters gives the spliced the mysterious ability to shapeshift into the form of the beast whose DNA they share.

SLEEVE TRAITS

Ability Score Increase. Your Charisma increases by 1.

Size. Shifters are between 5 and 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

GENE SHIFTING

As a bonus action, you can assume a more bestial appearance. This transformation lasts for 1 minute, until you die, or until you revert to your normal appearance as a bonus action. When you shift, you gain temporary hit points equal to your level + your Toughness modifier (minimum of 1 temporary hit point). You also gain additional benefits that depend on your shifter subrace, described below.

Once you shift, you can't do so again until you finish a short or long rest.

STACK TRAITS

Ability Score Increase. Your Wisdom increases by 1.

Alignment. Despite their ruthless demeanor, Obsidians tend toward no particular alignment.

Languages. You can speak, read, and write English, and one extra language of your choice.

KEEN SENSES

You have proficiency with the Perception skill.

BEAST FORMS

BEASTHIDE

Stoic and solid, a beasthide shifter draws strength and stability from the beast within. Beasthide shifters are typically tied to the bear or the boar, but any creature known for its toughness could apply.

ABILITY SCORE INCREASE

Your Constitution score increases by 2.

TOUGH

You have proficiency with the Athletics skill.

SHIFTING FEATURE

Whenever you shift, you gain 1d6 additional temporary hit points, and while shifted, you have a +1 bonus to your AC.

LONGTOOTH

Longtooth shifters are fierce and aggressive, but they form deep bonds with their friends. Many longtooth shifters have canine traits that become more pronounced as they shift, but they might instead draw on tigers, hyenas, or other predators.

ABILITY SCORE INCREASE

Your Strength score increases by 2.

FIERCE

You have proficiency with the Intimidation skill.

SHIFTING FEATURE

While shifted, you can use your elongated fangs to make an unarmed strike as a bonus action. If you hit with your fangs, you can deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

####Swiftstride Swiftstride shifters are graceful and quick. Typically feline in nature, swiftstride shifters are often aloof and difficult to pin down physically or socially.

ABILITY SCORE INCREASE

Your Dexterity and Charisma scores increase by 1.

GRACEFUL

You have proficiency with the Acrobatics skill.

SWIFT STRIDE

Your walking speed increases by 5 feet.

SHIFTING FEATURE

While shifted, your walking speed increases by an additional 5 feet. Additionally, you can move up to 10 feet as a reaction when an enemy ends its turn within 5 feet of you. This movement doesn't provoke opportunity attacks.

WILDHUNT

Wildhunt shifters are sharp and insightful. Some are constantly alert, ever wary for possible threats. Others focus on their intuition, searching within. Wildhunt shifters are excellent hunters, and they also tend to become the spiritual leaders of shifter communities.

ABILITY SCORE INCREASE

Your Wisdom score increases by 2.

NATURAL TRACKER

You have proficiency with the Survival skill.

MARK THE SCENT

As a bonus action, you can mark one creature you can see within 10 feet of you. Until the end of your next long rest, your proficiency bonus is doubled for any ability check you make to find the marked creature, and you always know the location of that creature if it is within 60 feet of you. You can't use this trait again until you finish a short or long rest.

SHIFTING FEATURE

While shifted, you have advantage on Wisdom checks.

SYNTHETIC

Synthetic sleeves are made from fabricated parts instead of flesh and blood. While in a synthetic sleeves, senses and abilities can be enhanced

SLEEVE TRAITS

Ability Score Increase. Two ability scores of your choice increase by 1.

Size. Synthetics are usually built to be between 4 and 8 feet tall, and come in many shapes. Your size is Medium.

Speed. Your base walking speed is 30 feet.

INTEGRATED TEKCASTER

A tekcaster has been installed in the hand of the synth unit.

RECHARGE

You do not sleep. Instead you go into a low power mode for 4 hours per day to recharge.

UPGRADES

Choose one from below:

ELECTROMAGNETICS

Synths can activate electormagnets in their feet and walk on metal surfaces while in less than .2G without the need of GravBoots or MagBoots.

In addition, if you are within 10 feet of a metal object, you can point your electromagnets to it. If it weighs less than you it comes to you at the rate of 30 feet per round. If you weigh less than the object, you move towards it at the rate of 30 feet per round.

FACECHANGER

Enhanced epidermis allows the synth to permanently change their appearance at will. You must complete long rest before using this feature again.

DEFENSE SYSTEMS

You learn the cantrips **Shocking Grasp**, **Ray of Frost**, and **Firebolt**.

MEDICAL BOT

- You learn the cantrip **Spare the Dying**.
- Once per short rest you can cast the tek skill **Cure Wounds**.
- You can cast the tek skill **Lesser Restoration** with a casting time of 1 hour. You must finish a long rest before casting again.

BACKGROUNDS

Every story has a beginning. Your character's background reveals where you came from, how you became an adventurer, and your place in the world. Your fighter might have been a courageous knight or a grizzled soldier. Your wizard could have been a sage or an artisan. Your rogue might have gotten by as a guild thief or commanded audiences as a jester.

Choosing a background provides you with important story cues about your character's identity. The most important question to ask about your background is *what changed?* Why did you stop doing whatever your background describes and start adventuring? Where did you get the money to purchase your starting gear, or, if you come from a wealthy background, why don't you have *more* money? How did you learn the skills of your class? What sets you apart from ordinary people who share your background?

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

PROFICIENCIES

Each background gives a character proficiency in two skills (described in "Using Ability Scores").

In addition, most backgrounds give a character proficiency with one or more tools (detailed in "Equipment").

If a character would gain the same proficiency from two different sources, he or she can choose a different proficiency of the same kind (skill or tool) instead.

LANGUAGES

Some backgrounds also allow characters to learn additional languages beyond those given by race. See "Languages."

EQUIPMENT

Each background provides a package of starting equipment. If you use the optional rule to spend coin on gear, you do not receive the starting equipment from your background.

SUGGESTED CHARACTERISTICS

A background contains suggested personal characteristics based on your background. You can pick characteristics, roll dice to determine them randomly, or use the suggestions as inspiration for characteristics of your own creation.

CUSTOMIZING A BACKGROUND

You might want to tweak some of the features of a background so it better fits your character or the campaign setting. To customize a background, you can replace one feature with any other one, choose any two skills, and choose a total of two tool proficiencies or languages from the sample backgrounds. You can either use the equipment package from your background or spend coin on gear as described in the equipment section. (If you spend coin, you can't also take the equipment package suggested for your class.) Finally, choose two personality traits, one ideal, one bond, and one flaw. If you can't find a feature that matches your desired background, work with your GM to create one.

CRYO-EMERGENT

You were born in the 20th century, and at some point in your life bought "Cryo-Insurance". Upon your death your brain was frozen. Centuries later your brain was downloaded into a stack and you woke up in an unfamiliar body in a whole new world. You are constantly fascinated by new technologies and this new odd world.

Skill Proficiencies: Charm. Choose 1 from [Diplomacy, Investigate, Insight]. Tool Proficiency: [Gaming Set, Musical Instrument]

Old World Knowledge: You have advantage on Knowledge checks when related to old world technology or history.

SPACER

You are more comfortable in null gravity and in a confined metal cockpit than you are planetside.

Skill Proficiencies: Acrobatics. Choose 1 from [Tinker, Computers, Pilot]. Tool Proficiency: Choose 1 from [Navigator's Kit, Tinker's Kit]

Spacewalker: You do not have to roll ability check to move through null gravity.

DUELIST

You have risen in the ranks of duelists, and have earned your respect amongst the elite pretorians.

Skill Proficiencies: Physique, Charm. Choose 1 from [Acrobatics, Performance, Intimidation] Tool Proficiency: Choose 1 from [Musical Instrument, Navigator's Kit, Medkit] Weapon Proficiency: Pulse Rapier, Pulse Whip

HACKER

Since childhood you've retreated to the comfortable world of cyberspace.

Skill Proficiencies: Computers, Tinker. Choose 1 from [Sneak, Investigate, Trickery] Tool Proficiency: Choose one: [Slicer's Kit, Forgery Kit]

Stealthy Slicer: You have advantage on Sneak checks when trying to hack a system unnoticed.

CRIMINAL/SPY

You are an experienced criminal with a history of breaking the law. You have spent a lot of time among other criminals and still have contacts within the criminal underworld. You're far closer than most people to the world of murder, theft, and violence that pervades the underbelly of civilization.

Skill Proficiencies: Sneak. Choose 1 from [Trickery, Charm, Intimidation] Tool Proficiencies: Thief's Tools. Choose 1 from [Forgery Kit, Poisoner's Kit, Disguise Kit]

Criminal Contact: You have a reliable and trustworthy contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact.

SMUGGLER

You make your living sneaking illegal goods past Authority checkpoints. You're good with your tongue, and even better in a cockpit.

Skill Proficiencies: Pilot. Choose 1 from [Sneak, Charm, Diplomacy] Tool Proficiencies: Navigator's Tools

Skills of the Trade: You know how to hide things on a ship so they cannot be found. You also know where to look when trying to find hidden contraband.

DETECTIVE

You've had a successful career in law enforcement. You've decided to go freelance since the private sector tends to pay better.

Skill Proficiencies: Investigation. Choose 1 from [Insight, Perception, Knowledge] Tool Proficiencies: Choose 1 from [Disguise Kit, Tinker's Tools, Medkit]

Well Connected: You still have contacts in CommSec, and your reputation usually helps you get out of tight spots. CommSec officers are more likely to share privileged information not available to most civilians.

MARINE

You've spent some time in the military. You have been trained by the best of the best, and are a war hardened veteran.

Skill Proficiencies: Physique. Choose 1 from [Toughness, Intimidation, Medic] Tool Proficiencies: Medkit Weapon Proficiencies: Rail Rifle Armor Proficiencies: Scarab Skin

Veteran As a veteran you can use a Charm check to attempt to get a discount when hiring Mercenaries. You are better at using the marine lingo, and as a result, any marines under your command gain a +1 to Armor Class and attack rolls.

PRAETOR

You come from one of the elite houses that owns a large corporation, or you have been honored as a lancer of one of these elite houses. You maintain the rank of knight. As a member or lancer of an elite house you always have your house in the best interest.

Skill Proficiencies: Physique. Choose 1 from [Toughness, Intimidation, Medic] Tool Proficiencies: Choose 1 from [Botanist's Kit, Musical Instrument, Disguise Kit] Weapon Proficiencies: Pulse Rapier/Pulse Whip

House Resources: Depending on your social standing with your house, you might be able to persuade (Charm check) them to get you out of sticky situations, as well as provide you with resources. Be careful not to abuse this privilege, as the greedy pretorian leaders will likely ask for something in return.

PILOT

You have been trained to fly any kind of spacecraft. Your expertise makes you a valuable asset to any spacefaring venture.

Skill Proficiencies: Pilot. Choose 1 from [Tinker, Perception, Computers] Tool Proficiencies: Navigator's Tools

Frame Jack: You have been surgically modified with hardware that allows you to jack into a ship's navigation systems. When frame jacked in you always know the status of ship systems and can simultaneously control navigation and weapon systems on smaller ships.

VIRAL STAR

You've become famous on the net for something. Whether it's your singing, acting, social commentator, or just a famous praetorian whose internet videos went viral. You tend to livestream your shenanigans, and take advertisement money. Like most internet celebrities, you might have a secret alter-ego.

Skill Proficiencies: Performance. Choose 1 from [Charm, Diplomacy, Insight] Tool Proficiencies: Choose 1 from [Musical Instrument, Gaming Set, Disguise Kit]

Universal Influence: It's easy to get your voice out. Rallying supporters via the internet comes naturally to you. When you aren't incognito, there are perks to being famous, such as free drinks and lodging. These perks rarely come without strings, however.

SCIENTIST

You have spent most of your life being educated, and now you are going out there to make a difference. Whether that is to discover, invent, or cure, you want to change the universe for better or for worse. You might be a researcher, doctor, inventor, chemist, physicist, or biologist.

Skill Proficiencies: Knowledge. Choose 2 from [Nature, Medic, Investigation] Tool Proficiencies: Choose 2 from [Botanist's Kit, MedKit, Poisoner's Kit]

Field of Study: You specialize in a specific field. You have advantage when rolling Knowledge checks involving that field of study.

ENGINEER

You know the ins and outs of most ships and devices.

Skill Proficiencies: Tinker. Choose 1 from [Computers, Investigate, Pilot] Tool Proficiencies: Tinker's Tools

Choose 1:

Inventor: You've invented something that is a component of a commonly used technology (And you love to mention that fact). Because of this, you know that piece of technology exceptionally well. Gain advantage when Tinkering with that specific technology. For example you might have invented the intake flux regulator on ship propulsion systems. You would have advantage on fixing or operating such systems.

Improvised Engineerin: You can macgyver tools together for any situation using the objects available to you. Gain advantage on Tinker checks when creating a tool for a specific situation.

CAPITALIST

You've gone from rags to riches, or at least that is the path you have set up for yourself. You've come a long way from your humble upbringing, and you are ambitious to rise to the top.

Skill Proficiencies: Diplomacy. Choose 1 from [Insight, Knowledge, Charm]

Entrepreneur: You are skilled at making business deals. You do all your business through a small corporation you chose a name for. You have 3 employees that run this small business for you. The business does not turn a profit unless you invest time and money into a business venture. The business can be any type of legal small business. The business venture can be anything legal or illegal. You must fund the venture directly by investing credits and making the appropriate business connections. The success of the venture is determined by a number of appropriate ability checks determined by the DM. Results can range from capital gains/losses, earned/ruined business relationships, to even legal trouble, or disputes with elite houses/corporations. Once you make the proposal and appropriate connections, the length of the business venture, the difficulty, and potential outcomes will be determined by the DM.

MULTICLASSING

Multiclassing allows you to gain levels in multiple classes. Doing so lets you mix the abilities of those classes to realize a character concept that might not be reflected in one of the standard class options.

With this rule, you have the option of gaining a level in a new class whenever you advance in level, instead of gaining a level in your current class. Your levels in all your classes are added together to determine your character level. For example, if you have three levels in wizard and two in fighter, you're a 5th-level character.

As you advance in levels, you might primarily remain a member of your original class with just a few levels in another class, or you might change course entirely, never looking back at the class you left behind. You might even start progressing in a third or fourth class. Compared to a single-class character of the same level, you'll sacrifice some focus in exchange for versatility.

PREREQUISITES

To qualify for a new class, you must meet the ability score prerequisites for both your current class and your new one, as shown in the Multiclassing Prerequisites table. For example, a barbarian who decides to multiclass into the druid class must have both Strength and Wisdom scores of 13 or higher. Without the full training that a beginning character receives, you must be a quick study in your new class, having a natural aptitude that is reflected by higher-than-average ability scores.

Multiclassing Prerequisites (table)

Class	Ability Score Minimum
Barbarian	Strength 3
Bard	Charisma 3
Cleric	Wisdom 3
Druid	Wisdom 3
Fighter	Strength 3 or Dexterity 3
Monk	Dexterity 3 and Wisdom 3
Paladin	Strength 3 and Charisma 3
Ranger	Dexterity 3 and Wisdom 3
Rogue	Dexterity 3
Sorcerer	Charisma 3
Warlock	Charisma 3
Wizard	Intelligence 3

EXPERIENCE POINTS

The experience point cost to gain a level is always based on your total character level, as shown in the Character Advancement table, not your level in a particular class. So, if you are a cleric 6/fighter 1, you must gain enough XP to reach 8th level before you can take your second level as a fighter or your seventh level as a cleric.

HIT POINTS AND HIT DICE

You gain the hit points from your new class as described for levels after 1st. You gain the 1st-level hit points for a class only when you are a 1st-level character.

You add together the Hit Dice granted by all your classes to form your pool of Hit Dice. If the Hit Dice are the same die type, you can simply pool them together. For example, both the fighter and the paladin have a d10, so if you are a paladin 5/fighter 5, you have ten d10 Hit Dice. If your classes give you Hit Dice of different types, keep track of them separately. If you are a paladin 5/cleric 5, for example, you have five d10 Hit Dice and five d8 Hit Dice.

PROFICIENCY BONUS

Your proficiency bonus is always based on your total character level, as shown in the Character Advancement table in chapter 1, not your level in a particular class. For example, if you are a fighter 3/rogue 2, you have the proficiency bonus of a 5th-level character, which is +3.

PROFICIENCIES

When you gain your first level in a class other than your initial class, you gain only some of new class's starting proficiencies, as shown in the Multiclassing Proficiencies table.

Multiclassing Proficiencies (table)

Class	Proficiencies Gained
Barbarian	pulse shields, simple weapons, martial weapons
Bard	Light armor, one skill of your choice, one musical instrument of your choice
Cleric	Light armor, medium armor
Druid	Light armor, medium armor (druids will not wear armor)
Fighter	Light armor, medium armor, pulse shields, simple weapons, martial weapons
Monk	Simple weapons, ion blades
Paladin	Light armor, medium armor, pulse shields, simple weapons, martial weapons
Ranger	Light armor, medium armor, pulse shields, simple weapons, martial weapons, 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	—

CLASS FEATURES

When you gain a new level in a class, you get its features for that level. You don't, however, receive the class's starting equipment, and a few features have additional rules when you're multiclassing: Channel Divinity, Extra Attack, Unarmored Defense, and Teleport.

CHANNEL DIVINITY

If you already have the Channel Divinity feature and gain a level in a class that also grants the feature, you gain the Channel Divinity effects granted by that class, but getting the feature again doesn't give you an additional use of it. You gain additional uses only when you reach a class level that explicitly grants them to you. For example, if you are a cleric 6/paladin 4, you can use Channel Divinity twice between rests because you are high enough level in the cleric class to have more uses. Whenever you use the feature, you can choose any of the Channel Divinity effects available to you from your two classes.

EXTRA ATTACK

If you gain the Extra Attack class feature from more than one class, the features don't add together. You can't make more than two attacks with this feature unless it says you do (as the fighter's version of Extra Attack does). Similarly, the warlock's eldritch invocation Thirsting Blade doesn't give you additional attacks if you also have Extra Attack.

UNARMORED DEFENSE

If you already have the Unarmored Defense feature, you can't gain it again from another class.

TEKCASTING

Your capacity for Tekcasting depends partly on your combined levels in all your Tekcasting classes and partly on your individual levels in those classes. Once you have the Tekcasting feature from more than one class, use the rules below. If you multiclass but have the Tekcasting feature from only one class, you follow the rules as described in that class.

Tek Skills Known and Prepared. You determine what tek skills you know and can prepare for each class individually, as if you were a single-classed member of that class. If you are a ranger 4/wizard 3, for example, you know three 1st-level ranger tek skills based on your levels in the ranger class. As 3rd-level wizard, you know three wizard cantrips, and your tek skill datapad contains ten wizard tek skills, two of which (the two you gained when you reached 3rd level as a wizard) can be 2nd-level tek skills. If your Intelligence is 16, you can prepare six wizard tek skills from your tek skill datapad.

Each tek skill you know and prepare is associated with one of your classes, and you use the Tekcasting ability of that class when you cast the tek skill. Similarly, a Tekcasting focus, such as a holy symbol, can be used only for the tek skills from the class associated with that focus.

Tek Slots. You determine your available tek skill slots by adding together all your levels in the bard, cleric, druid, sorcerer, and wizard classes, and half your levels (rounded down) in the paladin and ranger classes. Use this total to determine your tek skill slots by consulting the Multiclass Tekcaster table.

If you have more than one Tekcasting class, this table might give you tek skill slots of a level that is higher than the tek skills you know or can prepare. You can use those slots, but only to cast your lower-level tek skills. If a lower-level tek skill that you cast, like *burning hands*, has an enhanced effect when cast using a higher-level slot, you can use the enhanced effect, even though you don't have any tek skills of that higher level.

For example, if you are the aforementioned ranger 4/wizard 3, you count as a 5th-level character when determining your tek skill slots: you have four 1st-level slots, three 2nd-level slots, and two 3rd-level slots. However, you don't know any 3rd-level tek skills, nor do you know any 2nd-level ranger tek skills. You can use the tek skill slots of those levels to cast the tek skills you do know—and potentially enhance their effects.

Pact Tek. If you have both the Tekcasting class feature and the Pact Tek class feature from the warlock class, you can use the tek skill slots you gain from the Pact Tek feature to cast tek skills you know or have prepared from classes with the Tekcasting class feature, and you can use the tek skill slots you gain from the Tekcasting class feature to cast warlock tek skills you know.

Multiclass Tekcaster: Tek Slots per Tek Level (table)

Level	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	2	—	—	—	—	—	—	—	—
2nd	3	—	—	—	—	—	—	—	—
3rd	4	2	—	—	—	—	—	—	—
4th	4	3	—	—	—	—	—	—	—
5th	4	3	2	—	—	—	—	—	—
6th	4	3	3	—	—	—	—	—	—
7th	4	3	3	1	—	—	—	—	—
8th	4	3	3	2	—	—	—	—	—
9th	4	3	3	3	1	—	—	—	—
10th	4	3	3	3	2	—	—	—	—
11th	4	3	3	3	2	1	—	—	—
12th	4	3	3	3	2	1	—	—	—
13th	4	3	3	3	2	1	1	—	—
14th	4	3	3	3	2	1	1	—	—
15th	4	3	3	3	2	1	1	1	—
16th	4	3	3	3	2	1	1	1	—
17th	4	3	3	3	2	1	1	1	1
18th	4	3	3	3	3	1	1	1	1
19th	4	3	3	3	3	2	1	1	1
20th	4	3	3	3	3	2	2	1	1

BEYOND 1ST LEVEL

As your character goes on adventures and overcomes challenges, he or she gains experience, represented by experience points. A character who reaches a specified experience point total advances in capability. This advancement is called **gaining a level**.

When your character gains a level, his or her class often grants additional features, as detailed in the class description. Some of these features allow you to increase your ability scores, either increasing two scores by 1 each or increasing one score by 2. You can't increase an ability score above 20. In addition, every character's proficiency bonus increases at certain levels.

Each time you gain a level, you gain 1 additional Hit Die. Roll that Hit Die, add your Constitution modifier to the roll, and add the total to your hit point maximum. Alternatively, you can use the fixed value shown in your class entry, which is the average result of the die roll (rounded up).

When your Constitution modifier increases by 1, your hit point maximum increases by 1 for each level you have attained. For example, if your 7th-level fighter has a Constitution score of 18, when he reaches 8th level, he increases his Constitution score from 17 to 18, thus increasing his Constitution modifier from +3 to +4. His hit point maximum then increases by 8.

The Character Advancement table summarizes the XP you need to advance in levels from level 1 through level 20, and the proficiency bonus for a character of that level. Consult the information in your character's class description to see what other improvements you gain at each level.

CHARACTER ADVANCEMENT

Experience Points	Level	Proficiency Bonus
0	1	+2
300	2	+2
900	3	+2
2,700	4	+2
6,500	5	+3
14,000	6	+3
23,000	7	+3
34,000	8	+3
48,000	9	+4
64,000	10	+4
85,000	11	+4
100,000	12	+4
120,000	13	+5
140,000	14	+5
165,000	15	+5
195,000	16	+5
225,000	17	+6
265,000	18	+6
305,000	19	+6
355,000	20	+6

EQUIPMENT

Currency is mostly dealt with in digital credits, however coins are still in circulation.

With one 100 credits, a character can buy a bedroll, 50 carbon fiber rope, or a low end datapad. A skilled (but not exceptional) worker can earn 100 credits a day.

50 credits buys a laborer's work for half a day, a night in a low end hostel, or a few rounds of drinks at a pub.

A single credit buys a pack of gum, small flashlight, or a bottle of water.

Coins come in several different denominations based on the relative worth of the metal from which they are made. The three most common coins are the gold piece (gp), the silver piece (sp), and the copper piece (cp). A standard coin weighs about a third of an ounce, so fifty coins weigh a pound.

Standard Exchange Rates (table)

Coin	Credits
Copper (cp)	1
Silver (sp)	10
Gold (gp)	100
Platinum (pp)	1,000

SELLING LOOT

Opportunities abound to find loot, equipment, weapons, armor, and more in the dungeons you explore. Normally, you can sell your loot and trinkets when you return to a town or other colony, provided that you can find buyers and merchants interested in your loot.

Arms, Armor, and Other Equipment. As a general rule, undamaged weapons, armor, and other equipment fetch half their cost when sold in a market. Weapons and armor used by raiders are rarely in good enough condition to sell.

Alien Artifacts. Selling alien artifacts is problematic. Finding someone to buy a potion or a scroll isn't too hard, but other items are out of the realm of most but the wealthiest nobles. Likewise, aside from a few common alien artifacts, you won't normally come across alien artifacts or tek skills to purchase. The value of tek is far beyond simple gold and should always be treated as such.

Gems, Jewelry, and Art Objects. These items retain their full value in the marketplace, and you can either trade them in for coin or use them as currency for other transactions. For exceptionally valuable loot, the GM might require you to find a buyer in a large town or larger community first.

Trade Goods. In the black abyss, many people conduct transactions through barter. Like gems and art objects, trade rare minerals, water, livestock, and so on—retain their full value in the market and can be used as currency.

ARMOR

Fantasy gaming worlds are a vast tapestry made up of many different cultures, each with its own technology level. For this reason, adventurers have access to a variety of armor types, ranging from Flak armor to scarab skin to costly plate armor, with several other kinds of armor in between. The Armor table collects the most commonly available types of armor found in the game and separates them into three categories: light armor, medium armor, and heavy armor. Many warriors supplement their armor with A Pulse Shields.

The Armor table shows the cost, weight, and other properties of the common types of armor worn in futuristic gaming worlds.

Armor Proficiency. Anyone can put on a suit of armor or strap A Pulse Shield to an arm. Only those proficient in the armor's use know how to wear it effectively, however. Your class gives you proficiency with certain types of armor. If you wear armor that you lack proficiency with, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity, and you can't cast tek skills.

Armor Class (AC) Armor protects its wearer from attacks. The armor (and shield) you wear determines your base Armor Class.

Heavy Armor. Heavier armor interferes with the wearer's ability to move quickly, stealthily, and freely. If the Armor table shows "Str 13" or "Str 15" in the Strength column for an armor type, the armor reduces the wearer's speed by 10 feet unless the wearer has a Strength score equal to or higher than the listed score.

Stealth. If the Armor table shows "Disadvantage" in the Stealth column, the wearer has disadvantage on Dexterity (Stealth) checks.

Pulse Shields. A Pulse Shields is made from wood or metal and is carried in one hand. Wielding A Pulse Shields increases your Armor Class by 2. You can benefit from only one shield at a time.

ARMOR TABLE

Armor	Cost	Armor Class (AC)	Strength	Stealth	Weight	Don/Doff
Light Armor						
flak armor	4500 credits	12 + Dex modifier	—	—	13 kg.	1 minute
pulse armor	4500 credits	13 + Dex modifier	—	—	13 kg.	1 action
Medium Armor						
scarab skin	5000 credits	13 + Dex modifier (max 2)	—	—	20 kg.	5/1 minutes
kevlar	5000 credits	14 + Dex modifier (max 2)	—	Disadvantage	45 kg.	5/1 minutes
Heavy Armor						
Power Shell	1,50000 credits	18	Str 15	Disadvantage	650 kg.	10/5 minutes
Shield						
Pulse Shield	10000 credits	+2	—	—	6 kg.	1 action

GETTING INTO AND OUT OF ARMOR

The time it takes to don or doff armor depends on the armor's category.

Don. This is the time it takes to put on armor. You benefit from the armor's AC only if you take the full time to don the suit of armor.

Doff. This is the time it takes to take off armor. If you have help, reduce this time by half.

LIGHT ARMOR

Made from supple and thin materials, 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.

flak armor. Lightweight metal lined combat armor.

pulse armor. Powered by a small generator, this expensive shielding deflects projectiles. Once depleted it takes time to recharge. Pulse armor can be quite expensive, but ideal if you are trying to keep a low profile.

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.

scarab skin. Made of interlocking metal rings, a scarab skin is worn between layers of clothing or leather. This armor offers modest protection to the wearer's upper body and allows the sound of the rings rubbing against one another to be muffled by outer layers.

kevlar. Basic military issue combat armor.

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 warriors can manage their weight and bulk.

Heavy armor doesn't let you add your Dexterity modifier to your Armor Class, but it also doesn't penalize you if your Dexterity modifier is negative.

Power Shell Heavy and cumbersome, this powered mech armor gives the wearer enhanced strength, and a tough shell more resistant to damage than the standard pulse armor. However it makes it very difficult to be stealthy. This armor gives the wearer +2 Strength.

WEAPONS

Your class grants proficiency in certain weapons, reflecting both the class's focus and the tools you are most likely to use. Whether you favor a pulse blade or a rail rifle, your weapon and your ability to wield it effectively can mean the difference between life and death while adventuring.

The Weapons table shows the most common weapons used in the futuristic gaming worlds, their price and weight, the damage they deal when they hit, and any special properties they possess. Every weapon is classified as either melee or ranged. A **melee weapon** is used to attack a target within 5 feet of you, whereas a **ranged weapon** is used to attack a target at a distance.

WEAPON PROFICIENCY

Your race, class, and feats can grant you proficiency with certain weapons or categories of weapons. The two categories are **simple** and **martial**. Most people can use simple weapons with proficiency. These weapons include clubs, maces, and other weapons often found in the hands of commoners. Martial weapons, including swords and axes, require more specialized training to use effectively. Most warriors use martial weapons because these weapons put their fighting style and training to best use.

Proficiency with a weapon allows you to add your proficiency bonus to the attack roll for any attack you make with that weapon. If you make an attack roll using a weapon with which you lack proficiency, you do not add your proficiency bonus to the attack roll.

WEAPON TYPES

ION WEAPONS

Straight bladed weapons forged with modern day technology are much stronger than the steel blades once used on Earth. Their molecular structure makes them better for getting through weaker pulse armor.

PULSE WEAPONS

Powered melee weapons designed to puncture through modern armor.

WEAPON PROPERTIES

Many weapons have special properties related to their use, as shown in the Weapons table.

Ammunition. You can use a weapon that has the ammunition property to make a ranged attack only if you have ammunition to fire from the weapon. Each time you attack with the weapon, you expend one piece of ammunition. Once your clip runs out of ammunition, you have to spend an action to reload.

If you use a weapon that has the ammunition property to make a melee attack, you treat the weapon as an improvised weapon (see "Improvised Weapons" later in the section). A sling must be loaded to deal any damage when used in this way.

Finesse. When making an attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

Heavy. Small creatures have disadvantage on attack rolls with heavy weapons. A heavy weapon's size and bulk make it too large for a Small creature to use effectively. Light. A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons.

Burst-Fire. Weapons with this trait fire multiple rounds of ammunition per round. You roll once to hit, but roll damage separately for each round of ammunition.

Loading. Weapons with this trait need to be reloaded after firing a certain number of times. For example a Rail Rifle fires 3 rounds of ammunition per round, and requires to be reloaded every 10 shots, meaning its clips hold 30 rounds of ammunition.

Range. A weapon that can be used to make a ranged attack has a range in parentheses after the ammunition or thrown property. The range lists two numbers. The first is the weapon's normal range in feet, and the second indicates the weapon's long range. When attacking a target beyond normal range, you have disadvantage on the attack roll. You can't attack a target beyond the weapon's long range.

Reach. This weapon adds 5 feet to your reach when you attack with it, as well as when determining your reach for opportunity attacks with it.

Special A weapon with the special property has unusual rules governing its use, explained in the weapon's description (see "Special Weapons" later in this section).

Thrown. If a weapon has the thrown property, you can throw the weapon to make a ranged attack. If the weapon is a melee weapon, you use the same ability modifier for that attack roll and damage roll that you would use for a melee attack with the weapon. For example, if you throw an ion dagger, you can use either your Strength or your Dexterity, since the ion dagger has the finesse property.

Two-Handed This weapon requires two hands when you attack with it.

Versatile. This weapon can be used with one or two hands. A damage value in parentheses appears with the property—the damage when the weapon is used with two hands to make a melee attack.

Hidden. This weapon can be disguised as an ordinary object with a Stealth check. It takes a bonus action to unsheathe.

IMPROVISED WEAPONS

Sometimes characters don't have their weapons and have to attack with whatever is at hand. An improvised weapon includes any object you can wield in one or two hands, such as broken glass, a table leg, a frying pan, a wagon wheel, or a dead goblin.

Often, an improvised weapon is similar to an actual weapon and can be treated as such. For example, a table leg is akin to a club. At the GM's option, a character proficient with a weapon can use a similar object as if it were that weapon and use his or her proficiency bonus.

An object that bears no resemblance to a weapon deals 1d4 damage (the GM assigns a damage type appropriate to the object). If a character uses a ranged weapon to make a melee attack, or throws a melee weapon that does not have the thrown property, it also deals 1d4 damage. An improvised thrown weapon has a normal range of 20 feet and a long range of 60 feet.

SPECIAL WEAPONS

Weapons with special rules are described here.

Razer. This weapon can be toggled between whip form and rapier form using a bonus action. As a rapier it is a Finesse weapon that does 1d8 piercing. As a whip it has Reach, and does 1d4 slashing.

Pulse Fist. Has advantage on targets using Pulse Shielding.

Pulse Net. A Large or smaller creature hit by a net is restrained until it is freed. A net has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 concussive damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net.

When you use an action, bonus action, or reaction to attack with a net, you can make only one attack regardless of the number of attacks you can normally make.

WEAPONS TABLE

Name	Cost	Damage	Weight	Properties
Simple Melee Weapons				
Knife Ring	200 credits	1d4 piercing	1 kg.	Hidden, Light
Ion Dagger	200 credits	1d4 piercing	1 kg.	Finesse, light, thrown (range 20/60)
Katana	800 credits	1d6 piercing	4 kg.	Finesse
Bowstaff	2000 credits	1d6 bludgeoning	4 kg.	Versatile (1d8)
Simple Ranged Weapons				
Scorcher	2500 credits	1d8 piercing	5 kg.	Ammunition (range 80/320), loading(10), two-handed
Dart	50 credits	1d4 piercing	1/4 kg.	Finesse, thrown (range 20/60)
Martial Melee Weapons				
Stun Fist	1000 credits	1d6 concussive	4 kg.	Reach
Ion Blade	1000 credits	1d6 piercing	2 kg.	Finesse, light
Pulse blade	1500 credits	1d8 slashing	3 kg.	Versatile (1d10)
Razer	3000 credits	1d8 piercing (rapier), 1d4 slashing (whip)	7 kg.	Finesse, Special, Reach (whip only)
Martial Ranged Weapons				
Pulse Fist	1000 credits	1d6 incendiary	1 kg.	Ammunition (range 25/100), loading(4), Special
Rail Rifle	7500 credits	1d4 piercing	3 kg.	Ammunition (range 30/120), light, loading(10), Burst-Fire(3)
Recoil Rifle	5000 credits	2d8 piercing	18 kg.	Ammunition (range 100/400), heavy, loading(1), two-handed
Pulse Net	100 credits	—	3 kg.	Special, thrown (range 5/15)

ADVENTURING GEAR

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

Grenade. Throw at a location within 30 feet. Creatures within 5 feet must make a dexterity 14 saving throw or take damage based on the grenade's type. Types: Incendiary, Radiation, Cryo,

Antitoxin. A creature that drinks this vial of liquid gains advantage on saving throws against poison for 1 hour. It confers no benefit to undead or constructs.

Book. A book might contain poetry, historical accounts, information pertaining to a particular field of lore, diagrams and notes on gnomish contraptions, or just about anything else that can be represented using text or pictures. A book of tek skills is a tek skill datapad (described later in this section).

Caltrops. As an action, you can spread a bag of caltrops to cover a square area that is 5 feet on a side. Any creature that enters the area must succeed on a DC 15 Dexterity saving throw or stop moving this turn and take 1 piercing damage. Taking this damage reduces the creature's walking speed by 10 feet until the creature regains at least 1 hit point. A creature moving through the area at half speed doesn't need to make the save.

Chain. A chain has 10 hit points. It can be burst with a successful DC 20 Strength check.

Climber's Kit. A climber's kit includes special pitons, boot tips, gloves, and a harness. You can use the climber's kit as an action to anchor yourself; when you do, you can't fall more than 25 feet from the point where you anchored yourself, and you can't climb more than 25 feet away from that point without undoing the anchor.

Fishing Tackle. This kit includes a wooden rod, silken line, corkwood bobbers, steel hooks, lead sinkers, velvet lures, and bullet netting. Healer's Kit. This kit is a leather pouch containing bandages, salves, and splints. The kit has ten uses. As an action, you can expend one use of the kit to stabilize a creature that has 0 hit points, without needing to make a Wisdom (Medicine) check.

Hunting Trap. When you use your action to set it, this trap forms a saw-toothed steel ring that snaps shut when a creature steps on a pressure plate in the center. The trap is affixed by a heavy chain to an immobile object, such as a tree or a spike driven into the ground. A creature that steps on the plate must succeed on a DC 13 Dexterity saving throw or take 1d4 piercing damage and stop moving. Thereafter, until the creature breaks free of the trap, its movement is limited by the length of the chain (typically 3 feet long). A creature can use its action to make a DC 13 Strength check, freeing itself or another creature within its reach on a success. Each failed check deals 1 piercing damage to the trapped creature.

Flashlight. A flashlight casts bright light in a 15-foot radius and dim light for an additional 30 feet. Once lit, it burns for 6 hours on a battery.

Lock. A key is provided with the lock. Without the key, a creature proficient with thieves' tools can pick this lock with a successful DC 15 Dexterity check. Your GM may decide that better locks are available for higher prices.

Magnifying Glass. This lens allows a closer look at small objects. It is also useful as a substitute for flint and steel when starting fires. Lighting a fire with a magnifying glass requires light as bright as sunlight to focus, tinder to ignite, and about 5 minutes for the fire to ignite. A magnifying glass grants advantage on any ability check made to appraise or inspect an item that is small or highly detailed.

Manacles. These metal restraints can bind a Small or Medium creature. Escaping the manacles requires a successful DC 20 Dexterity check. Breaking them requires a successful DC 20 Strength check. Each set of manacles comes with one key. Without the key, a creature proficient with thieves' tools can pick the manacles' lock with a successful DC 15 Dexterity check. Manacles have 15 hit points.

Mess Kit. This tin box contains a cup and simple cutlery. The box clamps together, and one side can be used as a cooking pan and the other as a plate or shallow bowl.

Poison, Basic. You can use the poison in this vial to coat one slashing or piercing weapon or up to three pieces of ammunition. Applying the poison takes an action. A creature hit by the poisoned weapon or ammunition must make a DC 10 Constitution saving throw or take 1d4 poison damage. Once applied, the poison retains potency for 1 minute before drying.

Potion of Healing. A character who drinks the tek red fluid in this vial regains $2d4 + 2$ hit points. Drinking or administering a potion takes an action.

Pouch. A cloth or leather pouch can hold up to 20 sling bullets or 50 blowgun needles, among other things. A compartmentalized pouch for holding tek skill components is called a component pouch (described earlier in this section). **Quiver.** A quiver can hold up to 20 bullets. **Ram, Portable.** You can use a portable ram to break down doors. When doing so, you gain a +4 bonus on the Strength check. One other character can help you use the ram, giving you advantage on this check.

Rations. Rations consist of dry foods suitable for extended travel, including jerky, dried fruit,hardtack, and nuts.

Rope. Rope, whether made of hemp or silk, has 2 hit points and can be burst with a DC 17 Strength check.

tekcaster. Implement with which tek skills are cast.

Tent. A simple and portable canvas shelter, a tent sleeps two.

Adventuring Gear (table)

Item	Cost	Weight
Abacus	200 credits	2 kg.
Acid (vial)	2500 credits	1 kg.
Alchemist's fire (flask)	5000 credits	1 kg.
Ammunition		
- Bullets (20)	100 credits	1 kg.
Antitoxin (vial)	5000 credits	—
Backpack	200 credits	5 kg.
Ball bearings (bag of 1,000)	100 credits	2 kg.
Barrel	200 credits	70 kg.
Basket	4000 credits	2 kg.
Bedroll	100 credits	7 kg.
Bell	100 credits	—
Blanket	5000 credits	3 kg.
Climber's kit	2500 credits	12 kg.
Clothes, common	5000 credits	3 kg.
Clothes, costume	500 credits	4 kg.
Clothes, fine	1500 credits	6 kg.
Clothes, traveler's	200 credits	4 kg.
Component pouch	2500 credits	2 kg.
Crowbar	200 credits	5 kg.
Fishing tackle	100 credits	4 kg.
Flask or tankard	20 credits	1 kg.
Grappling hook	200 credits	4 kg.
Hammer	100 credits	3 kg.
Hammer, sledge	200 credits	10 kg.
Med kit	500 credits	3 kg.
Hunting trap	500 credits	25 kg.
Lock	1000 credits	1 kg.
Magnifying glass	10000 credits	—
Manacles	200 credits	6 kg.
Mess kit	2000 credits	1 kg.
Poison, basic (vial)	10000 credits	—
Potion of healing	5000 credits	1/2 kg.
Rations (1 day)	5000 credits	2 kg.
Rope, hempen (50 feet)	100 credits	10 kg.
Rope, carbon fiber (50 feet)	1000 credits	5 kg.
Shovel	200 credits	5 kg.
Signal whistle	50 credits	—
Signet ring	500 credits	—
Soap	20 credits	—
tekcaster	5000 credits	3 kg.
Tent, two-person	200 credits	20 kg.
Canteen	2000 credits	5 kg. (full)

Container Capacity (table)

Container	Capacity
Backpack*	1 cubic foot/30 pounds of gear
Barrel	40 gallons liquid, 4 cubic feet solid
Basket	2 cubic feet/40 pounds of gear
Bottle	1½ pints liquid
Bucket	3 gallons liquid, 1/2 cubic foot solid
Chest	12 cubic feet/300 pounds of gear
Flask or tankard	1 pint liquid
Jug or pitcher	1 gallon liquid
Pot, iron	1 gallon liquid
Pouch	1/5 cubic foot/6 pounds of gear
Sack	1 cubic foot/30 pounds of gear
Vial	4 ounces liquid
Canteen	4 pints liquid

* You can also strap items, such as a bedroll or a coil of rope, to the outside of a backpack.

EQUIPMENT PACKS

The starting equipment you get from your class includes a collection of useful adventuring gear, put together in a pack. The contents of these packs are listed here. If you are buying your starting equipment, you can purchase a pack for the price shown, which might be cheaper than buying the items individually.

Burglar's Pack (1600 credits). Includes a backpack, a bag of 1,000 ball bearings, 10 feet of micro fiber optic cable, a smoke-can, 5 flares, a crowbar, a hammer, mag-gloves, night-vision goggles, 2 multi-use batteries, 5 days rations, a datapad, and a canteen. The pack also has 50 feet of microfiber rope strapped to the side of it.

Diplomat's Pack (3900 credits). Includes a footlocker, 2 cases for maps and scrolls, a set of fine clothes, a bottle of ink, an ink pen, a lamp, 2 flasks of oil, 5 sheets of paper, a vial of perfume, sealing wax, and soap.

Incursion Pack (1200 credits). Includes a backpack, a crowbar, a hammer, mag-gloves, a flashlight, a datapad, 10 days of rations, and a canteen. The backpack also has 50 feet of microfiber rope strapped to the side of it.

Entertainer's Pack (4000 credits). Includes a backpack, a bedroll, 2 costumes, 5 flares, 5 days of rations, a canteen, and a disguise kit.

field survival kit (1000 credits). Includes a backpack, a bedroll, a mess kit, a datapad, a flashlight, 10 days of rations, and a canteen. The pack also has 50 feet of microfiber rope strapped to the side of it.

Chaplin's Pack (1900 credits). Includes a backpack, a blanket, 10 flares, a datapad, an alms box, 2 blocks of incense, a censer, vestments, 2 days of rations, and a canteen.

Scholar's Pack (4000 credits). Includes a backpack, a datapad, a scholar's access card, a flashlight, and a translator implant (programmed with 3 languages of your choice).

TOOLS

A tool helps you to do something you couldn't otherwise do, such as craft or repair an item, forge a document, or pick a lock. Your race, class, background, or feats give you proficiency with certain tools. Proficiency with a tool allows you to add your proficiency bonus to any ability check you make using that tool. Tool use is not tied to a single ability, since proficiency with a tool represents broader knowledge of its use. For example, the GM might ask you to make a Dexterity check to carve a fine detail with your woodcarver's tools, or a Strength check to make something out of particularly hard wood.

TINKER'S TOOLS

These special tools include the items needed to pursue a craft or trade. The table shows examples of the most common types of tools, each providing items related to a single craft. Proficiency with a set of artisan's tools lets you add your proficiency bonus to any ability checks you make using the tools in your craft. Each type of artisan's tools requires a separate proficiency. Using Tinker's tools you can repair electronic and mechanical devices with an ability check.

DISGUISE KIT

A device in the shape of a mask that injects gel into your face to change your appearance. The gel can be removed by using the disguise kit. After 24 hours the gem must be reapplied or it loses its form.

FORGERY KIT

This small box contains a plastics fabricator, network slicing kit, and other supplies necessary to create convincing forgeries of physical and virtual documents. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a physical or virtual forgery of a document. Gaming Set. A small box containing VR optics and haptic gloves for non-immersive VR gaming. It also contains either a set of dice, deck of playing cards, or a chess set.

BOTANIST'S KIT

This kit contains a variety of instruments such as clippers, mortar and pestle, and pouches and vials used by herbalists to create remedies and potions. It also contains a specialized datapad that can be used to identify plants. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to identify or apply herbs. Also, proficiency with this kit is required to create antitoxin and potions of healing.

MUSICAL INSTRUMENT

Several of the most common types of musical instruments are shown on the table as examples. If you have proficiency with a given musical instrument, you can add your proficiency bonus to any ability checks you make to play music with the instrument. Each type of musical instrument requires a separate proficiency.

NAVIGATOR'S KIT

This specialized datapad is used for navigation in space. Proficiency with navigator's tools lets you chart a ship's course and follow navigation charts. In addition, it allows you to add your proficiency bonus to any ability check you make to avoid getting lost in space. In the event that a ship's navigation data is out of date or offline, you can override the navigation controls from the ship's helm using this device. You can update the star charts on your Navigator's Datapad at most colonies and stations.

POISONER'S KIT

A poisoner's kit includes the vials, chemicals, and other equipment necessary for the creation of poisons. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to craft or use poisons.

THIEVES' TOOLS

This set of tools includes a datapad, a small file, a set of lock picks, a small mirror mounted on a metal handle, a set of narrow-bladed scissors, and a pair of pliers. Proficiency with these tools lets you add your proficiency bonus to any ability checks you make to disarm traps or pick physical locks as well as hack electronic locks. Slicer's Kit. This set of devices allows you to hack into computer systems using a Slicing check.

MEDKIT

This is a simple medic's toolkit to perform any basic field treatment.

EXPENSES

When not descending into the depths of space, exploring ruins for lost loot, or waging war against the encroaching darkness, adventurers face more mundane realities. Even in a futuristic world, people require basic necessities such as shelter, sustenance, and clothing. These things cost money, although some lifestyles cost more than others.

LIFESTYLE EXPENSES

Lifestyle expenses provide you with a simple way to account for the cost of living in a futuristic world. They cover your accommodations, food and drink, and all your other necessities. Furthermore, expenses cover the cost of maintaining your equipment so you can be ready when adventure next calls.

At the start of each week or month (your choice), choose a lifestyle from the Expenses table and pay the price to sustain that lifestyle. The prices listed are per day, so if you wish to calculate the cost of your chosen lifestyle over a thirty-day period, multiply the listed price by 30. Your lifestyle might change from one period to the next, based on the funds you have at your disposal, or you might maintain the same lifestyle throughout your character's career.

Your lifestyle choice can have consequences. Maintaining a wealthy lifestyle might help you make contacts with the rich and powerful, though you run the risk of attracting thieves. Likewise, living frugally might help you avoid criminals, but you are unlikely to make powerful connections.

Lifestyle Expenses (table)

Lifestyle	Price/Day
Wretched	—
Squalid	1000 credits
Poor	2000 credits
Modest	100 credits
Comfortable	200 credits
Wealthy	400 credits
Aristocratic	1000 credits minimum

Wretched You live in inhumane conditions. With no place to call home, you shelter wherever you can, Stealthing into barns, huddling in old crates, and relying on the good graces of people better off than you. A wretched lifestyle presents abundant dangers. Violence, disease, and hunger follow you wherever you go. Other wretched people covet your armor, weapons, and adventuring gear, which represent a fortune by their standards. You are beneath the notice of most people.

Squalid You live in a leaky stable, a mud-floored hut just outside town, or a vermin-infested boarding house in the worst part of town. You have shelter from the elements, but you live in a desperate and often violent environment, in places rife with disease, hunger, and misfortune. You are beneath the notice of most people, and you have few legal protections. Most people at this lifestyle level have suffered some terrible setback. They might be disturbed, marked as exiles, or suffer from disease.

Poor. A poor lifestyle means going without the comforts available in a stable community. Simple food and lodgings, threadbare clothing, and unpredictable conditions result in a sufficient, though probably unpleasant, experience. Your accommodations might be a room in a flophouse or in the common room above a tavern. You benefit from some legal protections, but you still have to contend with violence, crime, and disease. People at this lifestyle level tend to be unskilled laborers, costermongers, peddlers, thieves, mercenaries, and other disreputable types.

Modest. A modest lifestyle keeps you out of the slums and ensures that you can maintain your equipment. You live in an older part of town, renting a room in a boarding house, inn, or temple. You don't go hungry or thirsty, and your living conditions are clean, if simple. Ordinary people living modest lifestyles include soldiers with families, laborers, students, priests, hedge wizards, and the like.

Comfortable. Choosing a comfortable lifestyle means that you can afford nicer clothing and can easily maintain your equipment. You live in a small cottage in a middle-class neighborhood or in a private room at a fine inn. You associate with merchants, skilled tradespeople, and military officers.

Wealthy. Choosing a wealthy lifestyle means living a life of luxury, though you might not have achieved the social status associated with the old money of nobility or royalty. You live a lifestyle comparable to that of a highly successful merchant, a favored servant of the royalty, or the owner of a few small businesses. You have respectable lodgings, usually a spacious home in a good part of town or a comfortable suite at a fine inn. You likely have a small staff of servants.

Aristocratic. You live a life of plenty and comfort. You move in circles populated by the most powerful people in the community. You have excellent lodgings, perhaps a townhouse in the nicest part of town or rooms in the finest inn. You dine at the best restaurants, retain the most skilled and fashionable tailor, and have servants attending to your every need. You receive invitations to the social gatherings of the rich and powerful, and spend evenings in the company of politicians, guild leaders, high priests, and nobility. You must also contend with the highest levels of deceit and treachery. The wealthier you are, the greater the chance you will be drawn into political intrigue as a pawn or participant.

SELF-SUFFICIENCY

The expenses and lifestyles described here assume that you are spending your time between adventures in town, availing yourself of whatever services you can afford—paying for food and shelter, paying townspeople to sharpen your sword and repair your armor, and so on. Some characters, though, might prefer to spend their time away from civilization, sustaining themselves in the wild by hunting, foraging, and repairing their own gear.

Maintaining this kind of lifestyle doesn't require you to spend any coin, but it is time-consuming. If you spend your time between adventures practicing a profession, you can eke out the equivalent of a poor lifestyle. Proficiency in the Nature skill lets you live at the equivalent of a comfortable lifestyle.

FOOD, DRINK, AND LODGING

The Food, Drink, and Lodging table gives prices for individual food items and a single night's lodging. These prices are included in your total lifestyle expenses.

Food, Drink, and Lodging (table)

Item	Cost
Ale	
- Gallon	40 credits
- Mug	10 credits
Banquet (per person)	100 credits
Bread, loaf	20 credits
Cheese, hunk	10 credits
Inn stay (per day)	
- Squalid	70 credits
- Poor	100 credits
- Modest	500 credits
- Comfortable	800 credits
- Wealthy	2000 credits
- Aristocratic	4000 credits
Meals (per day)	
- Squalid	30 credits
- Poor	60 credits
- Modest	300 credits
- Comfortable	500 credits
- Wealthy	800 credits
- Aristocratic	2000 credits
Meat, chunk	30 credits
Wine	
- Common (pitcher)	50 credits
- Fine (bottle)	200 credits

SERVICES

Adventurers can pay nonplayer characters to assist them or act on their behalf in a variety of circumstances. Most such hirelings have fairly ordinary skills, while others are masters of a craft or art, and a few are experts with specialized adventuring skills.

Some of the most basic types of hirelings appear on the Services table. Other common hirelings include any of the wide variety of people who inhabit a typical town or city, when the adventurers pay them to perform a specific task. For example, a wizard might pay a carpenter to construct an elaborate chest (and its miniature replica) for use in the *secret chest* tek skill. A fighter might commission a blacksmith to forge a special sword. A bard might pay a tailor to make exquisite clothing for an upcoming performance in front of the duke.

Other hirelings provide more expert or dangerous services. Mercenary soldiers paid to help the adventurers take on a hobgoblin army are hirelings, as are sages hired to research ancient or esoteric lore. If a high-level adventurer establishes a stronghold of some kind, he or she might hire a whole staff of servants and agents to run the place, from a castellan or steward to menial laborers to keep the stables clean. These hirelings often enjoy a long-term contract that includes a place to live within the stronghold as part of the offered compensation.

Skilled hirelings include anyone hired to perform a service that involves a proficiency (including weapon, tool, or skill): a mercenary, artisan, scribe, and so on. The pay shown is a minimum; some expert hirelings require more pay. Untrained hirelings are hired for menial work that requires no particular skill and can include laborers, porters, maids, and similar workers.

Services (table)

Service	Pay
Coach cab	
- Between towns	30 credits per mile
- Within a city	10 credits
Hireling	
- Skilled	200 credits per day
- Untrained	2000 credits per day
Messenger	20 credits per mile
Road or gate toll	10 credits
Ship's passage	10,000 credits per day

TEKCASTING SERVICES

People who are able to cast tek skills don't fall into the category of ordinary hirelings. It might be possible to find someone willing to cast a tek skill in exchange for coin or favors, but it is rarely easy and no established pay rates exist. As a rule, the higher the level of the desired tek skill, the harder it is to find someone who can cast it and the more it costs.

Hiring someone to cast a relatively common tek skill of 1st or 2nd level, such as *cure wounds* or *identify*, is easy enough in a city or town, and might cost 10 to 50 gold pieces (plus the cost of any expensive material components). Finding someone able and willing to cast a higher-level tek skill might involve traveling to a large city, perhaps one with a university or prominent temple. Once found, the tekcaster might ask for a service instead of payment—the kind of service that only adventurers can provide, such as retrieving a rare item from a dangerous locale or traversing a monster-infested wilderness to deliver something important to a distant colony.

FEATS

A feat represents a talent or an area of expertise that gives a character special capabilities. It embodies training, experience, and abilities beyond what a class provides.

At certain levels, your class gives you the Ability Score Improvement feature. Using the optional feats rule, you can forgo taking that feature to take a feat of your choice instead. You can take each feat only once, unless the feat's description says otherwise.

You must meet any prerequisite specified in a feat to take that feat. If you ever lose a feat's prerequisite, you can't use that feat until you regain the prerequisite. For example, the Grappler feat requires you to have a Strength of 13 or higher. If your Strength is reduced below 13 somehow—perhaps by a withering hack—you can't benefit from the Grappler feat until your Strength is restored.

ATHLETE

You have undergone extensive physical training to gain the following benefits:

- Increase your Physique or Dexterity score by 1, to a maximum of 20.
- When you are prone, standing up uses only 5 feet of your movement.
- Climbing doesn't halve your speed.
- You have advantages in moving through null gravity.
- You can make a running long jump or a running high jump after moving only 5 feet on foot, rather than 10 feet.

ACTOR

Skilled at mimicry and dramatics, you gain the following benefits:

- Increase your Charisma or Wit score by 1, to a maximum of 20.
- You have advantage on Trickery and Performance checks when trying to pass yourself off as a different person.
- You can mimic the speech of another person or the sounds made by other creatures. You must have heard the person speaking, or heard the creature make the sound, for at least 1 minute. A successful Wisdom (Insight) check contested by your Trickery check allows a listener to determine that the effect is faked.

CHARGER

When you use your action to Dash, you can use a bonus action to make one melee weapon attack or to shove a creature. If you move at least 10 feet in a straight line immediately before taking this bonus action, you either gain a +5 bonus to the attack's damage roll (if you chose to make a melee attack and hit) or push the target up to 10 feet away from you (if you chose to shove and you succeed).

CODER

You have studied languages of computers, gaining the following benefits:

- Increase your Wit score by 1, to a maximum of 20.
- You can read any computer code and understand its purpose.
- You can with a Science or Tinker check (your choice) alter the code of a machine that you have control over to a reasonable degree. For example you can recode a defensive turret to attack your enemies, or reprogram a hostile robot act a butler droid. The amount of time and check DC is to the discretion of the DM.

DEFENSIVE DUELIST

Prerequisite: Dexterity 13 or higher

When you are wielding a finesse weapon with which you are proficient and another creature hits you with a melee attack, you can use your reaction to add your proficiency bonus to your AC for that attack, potentially causing the attack to miss you.

DUAL WIELDER

You master fighting with two weapons, gaining the following benefits:

- You gain a +1 bonus to AC while you are wielding a separate melee weapon in each hand.
- You can use two-weapon fighting even when the one handed melee weapons you are wielding aren't light.
- You can draw or stow two one-handed weapons when you would normally be able to draw or stow only one.

DURABLE

Hardy and resilient, you gain the following benefits: Increase your Constitution score by 1, to a maximum of 20.

ELEMENTAL ADEPT

Prerequisite: The ability to cast at least one tek skill

When you gain this feat, choose one of the following damage types: acid, cold, fire, lightning, or concussive. Tek Skills you cast ignore resistance to damage of the chosen type. In addition, when you roll damage for a tek skill you cast that deals damage of that type, you can treat any 1 on a damage die as a 2. You can select this feat multiple times. Each time you do so, you must choose a different damage type.

GRAPPLER

Prerequisite: Physique 13 or higher

You've developed the skills necessary to hold your own in close-quarters grappling. You gain the following benefits:

- You have advantage on attack rolls against a creature you are grappling.
- You can use your action to try to pin a creature grappled by you. To do so, make another grapple check. If you succeed, you and the creature are both restrained until the grapple ends.
- Creatures that are one size larger than you don't automatically succeed on checks to escape your grapple.

GREAT WEAPON MASTER

You've learned to put the weight of a weapon to you advantage, letting its momentum empower your strikes. You gain the following benefits:

- On your turn, when you score a critical hit with a melee weapon or reduce a creature to 0 hit points with one, you can make one melee weapon attack as a bonus action.
- Before you make a melee attack with a heavy weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.

HEALER

You are an able physician, allowing you to mend wounds quickly and get your allies back in the fight. You gain the following benefits:

- When you use a medic kit to stabilize a dying creature, that creature also regains 1 hit point.
- As an action, you can spend one use of a medic kit to tend to a creature and restore $1d6 + 4$ hit points to it, plus additional hit points equal to the creature's maximum number of Hit Dice. The creature can't regain hit points from this feat again until it finishes a short or long rest.

HEAVILY ARMORED

Prerequisite: Proficiency with medium armor

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

- Increase your Physique score by 1, to a maximum of 20.
- You gain proficiency with heavy armor.

HEAVY ARMOR MASTER

Prerequisite: Proficiency with heavy armor

You can use your arm or to deflect strikes that would kill others. You gain the following benefits:

- Increase your Physique score by 1, to a maximum of 20.
- While you are wearing heavy armor, bludgeoning, piercing, and slashing damage that you take from non tek weapons is reduced by 3.

INSPIRING LEADER

Prerequisite: Charisma 13 or higher

You can spend 10 minutes inspiring your companions, shoring up their resolve to fight. When you do so, choose up to six friendly creatures (which can include yourself) within 30 feet of you who can see or hear you and who can understand you. Each creature can gain temporary hit points equal to your level + your Charisma modifier. A creature can't gain temporary hit points from this feat again until it has finished a short or long rest.

In addition, any mercenaries under your command receive +2 to initiative and armor class.

LIGHTLY ARMORED

You have trained to master the use of light armor, gaining the following benefits: Increase your Physique or Dexterity score by 1, to a maximum of 20. You gain proficiency with light armor.

LINGUIST

You have studied languages and codes, gaining the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You learn three languages of your choice.
- You can ably create written ciphers. Others can't decipher a code you create unless you teach them, they succeed on an Intelligence check (DC equal to your Intelligence score + your proficiency bonus), or they use tek to decipher it.

LUCKY

You have inexplicable luck that seems to kick in at just the right moment.

You have 3 luck points. Whenever you make an attack roll, an ability check, or a saving throw, you can spend one luck point to roll an additional d20. You can choose to spend one of your luck points after you roll the die, but before the outcome is determined. You choose which of the d20s is used for the attack roll, ability check, or saving throw.

You can also spend one luck point when an attack roll is made against you. Roll a d20, and then choose whether the attack uses the attacker's roll or yours.

If more than one creature spends a luck point to influence the outcome of a roll, the points cancel each other out; no additional dice are rolled.

You regain your expended luck points when you finish a long rest.

MAGE SLAYER

You have practiced techniques useful in melee combat against tekcasters, gaining the following benefits:

- When a creature within 5 feet of you casts a tek skill, you can use your reaction to make a melee weapon attack against that creature.
- When you damage a creature that is concentrating on a tek skill, that creature has disadvantage on the saving throw it makes to maintain its concentration. You have advantage on saving throws against tek skills cast by creatures within 5 feet of you.

MAGIC INITIATE

Choose a class: bard, cleric, druid, sorcerer, warlock, or wizard. You learn two cantrips of your choice from that class's tek skill list.

In addition, choose one 1st-level tek skill from that same list. You learn that tek skill and can cast it at its lowest level. Once you cast it, you must finish a long rest before you can cast it again.

Your tek skillcasting ability for these tek skills depends on the class you chose: Charisma for bard, sorcerer, or warlock; Wisdom for cleric or druid; or Intelligence for wizard.

MARTIAL ADEPT

You have martial training that allows you to perform special combat maneuvers. You gain the following benefits:

- You learn two maneuvers of your choice from among those available to the Battle Master archetype in the fighter class. If a maneuver you use requires your target to make a saving throw to resist the maneuver's effects, the saving throw DC equals $8 +$ your proficiency bonus + your Physique or Dexterity modifier (your choice).
- If you already have superiority dice, you gain one more; otherwise, you have one superiority die, which is a d6. This die is used to fuel your maneuvers. A superiority die is expended when you use it. You regain your expended superiority dice when you finish a short or long rest.

MEDIUM ARMOR MASTER

Prerequisite: Proficiency with medium armor

You have practiced moving in medium armor to gain the following benefits:

- Wearing medium armor doesn't impose disadvantage on your Dexterity (Stealth) checks.
- When you wear medium armor, you can add 3, rather than 2, to your AC if you have a Dexterity of 16 or higher.

MISSION SPECIALIST

Alert to the hidden traps and secret doors, you gain the following benefits:

- When you roll a Hit Die to regain hit points, the minimum number of hit points you regain from the roll equals twice your Constitution modifier (minimum of 2).
- You have advantage on Wisdom (Perception) and Intelligence (Investigation) checks made to detect the presence of secret doors.
- You have advantage on saving throws made to avoid or resist traps.
- You have resistance to the damage dealt by traps.
- You can search for traps while traveling at a normal pace, instead of only at a slow pace.

MOBILE

You are exceptionally speedy and agile. You gain the following benefits:

- Your speed increases by 10 feet.
- When you use the Dash action, difficult terrain doesn't cost you extra movement on that turn.
- When you make a melee attack against a creature, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.

MODERATELY ARMORED

Prerequisite: Proficiency with light armor

You have trained to master the use of medium armor and shields, gaining the following benefits:

- Increase your Physique or Dexterity score by 1, to a maximum of 20.
- You gain proficiency with medium armor and pulse shields.

MOUNTED COMBATANT

You are a dangerous foe to face while mounted. While you are mounted and aren't incapacitated, you gain the following benefits:

- You have advantage on melee attack rolls against any unmounted creature that is smaller than your mount.
- You can force an attack targeted at your mount to target you instead.
- If your mount is subjected to an effect that allows it to take a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails. Mounts include Grav Boots, and Hover Bikes.

OBSERVANT

Quick to notice details of your environment, you gain the following benefits:

- Increase your Intelligence, Will or Wisdom score by 1, to a maximum of 20.
- If you can see a creature's mouth while it is speaking a language you understand, you can interpret what it's saying by reading its lips. You have a +5 bonus to your passive Wisdom (Perception) and passive Intelligence (Investigation) scores.

RESILIENT

Choose one ability score. You gain the following benefits:

- Increase the chosen ability score by 1, to a maximum of 20.
- You gain proficiency in saving throws using the chosen ability.

RITUAL CASTER

Prerequisite: Intelligence, Will or Wisdom 13 or higher

You have learned a number of tek skills that you can cast as rituals. These tek skills are written in a ritual book, which you must have in hand while casting one of them.

When you choose this feat, you acquire a ritual book holding two 1st-level tek skills of your choice. Choose one of the following classes: bard, cleric, druid, sorcerer, warlock, or wizard. You must choose your tek skills from that class's tek skill list, and the tek skills you choose must have the ritual tag. The class you choose also determines your tek skillcasting ability for these tek skills: Charisma for bard, sorcerer, or warlock; Wisdom for cleric or druid; or Intelligence for wizard.

If you come across a tek skill in written form, such as a tek tek skill scroll or a wizard's tekcaster, you might be able to add it to your ritual book. The tek skill must be on the tek skill list for the class you chose, the tek skill's level can be no higher than half your level (rounded up), and it must have the ritual tag. The process of copying the tek skill into your ritual book takes 2 hours per level of the tek skill, and costs 50 gp per level. The cost represents material components you expend as you experiment with the tek skill to master it, as well as the fine inks you need to record it.

SAVAGE ATTACKER

Once per turn when you roll damage for a melee weapon attack, you can reroll the weapon's damage dice and use either total.

SCORCHER EXPERT

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

- You can use the scorcher's "create ammunition" property without using an action.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.
- When you use the Attack action and attack with a one handed weapon, you can use a bonus action to attack with a loaded hand scorcher you are holding.

SENTINEL

You have mastered techniques to take advantage of every drop in any enemy's guard, gaining the following benefits:

- When you hit a creature with an opportunity attack, the creature's speed becomes 0 for the rest of the turn.
- Creatures within 5 feet of you provoke opportunity attacks from you even if they take the Disengage action before leaving your reach.
- When a creature within 5 feet of you makes an attack against a target other than you (and that target doesn't have this feat), you can use your reaction to make a melee weapon attack against the attacking creature.

SHARPSHOOTER

You have mastered ranged weapons and can make shots that others find impossible. You gain the following benefits:

- Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls.
- Your ranged weapon attacks ignore half cover and three-quarters cover.
- Before you make an attack with a ranged weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.

SKILLED

You gain proficiency in any combination of three skills or tools of your choice.

SKULKER

Prerequisite: Dexterity 13 or higher

You are expert at slinking through shadows. You gain the following benefits:

- You can try to hide when you are lightly obscured from the creature from which you are hiding.
- When you are hidden from a creature and miss it with a ranged weapon attack, making the attack doesn't reveal your position.
- Dim light doesn't impose disadvantage on your Wisdom (Perception) checks relying on sight.

SPACER

You understand spacecraft architecture with uncanny precision. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You have advantage on Intelligence (Investigation) checks to navigate an unfamiliar ship.
- You can accurately recall the layout of any ship or space station you've been on.

SPELL SNIPER

Prerequisite: The ability to cast at least one tek skill

You have learned techniques to enhance your attacks with certain kinds of tek skills, gaining the following benefits:

- When you cast a tek skill that requires you to make an attack roll, the tek skill's range is doubled.
- Your ranged tek skill attacks ignore half cover and three-quarters cover.
- You learn one cantrip that requires an attack roll. Choose the cantrip from the bard, cleric, druid, sorcerer, warlock, or wizard tek skill list. Your tek skillcasting ability for this cantrip depends on the tek skill list you chose from: Charisma for bard, sorcerer, or warlock; Wisdom for cleric or druid; or Intelligence for wizard.

TAVERN BRAWLER

Accustomed to rough-and-tumble fighting using whatever weapons happen to be at hand, you gain the following benefits:

- Increase your Physique or Constitution score by 1, to a maximum of 20.
- You are proficient with improvised weapons and unarmed strikes.
- Your unarmed strike uses a d4 for damage.
- When you hit a creature with an unarmed strike or an improvised weapon on your turn, you can use a bonus action to attempt to grapple the target.

TOUGH

Your hit point maximum increases by an amount equal to twice your level when you gain this feat. Whenever you gain a level thereafter, your hit point maximum increases by an additional 2 hit points.

WAR CASTER

Prerequisite: The ability to cast at least one tek skill You have practiced casting tek skills in the midst of combat, learning techniques that grant you the following benefits: You have advantage on Constitution saving throws that you make to maintain your concentration on a tek skill when you take damage. You can perform the somatic components of tek skills even when you have weapons or a shield in one or both hands. When a hostile creature's movement provokes an opportunity attack from you, you can use your reaction to cast a tek skill at the creature, rather than making an opportunity attack. The tek skill must have a casting time of 1 action and must target only that creature.

WEAPON MASTER

You have practiced extensively with a variety of weapons, gaining the following benefits: Increase your Physique or Dexterity score by 1, to a maximum of 20. You gain proficiency with four weapons of your choice.

ADVANTAGE AND DISADVANTAGE

Sometimes a special ability or tek skill tells you that you have advantage or disadvantage on an ability check, a saving throw, or an attack roll. When that happens, you roll a second d20 when you make the roll. Use the higher of the two rolls if you have advantage, and use the lower roll if you have disadvantage. For example, if you have disadvantage and roll a 17 and a 5, you use the 5. If you instead have advantage and roll those numbers, you use the 17.

If multiple situations affect a roll and each one grants advantage or imposes disadvantage on it, you don't roll more than one additional d20. If two favorable situations grant advantage, for example, you still roll only one additional d20.

If circumstances cause a roll to have both advantage and disadvantage, you are considered to have neither of them, and you roll one d20. This is true even if multiple circumstances impose disadvantage and only one grants advantage or vice versa. In such a situation, you have neither advantage nor disadvantage.

You usually gain advantage or disadvantage through the use of special abilities, actions, or tek skills. Inspiration can also give a character advantage. The

GM can also decide that circumstances influence a roll in one direction or the other and grant advantage or impose disadvantage as a result.

PROFICIENCY BONUS

Characters have a proficiency bonus determined by level. Monsters also have this bonus, which is incorporated in their stat blocks. The bonus is used in the rules on ability checks, saving throws, and attack rolls.

Your proficiency bonus can't be added to a single die roll or other number more than once. For example, if two different rules say you can add your proficiency bonus to a Wisdom saving throw, you nevertheless add the bonus only once when you make the save.

Occasionally, your proficiency bonus might be multiplied or divided (doubled or halved, for example) before you apply it. For example, the rogue's Expertise feature doubles the proficiency bonus for certain ability checks. If a circumstance suggests that your proficiency bonus applies more than once to the same roll, you still add it only once and multiply or divide it only once.

By the same token, if a feature or effect allows you to multiply your proficiency bonus when making an ability check that wouldn't normally benefit from your proficiency bonus, you still don't add the bonus to the check. For that check your proficiency bonus is 0, given the fact that multiplying 0 by any number is still 0. For instance, if you lack proficiency in the History skill, you gain no benefit from a feature that lets you double your proficiency bonus when you make Intelligence (History) checks.

In general, you don't multiply your proficiency bonus for attack rolls or saving throws. If a feature or effect allows you to do so, these same rules apply.

CONTESTS

Sometimes one character's or monster's efforts are directly opposed to another's. This can occur when both of them are trying to do the same thing and only one can succeed, such as attempting to snatch up a tek ring that has fallen on the floor. This situation also applies when one of them is trying to prevent the other one from accomplishing a goal—for example, when a monster tries to force open a door that an adventurer is holding closed. In situations like these, the outcome is determined by a special form of ability check, called a contest.

Both participants in a contest make ability checks appropriate to their efforts. They apply all appropriate bonuses and penalties, but instead of comparing the total to a DC, they compare the totals of their two checks. The participant with the higher check total wins the contest. That character or monster either succeeds at the action or prevents the other one from succeeding.

If the contest results in a tie, the situation remains the same as it was before the contest. Thus, one contestant might win the contest by default. If two characters tie in a contest to snatch a ring off the floor, neither character grabs it. In a contest between a monster trying to open a door and an adventurer trying to keep the door closed, a tie means that the door remains shut.

ATTACK ROLLS AND DAMAGE

You add your Strength modifier to your attack roll and your damage roll when attacking with a melee weapon such as a scorch, a battleaxe, or a javelin. You use melee weapons to make melee attacks in hand* to-hand combat, and some of them can be thrown to make a ranged attack.

LIFTING AND CARRYING

Your Strength score determines the amount of weight you can bear. The following terms define what you can lift or carry.

Carrying Capacity. Your carrying capacity is your Strength score multiplied by 15. This is the weight (in pounds) that you can carry, which is high enough that most characters don't usually have to worry about it.

Push, Drag, or Lift. You can push, drag, or lift a weight in pounds up to twice your carrying capacity (or 30 times your Strength score). While pushing or dragging weight in excess of your carrying capacity, your speed drops to 5 feet.

Size and Strength. Larger creatures can bear more weight, whereas Tiny creatures can carry less. For each size category above Medium, double the creature's carrying capacity and the amount it can push, drag, or lift. For a Tiny creature, halve these weights.

VARIANT: ENCUMBRANCE

The rules for lifting and carrying are intentionally simple. Here is a variant if you are looking for more detailed rules for determining how a character is hindered by the weight of equipment. When you use this variant, ignore the Strength column of the Armor table.

If you carry weight in excess of 5 times your Strength score, you are **encumbered**, which means your speed drops by 10 feet.

If you carry weight in excess of 10 times your Strength score, up to your maximum carrying capacity, you are instead **heavily encumbered**, which means your speed drops by 20 feet and you have disadvantage on ability checks, attack rolls, and saving throws that use Strength, Dexterity, or Constitution.

ARMOR CLASS

Depending on the armor you wear, you might add some or all of your Dexterity modifier to your Armor Class.

INITIATIVE

At the beginning of every combat, you roll initiative by making a Dexterity check. Initiative determines the order of creatures' turns in combat.

HIDING

The DM decides when circumstances are appropriate for hiding. When you try to hide, make a Dexterity (Stealth) check. Until you are discovered or you stop hiding, that check's total is contested by the Wisdom (Perception) check of any creature that actively searches for signs of your presence.

You can't hide from a creature that can see you clearly, and you give away your position if you make noise, such as shouting a warning or knocking over a vase.

An invisible creature can always try to hide. Signs of its passage might still be noticed, and it does have to stay quiet.

In combat, most creatures stay alert for signs of danger all around, so if you come out of hiding and approach a creature, it usually sees you. However, under certain circumstances, the DM might allow you to stay hidden as you approach a creature that is distracted, allowing you to gain advantage on an attack roll before you are seen.

Passive Perception. When you hide, there's a chance someone will notice you even if they aren't searching. To determine whether such a creature notices you, the DM compares your Dexterity (Stealth) check with that creature's passive Wisdom (Perception) score, which equals 10 + the creature's Wisdom modifier, as well as any other bonuses or penalties. If the creature has advantage, add 5. For disadvantage, subtract 5. For example, if a 1st-level character (with a proficiency bonus of +2) has a Wisdom of 15 (a +2 modifier) and proficiency in Perception, he or she has a passive Wisdom (Perception) of 14.

What Can You See? One of the main factors in determining whether you can find a hidden creature or object is how well you can see in an area, which might be **lightly** or **heavily obscured**, as explained in chapter 8, "Adventuring."

HIT POINTS

Your Toughness modifier contributes to your hit points. Typically, you add your Toughness modifier to each Hit Die you roll for your hit points.

TEKCASTING ABILITY

Bards, paladins, sorcerers, and warlocks use Charisma and Will as their Tekcasting ability, which helps determine the saving throw DCs of tek skills they cast.

SAVING THROWS

A saving throw—also called a save—represents an attempt to resist a tek skill, a trap, a poison, a disease, or a similar threat. You don't normally decide to make a saving throw; you are forced to make one because your character or monster is at risk of harm.

To make a saving throw, roll a d20 and add the appropriate ability modifier. For example, you use your Dexterity modifier for a Dexterity saving throw.

A saving throw can be modified by a situational bonus or penalty and can be affected by advantage and disadvantage, as determined by the GM.

Each class gives proficiency in at least two saving throws. The wizard, for example, is proficient in Intelligence saves. As with skill proficiencies, proficiency in a saving throw lets a character add his or her proficiency bonus to saving throws made using a particular ability score. Some monsters have saving throw proficiencies as well.

The Difficulty Class for a saving throw is determined by the effect that causes it. For example, the DC for a saving throw allowed by a tek skill is determined by the caster's Tekcasting ability and proficiency bonus.

The result of a successful or failed saving throw is also detailed in the effect that allows the save. Usually, a successful save means that a creature suffers no harm, or reduced harm, from an effect.

TIME

In situations where keeping track of the passage of time is important, the GM determines the time a task requires. The GM might use a different time scale depending on the context of the situation at hand. In a dungeon environment, the adventurers' movement happens on a scale of **minutes**. It takes them about a minute to creep down a long hallway, another minute to check for traps on the door at the end of the hall, and a good ten minutes to search the chamber beyond for anything interesting or valuable.

In a city or wilderness, a scale of **hours** is often more appropriate. Adventurers eager to reach the lonely tower at the heart of the forest hurry across those fifteen miles in just under four hours' time.

For long journeys, a scale of **days** works best.

Following the road from Baldur's Gate to Waterdeep, the adventurers spend four uneventful days before a goblin ambush interrupts their journey.

In combat and other fast-paced situations, the game relies on **rounds**, a 6-second span of time.

MOVEMENT

Swimming across a rushing river, Stealthing down a dungeon corridor, scaling a treacherous mountain slope—all sorts of movement play a key role in futuristic gaming adventures.

The GM can summarize the adventurers' movement without calculating exact distances or travel times: "You travel through the forest and find the dungeon entrance late in the evening of the third day." Even in a dungeon, particularly a large dungeon or a cave network, the GM can summarize movement between encounters: "After killing the guardian at the entrance to the ancient dwarven stronghold, you consult your map, which leads you through miles of echoing corridors to a chasm bridged by a nbullet stone arch."

Sometimes it's important, though, to know how long it takes to get from one spot to another, whether the answer is in days, hours, or minutes. The rules for determining travel time depend on two factors: the speed and travel pace of the creatures moving and the terrain they're moving over.

SPEED

Every character and monster has a speed, which is the distance in feet that the character or monster can walk in 1 round. This number assumes short bursts of energetic movement in the midst of a life* threatening situation.

The following rules determine how far a character or monster can move in a minute, an hour, or a day.

TRAVEL PACE

While traveling, a group of adventurers can move at a normal, fast, or slow pace, as shown on the Travel Pace table. The table states how far the party can move in a period of time and whether the pace has any effect. A fast pace makes characters less perceptive, while a slow pace makes it possible to Stealth around and to search an area more carefully.

Forced March. The Travel Pace table assumes that characters travel for 8 hours in day. They can push on beyond that limit, at the risk of exhaustion.

For each additional hour of travel beyond 8 hours, the characters cover the distance shown in the Hour column for their pace, and each character must make a Constitution saving throw at the end of the hour. The DC is $10 + 1$ for each hour past 8 hours. On a failed saving throw, a character suffers one level of exhaustion (see appendix A).

Mounts and Vehicles. For short spans of time (up to an hour), many animals move much faster than humanoids. A mounted character can ride at a gallop for about an hour, covering twice the usual distance for a fast pace. If fresh mounts are available every 8 to 10 miles, characters can cover larger distances at this pace, but this is very rare except in densely populated areas.

Characters in wagons, carriages, or other land vehicles choose a pace as normal. Characters in a waterborne vessel are limited to the speed of the vessel, and they don't suffer penalties for a fast pace or gain benefits from a slow pace. Depending on the vessel and the size of the crew, ships might be able to travel for up to 24 hours per day.

Certain special mounts, such as a pegasus or griffon, or special vehicles, such as a *carpet of flying*, allow you to travel more swiftly.

Travel Pace (table)

Pace	Distance per: Minute	Hour	Day	Effect
Fast	400 feet	4 miles	30 miles	-5 penalty to passive Wisdom (Perception) scores
Normal	300 feet	3 miles	18 miles	—
Slow	200 feet	2 miles	24 miles	Able to use stealth

DIFFICULT TERRAIN

The travel speeds given in the Travel Pace table assume relatively simple terrain: roads, open plains, or clear dungeon corridors. But adventurers often face dense forests, deep swamps, rubble-filled ruins, steep mountains, and ice-covered ground—all considered difficult terrain.

You move at half speed in difficult terrain—moving 1 foot in difficult terrain costs 2 feet of speed—so you can cover only half the normal distance in a minute, an hour, or a day.

SPECIAL TYPES OF MOVEMENT

Movement through dangerous dungeons or wilderness areas often involves more than simply walking. Adventurers might have to climb, crawl, swim, or jump to get where they need to go.

CLIMBING, SWIMMING, AND CRAWLING

While climbing or swimming, each foot of movement costs 1 extra foot (2 extra feet in difficult terrain), unless a creature has a climbing or swimming speed. At the GM's option, climbing a slippery vertical surface or one with few handholds requires a successful Strength (Physique) check. Similarly, gaining any distance in rough water might require a successful Strength (Physique) check.

JUMPING

Your Strength determines how far you can jump.

Long Jump. When you make a long jump, you cover a number of feet up to your Strength score if you move at least 10 feet on foot immediately before the jump. When you make a standing long jump, you can leap only half that distance. Either way, each foot you clear on the jump costs a foot of movement.

This rule assumes that the height of your jump doesn't matter, such as a jump across a stream or chasm. At your GM's option, you must succeed on a DC 10 Strength (Physique) check to clear a low obstacle (no taller than a quarter of the jump's distance), such as a hedge or low wall. Otherwise, you hit it.

When you land in difficult terrain, you must succeed on a DC 10 Dexterity (Acrobatics) check to land on your feet. Otherwise, you land prone.

High Jump. When you make a high jump, you leap into the air a number of feet equal to $3 +$ your Strength modifier if you move at least 10 feet on foot immediately before the jump. When you make a standing high jump, you can jump only half that distance. Either way, each foot you clear on the jump costs a foot of movement. In some circumstances, your GM might allow you to make a Strength (Physique) check to jump higher than you normally can.

You can extend your arms half your height above yourself during the jump. Thus, you can reach above you a distance equal to the height of the jump plus 1½ times your height.

THE ENVIRONMENT

By its nature, adventuring involves delving into places that are dark, dangerous, and full of mysteries to be explored. The rules in this section cover some of the most important ways in which adventurers interact with the environment in such places.

FALLING

A fall from a great height is one of the most common hazards facing an adventurer. At the end of a fall, a creature takes 1d6 bludgeoning damage for every 10 feet it fell, to a maximum of 20d6. The creature lands prone, unless it avoids taking damage from the fall.

SUFFOCATING

A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds).

When a creature runs out of breath or is choking, it can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn, it drops to 0 hit points and is dying, and it can't regain hit points or be stabilized until it can breathe again.

For example, a creature with a Constitution of 14 can hold its breath for 3 minutes. If it starts suffocating, it has 2 rounds to reach air before it drops to 0 hit points.

VISION AND LIGHT

The most fundamental tasks of adventuring—noticing danger, finding hidden objects, hitting an enemy in combat, and targeting a tek skill, to name just a few—rely heavily on a character's ability to see. Darkness and other effects that obscure vision can prove a significant hindrance.

A given area might be lightly or heavily obscured. In a **lightly obscured** area, such as dim light, patchy fog, or moderate foliage, creatures have disadvantage on Wisdom (Perception) checks that rely on sight.

A **heavily obscured** area—such as darkness, opaque fog, or dense foliage—blocks vision entirely. A creature effectively suffers from the blinded condition (see appendix A) when trying to see something in that area.

The presence or absence of light in an environment creates three categories of illumination: bright light, dim light, and darkness.

Bright light lets most creatures see normally.

Even gloomy days provide bright light, as do torches, lanterns, fires, and other sources of illumination within a specific radius.

Dim light, also called shadows, creates a lightly obscured area. An area of dim light is usually a boundary between a source of bright light, such as a torch, and surrounding darkness. The soft light of twilight and dawn also counts as dim light. A particularly brilliant full moon might bathe the land in dim light.

Darkness creates a heavily obscured area.

Characters face darkness outdoors at night (even most moonlit nights), within the confines of an unlit dungeon or a subterranean vault, or in an area of tek darkness.

BLINDSIGHT

A creature with blindsight can perceive its surroundings without relying on sight, within a specific radius. Creatures without eyes, such as oozes, and creatures with echolocation or heightened senses, such as bats and true dragons, have this sense.

DARKVISION

Many creatures in futuristic gaming worlds, especially those that dwell underground, have darkvision. Within a specified range, a creature with darkvision can see in darkness as if the darkness were dim light, so areas of darkness are only lightly obscured as far as that creature is concerned. However, the creature can't discern color in darkness, only shades of gray.

TRUEVISION

A creature with truesight can, out to a specific range, see in normal and tek darkness, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and perceives the original form of a shapeshifter or a creature that is transformed by tek. Furthermore, the creature can see into the Ethereal Plane.

FOOD AND WATER

Characters who don't eat or drink suffer the effects of exhaustion (see appendix A). Exhaustion caused by lack of food or water can't be removed until the character eats and drinks the full required amount.

FOOD

A character needs one pound of food per day and can make food last longer by subsisting on half rations. Eating half a pound of food in a day counts as half a day without food.

A character can go without food for a number of days equal to 3 + his or her Constitution modifier (minimum 1). At the end of each day beyond that limit, a character automatically suffers one level of exhaustion.

A normal day of eating resets the count of days without food to zero.

WATER

A character needs one gallon of water per day, or two gallons per day if the weather is hot. A character who drinks only half that much water must succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion at the end of the day. A character with access to even less water automatically suffers one level of exhaustion at the end of the day.

If the character already has one or more levels of exhaustion, the character takes two levels in either case.

INTERACTING WITH OBJECTS

A character's interaction with objects in an environment is often simple to resolve in the game. The player tells the GM that his or her character is doing something, such as moving a lever, and the GM describes what, if anything, happens.

For example, a character might decide to pull a lever, which might, in turn, raise a portcullis, cause a room to flood with water, or open a secret door in a nearby wall. If the lever is rusted in position, though, a character might need to force it. In such a situation, the GM might call for a Strength check to see whether the character can wrench the lever into place. The GM sets the DC for any such check based on the difficulty of the task.

Characters can also damage objects with their weapons and tek skills. Objects are immune to poison and psychic damage, but otherwise they can be affected by physical and tek attacks much like creatures can. The GM determines an object's Armor Class and hit points, and might decide that certain objects have resistance or immunity to certain kinds of attacks. (It's hard to cut a rope with a club, for example.) Objects always fail Strength and Dexterity saving throws, and they are immune to effects that require other saves. When an object drops to 0 hit points, it breaks.

A character can also attempt a Strength check to break an object. The GM sets the DC for any such check.

RESTING

Heroic though they might be, adventurers can't spend every hour of the day in the thick of exploration, social interaction, and combat. They need rest—time to sleep and eat, tend their wounds, refresh their minds and spirits for Tekcasting, and brace themselves for further adventure.

Adventurers can take short rests in the midst of an adventuring day and a long rest to end the day.

SHORT REST

A short rest is a period of downtime, at least 1 hour long, during which a character does nothing more strenuous than eating, drinking, reading, and tending to wounds.

A character can spend one or more Hit Dice at the end of a short rest, up to the character's maximum number of Hit Dice, which is equal to the character's level. For each Hit Die spent in this way, the player rolls the die and adds the character's Constitution modifier to it. The character regains hit points equal to the total. The player can decide to spend an additional Hit Die after each roll. A character regains some spent Hit Dice upon finishing a long rest, as explained below.

LONG REST

A long rest is a period of extended downtime, at least 8 hours long, during which a character sleeps or performs light activity: reading, talking, eating, or standing watch for no more than 2 hours. If the rest is interrupted by a period of strenuous activity—at least 1 hour of walking, fighting, casting tek skills, or similar adventuring activity—the characters must begin the rest again to gain any benefit from it.

At the end of a long rest, a character regains all lost hit points. The character also regains spent Hit Dice, up to a number of dice equal to half of the character's total number of them (minimum of one die). For example, if a character has eight Hit Dice, he or she can regain four spent Hit Dice upon finishing a long rest.

A character can't benefit from more than one long rest in a 24-hour period, and a character must have at least 1 hit point at the start of the rest to gain its benefits.

BETWEEN ADVENTURES

Between trips to dungeons and battles against ancient evils, adventurers need time to rest, recuperate, and prepare for their next adventure. Many adventurers also use this time to perform other tasks, such as crafting arms and armor, performing research, or spending their hard-earned gold.

In some cases, the passage of time is something that occurs with little fanfare or description. When starting a new adventure, the GM might simply declare that a certain amount of time has passed and allow you to describe in general terms what your character has been doing. At other times, the GM might want to keep track of just how much time is passing as events beyond your perception stay in motion.

LIFESTYLE EXPENSES

Between adventures, you choose a particular quality of life and pay the cost of maintaining that lifestyle.

Living a particular lifestyle doesn't have a huge effect on your character, but your lifestyle can affect the way other individuals and groups react to you. For example, when you lead an aristocratic lifestyle, it might be easier for you to influence the nobles of the city than if you live in poverty.

DOWNTIME ACTIVITIES

Between adventures, the GM might ask you what your character is doing during his or her downtime. Periods of downtime can vary in duration, but each downtime activity requires a certain number of days to complete before you gain any benefit, and at least 8 hours of each day must be spent on the downtime activity for the day to count. The days do not need to be consecutive. If you have more than the minimum amount of days to spend, you can keep doing the same thing for a longer period of time, or switch to a new downtime activity.

Downtime activities other than the ones presented below are possible. If you want your character to spend his or her downtime performing an activity not covered here, discuss it with your GM.

CRAFTING

You can craft nontek objects, including adventuring equipment and works of art. You must be proficient with tools related to the object you are trying to create (typically artisan's tools). You might also need access to special materials or locations necessary to create it.

For every day of downtime you spend crafting, you can craft one or more items with a total market value not exceeding 500 credits, and you must expend raw materials worth half the total market value. If something you want to craft has a market value greater than 500 credits, you make progress every day in 500 credits increments until you reach the market value of the item. For example, a suit of plate armor (market value 150000 credits) takes 300 days to craft by yourself.

Multiple characters can combine their efforts toward the crafting of a single item, provided that the characters all have proficiency with the requisite tools and are working together in the same place. Each character contributes 500 credits worth of effort for every day spent helping to craft the item. For example, three characters with the requisite tool proficiency and the proper facilities can craft a suit of plate armor in 100 days, at a total cost of 75000 credits.

While crafting, you can maintain a modest lifestyle without having to pay 100 credits per day, or a comfortable lifestyle at half the normal cost.

PRACTICING A PROFESSION

You can work between adventures, allowing you to maintain a modest lifestyle without having to pay 100 credits per day. This benefit lasts as long you continue to practice your profession. If you are a member of an organization that can provide gainful employment, such as a temple or a thieves' guild, you earn enough to support a comfortable lifestyle instead. If you have proficiency in the Performance skill and put your performance skill to use during your downtime, you earn enough to support a wealthy lifestyle instead.

RECUPERATING

You can use downtime between adventures to recover from a debilitating injury, disease, or poison.

After three days of downtime spent recuperating, you can make a DC 15 Constitution saving throw. On a successful save, you can choose one of the following results:

- End one effect on you that prevents you from regaining hit points.
- For the next 24 hours, gain advantage on saving throws against one disease or poison currently affecting you.

RESEARCHING

The time between adventures is a great chance to perform research, gaining insight into mysteries that have unfurled over the course of the campaign.

For each day of research, you must spend 100 credits to cover your expenses. This cost is in addition to your normal lifestyle expenses.

TRAINING

You can spend time between adventures learning a new language or training with a set of tools. Your GM might allow additional training options.

First, you must find an instructor willing to teach you. The GM determines how long it takes, and whether one or more ability checks are required.

The training lasts for 250 days and costs 100 credits per day. After you spend the requisite amount of time and money, you learn the new language or gain proficiency with the new tool.

THE ORDER OF COMBAT

A typical combat encounter is a clash between two sides, a flurry of weapon swings, feints, parries, footwork, and Tekcasting. The game organizes the chaos of combat into a cycle of rounds and turns. A **round** represents about 6 seconds in the game world. During a round, each participant in a battle takes a **turn**. The order of turns is determined at the beginning of a combat encounter, when everyone rolls initiative. Once everyone has taken a turn, the fight continues to the next round if neither side has defeated the other.

COMBAT STEP BY STEP

- 1. Determine surprise.** The GM determines whether anyone involved in the combat encounter is surprised.
- 2. Establish positions.** The GM decides where all the characters and monsters are located. Given the adventurers' marching order or their stated positions in the room or other location, the GM figures out where the adversaries are how far away and in what direction.
- 3. Roll initiative.** Everyone involved in the combat encounter rolls initiative, determining the order of combatants' turns.
- 4. Take turns.** Each participant in the battle takes a turn in initiative order.
- 5. Begin the next round.** When everyone involved in the combat has had a turn, the round ends. Repeat step 4 until the fighting stops.

SURPRISE

A band of adventurers stealths up on a bandit camp, springing from the trees to attack them. A gelatinous cube glides down a dungeon passage, unnoticed by the adventurers until the cube engulfs one of them. In these situations, one side of the battle gains surprise over the other.

The GM determines who might be surprised. If neither side tries to be stealthy, they automatically notice each other. Otherwise, the GM compares the Dexterity (Stealth) checks of anyone hiding with the passive Wisdom (Perception) score of each creature on the opposing side. Any character or monster that doesn't notice a threat is surprised at the start of the encounter.

If you're surprised, you can't move or take an action on your first turn of the combat, and you can't take a reaction until that turn ends. A member of a group can be surprised even if the other members aren't.

INITIATIVE

Initiative determines the order of turns during combat. When combat starts, every participant makes a Dexterity check to determine their place in the initiative order. The GM makes one roll for an entire group of identical creatures, so each member of the group acts at the same time.

The GM ranks the combatants in order from the one with the highest Dexterity check total to the one with the lowest. This is the order (called the initiative order) in which they act during each round. The initiative order remains the same from round to round.

If a tie occurs, the GM decides the order among tied GM-controlled creatures, and the players decide the order among their tied characters. The GM can decide the order if the tie is between a monster and a player character. Optionally, the GM can have the tied characters and monsters each roll a d20 to determine the order, highest roll going first.

YOUR TURN

On your turn, you can **move** a distance up to your speed and **take one action**. You decide whether to move first or take your action first. Your speed—sometimes called your walking speed—is noted on your character sheet.

The most common actions you can take are described in the “Actions in Combat” section later in this chapter. Many class features and other abilities provide additional options for your action.

The “Movement and Position” section later in this chapter gives the rules for your move.

You can forgo moving, taking an action, or doing anything at all on your turn. If you can't decide what to do on your turn, consider taking the Dodge or Ready action, as described in “Actions in Combat.”

BONUS ACTIONS

Various class features, tek skills, and other abilities let you take an additional action on your turn called a bonus action. The Cunning Action feature, for example, allows a rogue to take a bonus action. You can take a bonus action only when a special ability, tek skill, or other feature of the game states that you can do something as a bonus action. You otherwise don't have a bonus action to take.

You can take only one bonus action on your turn, so you must choose which bonus action to use when you have more than one available.

You choose when to take a bonus action during your turn, unless the bonus action's timing is specified, and anything that deprives you of your ability to take actions also prevents you from taking a bonus action.

OTHER ACTIVITY ON YOUR TURN

Your turn can include a variety of flourishes that require neither your action nor your move.

You can communicate however you are able, through brief utterances and gestures, as you take your turn.

You can also interact with one object or feature of the environment for free, during either your move or your action. For example, you could open a door during your move as you stride toward a foe, or you could draw your weapon as part of the same action you use to attack.

If you want to interact with a second object, you need to use your action. Some alien artifacts and other special objects always require an action to use, as stated in their descriptions.

The GM might require you to use an action for any of these activities when it needs special care or when it presents an unusual obstacle. For instance, the GM could reasonably expect you to use an action to open a stuck door or turn a crank to lower a drawbridge.

REACTIONS

Certain special abilities, tek skills, and situations allow you to take a special action called a reaction. A reaction is an instant response to a trigger of some kind, which can occur on your turn or on someone else's. The opportunity attack, described later in this chapter, is the most common type of reaction.

When you take a reaction, you can't take another one until the start of your next turn. If the reaction interrupts another creature's turn, that creature can continue its turn right after the reaction.

MOVEMENT AND POSITION

In combat, characters and monsters are in constant motion, often using movement and position to gain the upper hand.

On your turn, you can move a distance up to your speed. You can use as much or as little of your speed as you like on your turn, following the rules here.

Your movement can include jumping, climbing, and swimming. These different modes of movement can be combined with walking, or they can constitute your entire move. However you're moving, you deduct the distance of each part of your move from your speed until it is used up or until you are done moving.

BREAKING UP YOUR MOVE

You can break up your movement on your turn, using some of your speed before and after your action. For example, if you have a speed of 30 feet, you can move 10 feet, take your action, and then move 20 feet.

MOVING BETWEEN ATTACKS

If you take an action that includes more than one weapon attack, you can break up your movement even further by moving between those attacks. For example, a fighter who can make two attacks with the Extra Attack feature and who has a speed of 25 feet could move 10 feet, make an attack, move 15 feet, and then attack again.

USING DIFFERENT SPEEDS

If you have more than one speed, such as your walking speed and a flying speed, you can switch back and forth between your speeds during your move. Whenever you switch, subtract the distance you've already moved from the new speed. The result determines how much farther you can move. If the result is 0 or less, you can't use the new speed during the current move.

For example, if you have a speed of 30 and a flying speed of 60 because a wizard cast the *fly* tek skill on you, you could fly 20 feet, then walk 10 feet, and then leap into the air to fly 30 feet more.

DIFFICULT TERRAIN

Combat rarely takes place in bare rooms or on featureless plains. Boulder-strewn caverns, briar* choked forests, treacherous staircases—the setting of a typical fight contains difficult terrain.

Every foot of movement in difficult terrain costs 1 extra foot. This rule is true even if multiple things in a space count as difficult terrain.

Low furniture, rubble, undergrowth, steep stairs, snow, and shallow bogs are examples of difficult terrain. The space of another creature, whether hostile or not, also counts as difficult terrain.

BEING PRONE

Combatants often find themselves lying on the ground, either because they are knocked down or because they throw themselves down. In the game, they are prone, a condition described in appendix A.

You can **drop prone** without using any of your speed.

Standing up takes more effort; doing so costs an amount of movement equal to half your speed. For example, if your speed is 30 feet, you must spend

15 feet of movement to stand up. You can't stand up if you don't have enough movement left or if your speed is 0.

To move while prone, you must **crawl** or use tek such as teleportation. Every foot of movement while crawling costs 1 extra foot. Crawling 1 foot in difficult terrain, therefore, costs 3 feet of movement.

INTERACTING WITH OBJECTS AROUND YOU

Here are a few examples of the sorts of things you can do in tandem with your movement and action:

- draw or sheathe a weapon
- open or close a door
- withdraw a potion from your backpack
- pick up a dropped axe
- take a bauble from a table
- remove a ring from your finger
- stuff some food into your mouth
- plant a banner in the ground
- fish a few coins from your belt pouch
- drink all the ale in a flagon
- throw a lever or a switch
- pull a torch from a sconce
- take a book from a shelf you can reach
- extinguish a small flame
- don a mask
- pull the hood of your cloak up and over your head
- put your ear to a door
- kick a small stone
- turn a key in a lock
- tap the floor with a 10-foot pole
- hand an item to another character

MOVING AROUND OTHER CREATURES

You can move through a nonhostile creature's space. In contrast, you can move through a hostile creature's space only if the creature is at least two sizes larger or smaller than you. Remember that another creature's space is difficult terrain for you.

Whether a creature is a friend or an enemy, you can't willingly end your move in its space.

If you leave a hostile creature's reach during your move, you provoke an opportunity attack, as explained later in the chapter.

FLYING MOVEMENT

Flying creatures enjoy many benefits of mobility, but they must also deal with the danger of falling. If a flying creature is knocked prone, has its speed reduced to 0, or is otherwise deprived of the ability to move, the creature falls, unless it has the ability to hover or it is being held aloft by tek, such as by the *fly* tek skill.

NULL GRAVITY

While moving in null gravity you must make an Acrobatics ability check to determine success. If you aren't careful you can miss, undershoot, or overshoot and go spinning in a random direction. When moving in null gravity you maintain momentum until you run into a solid object. In a large space you may use one turn to move your movement speed. You will continue to move your movement speed every subsequent turn until you run into something, or are able to propel yourself somehow. Grav Boots and Jet Packs are very useful in Null G.

CREATURE SIZE

Each creature takes up a different amount of space. The Size Categories table shows how much space a creature of a particular size controls in combat. Objects sometimes use the same size categories.

Size Categories (table)

Size	Space
Tiny	2½ by 2½ ft.
Small	5 by 5 ft.
Medium	5 by 5 ft.
Large	10 by 10 ft.
Huge	15 by 15 ft.
Gargantuan	20 by 20 ft. or larger

SPACE

A creature's space is the area in feet that it effectively controls in combat, not an expression of its physical dimensions. A typical Medium creature isn't 5 feet wide, for example, but it does control a space that wide. If a Medium hobgoblin stands in a 5* foot-wide doorway, other creatures can't get through unless the hobgoblin lets them.

A creature's space also reflects the area it needs to fight effectively. For that reason, there's a limit to the number of creatures that can surround another creature in combat. Assuming Medium combatants, eight creatures can fit in a 5-foot radius around another one.

Because larger creatures take up more space, fewer of them can surround a creature. If five Large creatures crowd around a Medium or smaller one, there's little room for anyone else. In contrast, as many as twenty Medium creatures can surround a Gargantuan one.

SQUEEZING INTO A SMALLER SPACE

A creature can squeeze through a space that is large enough for a creature one size smaller than it. Thus, a Large creature can squeeze through a passage that's only 5 feet wide. While squeezing through a space, a creature must spend 1 extra foot for every foot it moves there, and it has disadvantage on attack rolls and Dexterity saving throws. Attack rolls against the creature have advantage while it's in the smaller space.

ACTIONS IN COMBAT

When you take your action on your turn, you can take one of the actions presented here, an action you gained from your class or a special feature, or an action that you improvise. Many monsters have action options of their own in their stat blocks.

When you describe an action not detailed elsewhere in the rules, the GM tells you whether that action is possible and what kind of roll you need to make, if any, to determine success or failure.

ATTACK

The most common action to take in combat is the Attack action, whether you are swinging a sword, firing an bullet from a bow, or brawling with your fists.

With this action, you make one melee or ranged attack. See the "Making an Attack" section for the rules that govern attacks.

Certain features, such as the Extra Attack feature of the fighter, allow you to make more than one attack with this action.

CAST A TEK

Tekcasters such as wizards and clerics, as well as many monsters, have access to tek skills and can use them to great effect in combat. Each tek skill has a casting time, which specifies whether the caster must use an action, a reaction, minutes, or even hours to cast the tek skill. Casting a tek skill is, therefore, not necessarily an action. Most tek skills do have a casting time of 1 action, so a tekcaster often uses his or her action in combat to cast such a tek skill.

DASH

When you take the Dash action, you gain extra movement for the current turn. The increase equals your speed, after applying any modifiers. With a speed of 30 feet, for example, you can move up to 60 feet on your turn if you dash.

Any increase or decrease to your speed changes this additional movement by the same amount. If your speed of 30 feet is reduced to 15 feet, for instance, you can move up to 30 feet this turn if you dash.

DISENGAGE

If you take the Disengage action, your movement doesn't provoke opportunity attacks for the rest of the turn.

DODGE

When you take the Dodge action, you focus entirely on avoiding attacks. Until the start of your next turn, any attack roll made against you has disadvantage if you can see the attacker, and you make Dexterity saving throws with advantage. You lose this benefit if you are incapacitated (as explained in appendix A) or if your speed drops to 0.

HELP

You can lend your aid to another creature in the completion of a task. When you take the Help action, the creature you aid gains advantage on the next ability check it makes to perform the task you are helping with, provided that it makes the check before the start of your next turn.

Alternatively, you can aid a friendly creature in attacking a creature within 5 feet of you. You feint, distract the target, or in some other way team up to make your ally's attack more effective. If your ally attacks the target before your next turn, the first attack roll is made with advantage.

HIDE

When you take the Hide action, you make a Dexterity (Stealth) check in an attempt to hide, following the rules for hiding. If you succeed, you gain certain benefits, as described in the "Unseen Attackers and Targets" section later in this chapter.

READY

Sometimes you want to get the jump on a foe or wait for a particular circumstance before you act. To do so, you can take the Ready action on your turn, which lets you act using your reaction before the start of your next turn.

First, you decide what perceivable circumstance will trigger your reaction. Then, you choose the action you will take in response to that trigger, or you choose to move up to your speed in response to it. Examples include "If the cultist steps on the trapdoor, I'll pull the lever that opens it," and "If the goblin steps next to me, I move away."

When the trigger occurs, you can either take your reaction right after the trigger finishes or ignore the trigger.

Remember that you can take only one reaction per round.

When you ready a tek skill, you cast it as normal but hold its energy, which you release with your reaction when the trigger occurs. To be readied, a tek skill must have a casting time of 1 action, and holding onto the tek skill's tek requires concentration. If your concentration is broken, the tek skill dissipates without taking effect. For example, if you are concentrating on the *web* tek skill and ready *tek missile*, your *web* tek skill ends, and if you take damage before you release *tek missile* with your reaction, your concentration might be broken.

SEARCH

When you take the Search action, you devote your attention to finding something. Depending on the nature of your search, the GM might have you make a Wisdom (Perception) check or an Intelligence (Investigation) check.

USE AN OBJECT

You normally interact with an object while doing something else, such as when you draw a sword as part of an attack. When an object requires your action for its use, you take the Use an Object action. This action is also useful when you want to interact with more than one object on your turn.

MAKING AN ATTACK

Whether you're striking with a melee weapon, firing a weapon at range, or making an attack roll as part of a tek skill, an attack has a simple structure.

1. Choose a target. Pick a target within your attack's range: a creature, an object, or a location.

2. Determine modifiers. The GM determines whether the target has cover and whether you have advantage or disadvantage against the target. In addition, tek skills, special abilities, and other effects can apply penalties or bonuses to your attack roll.

3. Resolve the attack. You make the attack roll. On a hit, you roll damage, unless the particular attack has rules that specify otherwise. Some attacks cause special effects in addition to or instead of damage.

If there's ever any question whether something you're doing counts as an attack, the rule is simple: if you're making an attack roll, you're making an attack.

ATTACK ROLLS

When you make an attack, your attack roll determines whether the attack hits or misses. To make an attack roll, roll a d20 and add the appropriate modifiers. If the total of the roll plus modifiers equals or exceeds the target's Armor Class (AC), the attack hits. The AC of a character is determined at character creation, whereas the AC of a monster is in its stat block.

MODIFIERS TO THE ROLL

When a character makes an attack roll, the two most common modifiers to the roll are an ability modifier and the character's proficiency bonus. When a monster makes an attack roll, it uses whatever modifier is provided in its stat block.

Ability Modifier The ability modifier used for a melee weapon attack is Strength, and the ability modifier used for a ranged weapon attack is Dexterity. Weapons that have the finesse or thrown property break this rule.

Some tek skills also require an attack roll. The ability modifier used for a tek skill attack depends on the Tekcasting ability of the tekcaster.

Proficiency Bonus You add your proficiency bonus to your attack roll when you attack using a weapon with which you have proficiency, as well as when you attack with a tek skill.

ROLLING 1 OR 20

Sometimes fate blesses or hacks a combatant, causing the novice to hit and the veteran to miss.

If the d20 roll for an attack is a 20, the attack hits regardless of any modifiers or the target's AC. This is called a critical hit, which is explained later in this chapter.

If the d20 roll for an attack is a 1, the attack misses regardless of any modifiers or the target's AC.

UNSEEN ATTACKERS AND TARGETS

Combatants often try to escape their foes' notice by hiding, casting the invisibility tek skill, or lurking in darkness.

When you attack a target that you can't see, you have disadvantage on the attack roll. This is true whether you're guessing the target's location or you're targeting a creature you can hear but not see. If the target isn't in the location you targeted, you automatically miss, but the GM typically just says that the attack missed, not whether you guessed the target's location correctly.

When a creature can't see you, you have advantage on attack rolls against it. If you are hidden—both unseen and unheard—when you make an attack, you give away your location when the attack hits or misses.

RANGED ATTACKS

When you make a ranged attack, you fire a bow or a crossbow, hurl a handaxe, or otherwise send projectiles to strike a foe at a distance. A monster might shoot spines from its tail. Many tek skills also involve making a ranged attack.

RANGE

You can make ranged attacks only against targets within a specified range.

If a ranged attack, such as one made with a tek skill, has a single range, you can't attack a target beyond this range.

Some ranged attacks, such as those made with a railrifle or a scorcher, have two ranges. The smaller number is the normal range, and the larger number is the long range. Your attack roll has disadvantage when your target is beyond normal range, and you can't attack a target beyond the long range.

RANGED ATTACKS IN CLOSE COMBAT

Aiming a ranged attack is more difficult when a foe is next to you. When you make a ranged attack with a weapon, a tek skill, or some other means, you have disadvantage on the attack roll if you are within 5 feet of a hostile creature who can see you and who isn't incapacitated.

MELEE ATTACKS

Used in hand-to-hand combat, a melee attack allows you to attack a foe within your reach. A melee attack typically uses a handheld weapon such as a sword, an ion slingblade, or an axe. A typical monster makes a melee attack when it strikes with its claws, horns, teeth, tentacles, or other body part. A few tek skills also involve making a melee attack.

Most creatures have a 5-foot **reach** and can thus attack targets within 5 feet of them when making a melee attack. Certain creatures (typically those larger than Medium) have melee attacks with a greater reach than 5 feet, as noted in their descriptions.

Instead of using a weapon to make a melee weapon attack, you can use an **unarmed strike**: a punch, kick, head-butt, or similar forceful blow (none of which count as weapons). On a hit, an unarmed strike deals bludgeoning damage equal to 1 + your Strength modifier. You are proficient with your unarmed strikes.

OPPORTUNITY ATTACKS

In a fight, everyone is constantly watching for a chance to strike an enemy who is fleeing or passing by. Such a strike is called an opportunity attack.

You can make an opportunity attack when a hostile creature that you can see moves out of your reach. To make the opportunity attack, you use your reaction to make one melee attack against the provoking creature. The attack occurs right before the creature leaves your reach.

You can avoid provoking an opportunity attack by taking the Disengage action. You also don't provoke an opportunity attack when you teleport or when someone or something moves you without using your movement, action, or reaction. For example, you don't provoke an opportunity attack if an explosion hurls you out of a foe's reach or if gravity causes you to fall past an enemy.

TWO-WEAPON FIGHTING

When you take the Attack action and attack with a light melee weapon that you're holding in one hand, you can use a bonus action to attack with a different light melee weapon that you're holding in the other hand. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.

If either weapon has the thrown property, you can throw the weapon, instead of making a melee attack with it.

GRAPPLING

When you want to grab a creature or wrestle with it, you can use the Attack action to make a special melee attack, a grapple. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.

The target of your grapple must be no more than one size larger than you and must be within your reach. Using at least one free hand, you try to seize the target by making a grapple check instead of an attack roll: a Strength (Physique) check contested by the target's Strength (Physique) or Dexterity (Acrobatics) check (the target chooses the ability to use). If you succeed, you subject the target to the grappled condition (see appendix A). The condition specifies the things that end it, and you can release the target whenever you like (no action required).

Escaping a Grapple A grappled creature can use its action to escape. To do so, it must succeed on a Strength (Physique) or Dexterity (Acrobatics) check contested by your Strength (Physique) check.

Moving a Grappled Creature When you move, you can drag or carry the grappled creature with you, but your speed is halved, unless the creature is two or more sizes smaller than you.

CONTESTS IN COMBAT

Battle often involves pitting your prowess against that of your foe. Such a challenge is represented by a contest. This section includes the most common contests that require an action in combat: grappling and shoving a creature. The GM can use these contests as models for improvising others.

SHOVING A CREATURE

Using the Attack action, you can make a special melee attack to shove a creature, either to knock it prone or push it away from you. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.

The target must be no more than one size larger than you and must be within your reach. Instead of making an attack roll, you make a Strength (Physique) check contested by the target's Strength (Physique) or Dexterity (Acrobatics) check (the target chooses the ability to use). If you win the contest, you either knock the target prone or push it 5 feet away from you.

COVER

Walls, trees, creatures, and other obstacles can provide cover during combat, making a target more difficult to harm. A target can benefit from cover only when an attack or other effect originates on the opposite side of the cover.

There are three degrees of cover. If a target is behind multiple sources of cover, only the most protective degree of cover applies; the degrees aren't added together. For example, if a target is behind a creature that gives half cover and a tree trunk that gives three-quarters cover, the target has three-quarters cover.

A target with **half cover** has a +2 bonus to AC and Dexterity saving throws. A target has half cover if an obstacle blocks at least half of its body. The obstacle might be a low wall, a large piece of furniture, a bullet tree trunk, or a creature, whether that creature is an enemy or a friend.

A target with **three-quarters cover** has a +5 bonus to AC and Dexterity saving throws. A target has three-quarters cover if about three-quarters of it is covered by an obstacle. The obstacle might be a portcullis, a bullet slit, or a thick tree trunk.

A target with **total cover** can't be targeted directly by an attack or a tek skill, although some tek skills can reach such a target by including it in an area of effect. A target has total cover if it is completely concealed by an obstacle.

DAMAGE AND HEALING

Injury and the risk of death are constant companions of those who explore futuristic gaming worlds. The thrust of a sword, a well-placed bullet, or a blast of flame from a *fireball* tek skill all have the potential to damage, or even kill, the hardiest of creatures.

HIT POINTS

Hit points represent a combination of physical and mental durability, the will to live, and luck. Creatures with more hit points are more difficult to kill. Those with fewer hit points are more fragile.

A creature's current hit points (usually just called hit points) can be any number from the creature's hit point maximum down to 0. This number changes frequently as a creature takes damage or receives healing.

Whenever a creature takes damage, that damage is subtracted from its hit points. The loss of hit points has no effect on a creature's capabilities until the creature drops to 0 hit points.

DAMAGE ROLLS

Each weapon, tek skill, and harmful monster ability specifies the damage it deals. You roll the damage die or dice, add any modifiers, and apply the damage to your target. Tek weapons, special abilities, and other factors can grant a bonus to damage. With a penalty, it is possible to deal 0 damage, but never negative damage.

When attacking with a **weapon**, you add your ability modifier—the same modifier used for the attack roll—to the damage. A **tek skill** tells you which dice to roll for damage and whether to add any modifiers.

If a tek skill or other effect deals damage to **more than one target** at the same time, roll the damage once for all of them. For example, when a wizard casts *fireball* or a cleric casts *flame strike*, the tek skill's damage is rolled once for all creatures caught in the blast.

CRITICAL HITS

When you score a critical hit, you get to roll extra dice for the attack's damage against the target. Roll all of the attack's damage dice twice and add them together. Then add any relevant modifiers as normal. To speed up play, you can roll all the damage dice at once.

For example, if you score a critical hit with an ion dagger, roll 2d4 for the damage, rather than 1d4, and then add your relevant ability modifier. If the attack involves other damage dice, such as from the rogue's Stealth Attack feature, you roll those dice twice as well.

DAMAGE TYPES

Different attacks, damaging tek skills, and other harmful effects deal different types of damage. Damage types have no rules of their own, but other rules, such as damage resistance, rely on the types.

The damage types follow, with examples to help a GM assign a damage type to a new effect.

Acid The corrosive spray of a black dragon's breath and the dissolving enzymes secreted by a black pudding deal acid damage.

Bludgeoning Blunt force attacks—hammers, falling, constriction, and the like—deal bludgeoning damage.

Cold The infernal chill radiating from an ice devil's spear and the frigid blast of a white dragon's breath deal cold damage.

Fire Red dragons breathe fire, and many tek skills conjure flames to deal fire damage.

Force Force is pure tek energy focused into a damaging form. Most effects that deal force damage are tek skills, including *tek missile* and *spiritual weapon*.

Shock A *lightning bolt* tek skill and a blue dragon's breath deal lightning damage.

Radiation Radiation damage, dealt by certain undead and a tek skill such as *chill touch*, withers matter and even the soul.

Piercing Puncturing and impaling attacks, including spears and monsters' bites, deal piercing damage.

Poison Venomous stings and the toxic gas of a green dragon's breath deal poison damage.

Psychic Mental abilities such as a mind flayer's psionic blast deal psychic damage.

Radiant Radiant damage, dealt by a cleric's *flame strike* tek skill or an angel's smiting weapon, sears the flesh like fire and overloads the spirit with power.

Slashing Swords, axes, and monsters' claws deal slashing damage.

Concussive A concussive burst of sound, such as the effect of the *shockwave* tek skill, deals concussive damage.

DAMAGE RESISTANCE AND VULNERABILITY

Some creatures and objects are exceedingly difficult or unusually easy to hurt with certain types of damage.

If a creature or an object has **resistance** to a damage type, damage of that type is halved against it. If a creature or an object has **vulnerability** to a damage type, damage of that type is doubled against it.

Resistance and then vulnerability are applied after all other modifiers to damage. For example, a creature has resistance to bludgeoning damage and is hit by an attack that deals 25 bludgeoning damage. The creature is also within a tek aura that reduces all damage by 5. The 25 damage is first reduced by 5 and then halved, so the creature takes 10 damage.

Multiple instances of resistance or vulnerability that affect the same damage type count as only one instance. For example, if a creature has resistance to fire damage as well as resistance to all nontek damage, the damage of a nontek fire is reduced by half against the creature, not reduced by three* quarters.

HEALING

Unless it results in death, damage isn't permanent. Even death is reversible through powerful tek. Rest can restore a creature's hit points, and tek methods such as a *cure wounds* tek skill or a *potion of healing* can remove damage in an instant.

When a creature receives healing of any kind, hit points regained are added to its current hit points. A creature's hit points can't exceed its hit point maximum, so any hit points regained in excess of this number are lost. For example, a druid grants a ranger 8 hit points of healing. If the ranger has 14 current hit points and has a hit point maximum of 20, the ranger regains 6 hit points from the druid, not 8.

A creature that has died can't regain hit points until tek such as the *revivify* tek skill has restored it to life.

DROPPING TO 0 HIT POINTS

When you drop to 0 hit points, you either die outright or fall unconscious, as explained in the following sections.

INSTANT DEATH

Massive damage can kill you instantly. When damage reduces you to 0 hit points and there is damage remaining, you die if the remaining damage equals or exceeds your hit point maximum.

For example, a cleric with a maximum of 12 hit points currently has 6 hit points. If she takes 18 damage from an attack, she is reduced to 0 hit points, but 12 damage remains. Because the remaining damage equals her hit point maximum, the cleric dies.

FALLING UNCONSCIOUS

If damage reduces you to 0 hit points and fails to kill you, you fall unconscious (see appendix A). This unconsciousness ends if you regain any hit points.

DEATH SAVING THROWS

Whenever you start your turn with 0 hit points, you must make a special saving throw, called a death saving throw, to determine whether you creep closer to death or hang onto life. Unlike other saving throws, this one isn't tied to any ability score. You are in the hands of fate now, aided only by tek skills and features that improve your chances of succeeding on a saving throw.

Roll a d20. If the roll is 10 or higher, you succeed. Otherwise, you fail. A success or failure has no effect by itself. On your third success, you become stable (see below). On your third failure, you die. The successes and failures don't need to be consecutive; keep track of both until you collect three of a kind. The number of both is reset to zero when you regain any hit points or become stable.

Rolling 1 or 20 When you make a death saving throw and roll a 1 on the d20, it counts as two failures. If you roll a 20 on the d20, you regain 1 hit point.

Damage at 0 Hit Points If you take any damage while you have 0 hit points, you suffer a death saving throw failure. If the damage is from a critical hit, you suffer two failures instead. If the damage equals or exceeds your hit point maximum, you suffer instant death.

STABILIZING A CREATURE

The best way to save a creature with 0 hit points is to heal it. If healing is unavailable, the creature can at least be stabilized so that it isn't killed by a failed death saving throw.

You can use your action to administer first aid to an unconscious creature and attempt to stabilize it, which requires a successful DC 10 Wisdom (Medicine) check.

A **stable** creature doesn't make death saving throws, even though it has 0 hit points, but it does remain unconscious. The creature stops being stable, and must start making death saving throws again, if it takes any damage. A stable creature that isn't healed regains 1 hit point after 1d4 hours.

MONSTERS AND DEATH

Most GMs have a monster die the instant it drops to 0 hit points, rather than having it fall unconscious and make death saving throws.

Mighty villains and special nonplayer characters are common exceptions; the GM might have them fall unconscious and follow the same rules as player characters.

KNOCKING A CREATURE OUT

Sometimes an attacker wants to incapacitate a foe, rather than deal a killing blow. When an attacker reduces a creature to 0 hit points with a melee attack, the attacker can knock the creature out. The attacker can make this choice the instant the damage is dealt. The creature falls unconscious and is stable.

TEMPORARY HIT POINTS

Some tek skills and special abilities confer temporary hit points to a creature. Temporary hit points aren't actual hit points; they are a buffer against damage, a pool of hit points that protect you from injury.

When you have temporary hit points and take damage, the temporary hit points are lost first, and any leftover damage carries over to your normal hit points. For example, if you have 5 temporary hit points and take 7 damage, you lose the temporary hit points and then take 2 damage.

Because temporary hit points are separate from your actual hit points, they can exceed your hit point maximum. A character can, therefore, be at full hit points and receive temporary hit points.

Healing can't restore temporary hit points, and they can't be added together. If you have temporary hit points and receive more of them, you decide whether to keep the ones you have or to gain the new ones. For example, if a tek skill grants you 12 temporary hit points when you already have 10, you can have 12 or 10, not 22.

If you have 0 hit points, receiving temporary hit points doesn't restore you to consciousness or stabilize you. They can still absorb damage directed at you while you're in that state, but only true healing can save you.

Unless a feature that grants you temporary hit points has a duration, they last until they're depleted or you finish a long rest.

MOUNTED COMBAT

A knight charging into battle on a warhorse, a wizard casting tek skills from the back of a griffon, or a cleric soaring through the sky on a pegasus all enjoy the benefits of speed and mobility that a mount can provide.

A willing creature that is at least one size larger than you and that has an appropriate anatomy can serve as a mount, using the following rules.

MOUNTING AND DISMOUNTING

Once during your move, you can mount a creature that is within 5 feet of you or dismount. Doing so costs an amount of movement equal to half your speed. For example, if your speed is 30 feet, you must spend 15 feet of movement to mount a horse. Therefore, you can't mount it if you don't have 15 feet of movement left or if your speed is 0.

If an effect moves your mount against its will while you're on it, you must succeed on a DC 10 Dexterity saving throw or fall off the mount, landing prone in a space within 5 feet of it. If you're knocked prone while mounted, you must make the same saving throw.

If your mount is knocked prone, you can use your reaction to dismount it as it falls and land on your feet. Otherwise, you are dismounted and fall prone in a space within 5 feet it.

CONTROLLING A MOUNT

You can control a mount only if it has been trained to accept a rider. Domesticated horses, donkeys, and similar creatures are assumed to have such training. The initiative of a controlled mount changes to match yours when you mount it. It moves as you direct it, and it has only three action options: Dash, Disengage, and Dodge. A controlled mount can move and act even on the turn that you mount it.

An independent mount retains its place in the initiative order. Bearing a rider puts no restrictions on the actions the mount can take, and it moves and acts as it wishes. It might flee from combat, rush to attack and devour a badly injured foe, or otherwise act against your wishes.

In either case, if the mount provokes an opportunity attack while you're on it, the attacker can target you or the mount.

MECHANICAL MOUNTS

Mechanical mounts move on your turn, and some have certain restrictions for what actions you can take.

UNDERWATER COMBAT

When adventurers pursue sahuagin back to their undersea homes, fight off sharks in an ancient shipwreck, or find themselves in a flooded dungeon room, they must fight in a challenging environment. Underwater the following rules apply.

When making a **melee weapon attack**, a creature that doesn't have a swimming speed (either natural or granted by tek) has disadvantage on the attack roll unless the weapon is an ion dagger, javelin, ion blade, spear, or trident.

A **ranged weapon attack** automatically misses a target beyond the weapon's normal range. Even against a target within normal range, the attack roll has disadvantage unless the weapon is a crossbow, a net, or a weapon that is thrown like a javelin (including a spear, trident, or dart).

Creatures and objects that are fully immersed in water have resistance to fire damage.

SQUAD COMBAT

Whether you employ a squad of mercenaries, or your family/corporation have marine retainers in their service, having a squad of marines at your back is essential for many types of incursions. A group of marines can be broken up into any number of squads, but each squad will only take orders from 1 PC leader.

Mercenaries are expendable soldiers that can make or break any combat engagement. Many mercenaries have stack insurance ensuring that if they are killed in battle, they will receive a new sleeve. Real death is rare among mercenaries, and most will avoid aiming for the stack of a fellow mercenary as honor demands.

MERCENARY SALARY

A single mercenary can be employed for 100 credits per day. A mercenary squad of 10 marines can be conscripted for 600 credits per day for a minimum of 1 week, or 1000 credits per day otherwise.

COMBAT MECHANICS

Mercenary squads roll initiative as a group with no initiative bonus. If a mercenary takes damage they must make a damage saving throw:

- 1-5: Instantly Dead
 - 6-10: Gravely injured. The mercenary is unconscious and must be stabilized before the end of combat.
 - 11-15: Slightly injured. The mercenary can continue the fight, but must retreat at the end of the encounter.
 - 16-20: Flesh wound. The mercenary can continue fighting.
- Cover: If hit while behind cover, mercenaries gain +5 to damage saving throws.
- Saving Throws: If an attack requires a saving throw, the mercenary gets +2 to the roll.

MARINE

Armor Class: 11

Speed: 30

Attack: Rail Rifle. +2 to hit, 1d8 piercing damage.

MARAUDER

Armor Class: 10

Speed: 35

Attack: Pulse Axe. +2 to hit, 1d10 slashing damage.

LEADERSHIP INSPIRATION

With the Inspiring Leader feat, your squad of marines gain +2 to initiative rolls, and +2 to Armor Class. This bonus only applies to marines directly under your command.

VEHICLES

BASIC VEHICLES

GRAV BOOTS

10,000 credits

Movement Speed is equal to your walking speed.

HOVER BIKE

7500 credits (rentable with license and 100 credits per day)

While mounted, your speed is 60ft. Can carry 1 additional passenger.

AIRCAR

50,000 credits (rentable with license and 400 credits per day)

Small atmospheric vehicle that can carry up to 6 passengers.

SPACECRAFT

STORK SHUTTLE

50m credits

Can carry up to 40 passengers. Requires 2 pilots and a flight engineer to operate.

RIPWING

250m credits

A small but fast warship.

LEECHCRAFT

400m credits A medium sized spacecraft that can carry a squadron of marines. It attaches to the hull of enemy ships to forcefully deploy troops by ripping a hole in the ship's hull. This is the largest ship capable of atmospheric travel.

CORVETTE

A medium sized spacecraft specializing in heavy artillery.

FRIGATE

A large spacecraft similar in size to the 21st century naval battleship. It can deploy small shuttles and RipWings.

TORCHSHIP

A large transport ship capable of deploying direct munitions as well as RipWing and LeechCraft. About the size of a cruise ship.

CRUISER

A large all purpose ship, frequently owned by private citizens, but can also be outfitted with weapons.

BATTLECRUISER

The military issue cruiser. Usually in the vanguard of any naval engagement.

DREADNOUGHT (CAPITAL SHIP)

A large capital ship measuring around 5 km in length. These ships usually represent the core of a large fleet.

MOONBREAKER (CAPITAL SHIP)

A large ship measuring at least 8 km in length is essentially a floating city.

CONDITIONS

Conditions alter a creature's capabilities in a variety of ways and can arise as a result of a tek skill, a class feature, a monster's attack, or other effect. Most conditions, such as blinded, are impairments, but a few, such as invisible, can be advantageous.

A condition lasts either until it is countered (the prone condition is countered by standing up, for example) or for a duration specified by the effect that imposed the condition.

If multiple effects impose the same condition on a creature, each instance of the condition has its own duration, but the condition's effects don't get worse. A creature either has a condition or doesn't.

The following definitions specify what happens to a creature while it is subjected to a condition.

BLINDED

- A blinded creature can't see and automatically fails any ability check that requires sight.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

CHARMED

- A charmed creature can't attack the charmer or target the charmer with harmful abilities or tek effects.
- The charmer has advantage on any ability check to interact socially with the creature.

DEAFENED

- A deafened creature can't hear and automatically fails any ability check that requires hearing.

EXHAUSTION

Some special abilities and environmental hazards, such as starvation and the long-term effects of freezing or scorching temperatures, can lead to a special condition called exhaustion. Exhaustion is measured in six levels. An effect can give a creature one or more levels of exhaustion, as specified in the effect's description.

Level	Effect
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attack rolls and saving throws
4	Hit point maximum halved
5	Speed reduced to 0
6	Death

If an already exhausted creature suffers another effect that causes exhaustion, its current level of exhaustion increases by the amount specified in the effect's description.

A creature suffers the effect of its current level of exhaustion as well as all lower levels. For example, a creature suffering level 2 exhaustion has its speed halved and has disadvantage on ability checks.

An effect that removes exhaustion reduces its level as specified in the effect's description, with all exhaustion effects ending if a creature's exhaustion level is reduced below 1.

Finishing a long rest reduces a creature's exhaustion level by 1, provided that the creature has also ingested some food and drink.

FRIGHTENED

- A frightened creature has disadvantage on ability checks and attack rolls while the source of its fear is within line of sight.
- The creature can't willingly move closer to the source of its fear.

GRAPPLED

- A grappled creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- The condition ends if the grappler is incapacitated (see the condition).
- The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect, such as when a creature is hurled away by the *concussive-wave* tek skill.

INCAPACITATED

- An incapacitated creature can't take actions or reactions.

INVISIBLE

- An invisible creature is impossible to see without the aid of tek or a special sense. For the purpose of hiding, the creature is heavily obscured. The creature's location can be detected by any noise it makes or any tracks it leaves.
- Attack rolls against the creature have disadvantage, and the creature's attack rolls have advantage.

PARALYZED

- A paralyzed creature is incapacitated (see the condition) and can't move or speak.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

PETRIFIED

- A petrified creature is transformed, along with any nontek object it is wearing or carrying, into a solid inanimate substance (usually stone). Its weight increases by a factor of ten, and it ceases aging.
- The creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings.
- Attack rolls against the creature have advantage.
- The creature automatically fails Strength and Dexterity saving throws.
- The creature has resistance to all damage.
- The creature is immune to poison and disease, although a poison or disease already in its system is suspended, not neutralized.

POISONED

- A poisoned creature has disadvantage on attack rolls and ability checks.

PRONE

- A prone creature's only movement option is to crawl, unless it stands up and thereby ends the condition.
- The creature has disadvantage on attack rolls.
- An attack roll against the creature has advantage if the attacker is within 5 feet of the creature. Otherwise, the attack roll has disadvantage.

RESTRAINED

- A restrained creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.
- The creature has disadvantage on Dexterity saving throws.

STUNNED

- A stunned creature is incapacitated (see the condition), can't move, and can speak only falteringly.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.

UNCONSCIOUS

- An unconscious creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings.
- The creature drops whatever it's holding and falls prone.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.