

A cyberpunk cityscape at night. In the foreground, a person stands on a rooftop, holding a flag. The rooftop is cluttered with debris and has a large, glowing red sign with Japanese characters. In the background, a massive, futuristic building with a large, illuminated face dominates the right side. To the left, a tall building has signs for 'HOTEL' and 'DESIGN'. The sky is dark and rainy, with a large, glowing blue and white structure floating in the air. The overall atmosphere is dark and futuristic.

# SCI-5

## 5TH EDITION D&D SRD CONVERSION

VERSION 0.1.1

# THE CRYO-EMERGENT HANDBOOK

## INTRODUCTION

Welcome to your new life! The Sol Commerce Authority (SCA) is responsible for reorienting all preserved Natural 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.

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.

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.

## DESIGNATION

At the time of emergence, all Cryo-Emergents, are given an eight digit alphanumeric designation beginning with 'CE'.

## 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. As you know it does not exist. Any AI programs are under strict regulations to do only simple tasks.

## SLEEVE

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

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.

## 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. 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
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



## 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.

## "MAGIC"

Major advancements in technology have enabled the use of "supernatural" "powers" in humans. Rare humans have the ability to cast what could be perceived as "tek spells" in reality a marvel of modern technology.

### FOCUS

A focus is a small device that through a series of voice, movements, and occasionally a fuel source can cast "spells".

- Wand - A small handheld device. -Staff - A larger 2 handed device, equally effective as a wand, however can be used as a blunted weapon (1d4 bludgeoning), or a walking stick.
- Amulet - A device that optically reads hand movements. Leaves the hands free to do other things.

### THE TWO SOURCES OF MAGIC

#### KNOWLEDGE

One method to cast "spells" 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 "spells".

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

#### GENETIC ALTERATION

Another way to cast spells is to be genetically modified to do so. This prevents you from having to memorize "spells", 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 "magic" are Bards, Paladins, and Sorcerers.

## WILLPOWER

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

Sleeve Market All tier 1 quality sleeves are given basic genetic alterations. You merely need to specify which basic genetic alteration you desire, and a limited set of sleeves is presented for you to choose from.

Basic Genetic Alterations (Free Upgrades)

Innate Techcasting

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.

# SLEEVE RACES

## 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

The age entry notes the age when a member of the race is considered an adult, as well as the race's expected lifespan. This information can help you decide how old your character is at the start of the game. You can choose any age for your character, which could provide an explanation for some of your ability scores. For example, if you play a young or very old character, your age could explain a particularly low Strength or Constitution score, while advanced age could account for a high Intelligence or Wisdom.

### ALIGNMENT

Most races have tendencies toward certain alignments, described in this entry. These are not binding for player characters, but considering why your dwarf is chaotic, for example, in defiance of lawful dwarf society can help you better define your character.

### SIZE

Characters of most races are Medium, a size category including creatures that are roughly 4 to 8 feet tall. Members of a few races are Small (between 2 and 4 feet tall), which means that certain rules of the game affect them differently. The most important of these rules is that Small characters have trouble wielding heavy weapons, as explained in "Equipment."

### 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.

### SUBRACES

Some races have subraces. Members of a subrace have the traits of the parent race in addition to the traits specified for their subrace. Relationships among subraces vary significantly from race to race and world to world.

# HUMAN

## HUMAN TRAITS

It's hard to make generalizations about humans, but your human character has these traits.

**Ability Score Increase.** Two ability scores each increase by 1.

**Age.** Humans reach adulthood in their late teens and live less than a century.

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

**Size.** Humans 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. **Languages.** You can speak, read, and write Common and one extra language of your choice.

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

## 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.

## 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 spells 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 fantasy 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 spells.

**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.

### LIGHT ARMOR ARMOR TABLE

Armor	Cost	Armor Class (AC)	Strength	Stealth	Weight	Don/Doff
<b>Light Armor</b>						
flak armor	4500 credits	12 + Dex modifier	—	—	13 kg.	1 minute
pulse armor	4500 credits	13 + Dex modifier	—	—	13 kg.	1 action
<b>Medium Armor</b>						
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
<b>Heavy Armor</b>						
Power Shell	1,50000 credits	18	Str 15	Disadvantage	650 kg.	10/5 minutes
<b>Shield</b>						
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.

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

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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 fantasy 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

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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

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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 shock 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
<b>Simple Melee Weapons</b>				
Knife Ring	200 credits	1d4 piercing	1 kg.	Hidden, Light
Ion Dagger	200 credits	1d4 piercing	1 kg.	Finesse, light, thrown (range 20/60)
Bowstaff	2000 credits	1d6 bludgeoning	4 kg.	Versatile (1d8)
<b>Simple Ranged Weapons</b>				
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)
<b>Martial Melee Weapons</b>				
Stun Fist	1000 credits	1d6 shock	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)
<b>Martial Ranged Weapons</b>				
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)

## 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 reprogram 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 spell*

When you gain this feat, choose one of the following damage types: acid, cold, fire, lightning, or thunder. Spells you cast ignore resistance to damage of the chosen type. In addition, when you roll damage for a spell 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 your 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-tele 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 telepathy 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 spellcasters, gaining the following benefits:

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

In addition, choose one 1st-level spell from that same list. You learn that spell 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 spellcasting ability for these spells 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 spells that you can cast as rituals. These spells 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 spells of your choice. Choose one of the following classes: bard, cleric, druid, sorcerer, warlock, or wizard. You must choose your spells from that class's spell list, and the spells you choose must have the ritual tag. The class you choose also determines your spellcasting ability for these spells: Charisma for bard, sorcerer, or warlock; Wisdom for cleric or druid; or Intelligence for wizard.

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

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

- When you cast a spell that requires you to make an attack roll, the spell's range is doubled.
- Your ranged spell 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 spell list. Your spellcasting ability for this cantrip depends on the spell 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 spell* You have practiced casting spells 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 spell when you take damage. You can perform the somatic components of spells 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 spell at the creature, rather than making an opportunity attack. The spell 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.