

TECHNOLOGY

PILLAR

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INTRODUCTION

This pillar is built on the idea that Technology is a very potent force in the universe and can make or break a war. High powered laser guns, Beam Rifles, and Mech(A) – Mechanized Armor, are very much available when emphasizing this Pillar in the Pearl of Dark Flow.

Often times this Pillar is connected to Military operations, Mercenary Squads, Corporate Private Armies, or any large well-funded organization. It is on occasion that this Pillar is attached discovery of ancient ruins and exploration of parts of the Unknown Universe. Within this pillar there a few new additions:

- **Magi\Tech Archetype** – Archetypes of a few Spellcasting classes that have embraced technology and let it enhance their magical abilities.
- **Technology Archetypes** – Archetypes of Fighter and Rogue that serve to blend technology into their fighting styles and cover some tactical gaps in a fight.
- **Ranger Remix: Explorer** – a technology based, non-spell casting version of the Ranger
- **Specialist** – a new class that uses technology to fullest and fills that feel of a “spell” caster.
- **Mech(A)** – mechanized armor, are suits that soldiers wear to augment their battle prowess, easily equipped with some of the most devastating weaponry know in this Pillar of Technology.
- **Cybernetics** – options for new bits and pieces and races too.
- **New Equipment** scattered through the pillar to supplement a variety of things.

NEW BACKGROUND

This Pillar has a few more niche backgrounds, some that deal with scrapping and salvaging or being able to repair Mech(A).

JUNK HOUND

You are the most at home at a junkyard and have learned through practical means to repair and create a variety of technology. While you not be as knowledgeable as your Research compatriots, your experience lets you work with less than ideal materials. On the other hand, with proper materials your expertise truly shines.

Skills: Survival and Technology

Tools: Repair Kit, Thieves’ Tools

Equipment: Explorer’s pack, Repair Kit or Thieves’ Tools

Feature: *Salvage Scrapper* – You can always fashion a Repair Kit from any salvage or junk nearby to repair Mech(A) or broken weapons or items.

Optional – When you use a proper Repair Kit you gain advantage on the roll.

On Repair Bays

This optional Advantage is for Mech(A) based campaigns, as it is very difficult to repair and maintain these suits without a Repair Bay.

Repair Bays are structures, which can be built into large vehicles and spaces ships that are equipped to quickly repair the damage done to Mech(A) through Nano-machines and automated systems. They are also the place where certain weaponry is re-stocked and utility and weapon slots can be re-customized.

MAGI\TECH

ARCHETYPES

SORCERER – CHARM GUN

Charm Guns are Sorcerers that have been trained by the GHASTS military to channel their destructive powers into weapons, and are considered elite vanguards forces to battles in which the GHASTS have a stake. It is thought that a single Charm Gun is equivalent to an entire armed battalion, able to rain destruction down upon large swathes of enemies. Charm Gun think of themselves as miniaturized walking Mecha. Most are unrepentant loners, the *Lone Wolves*, feared for their sheer destructive power, with or without their weapons.

Arcane Gunfighter

At 1st level, you gain proficiency with pistols, light and medium armor.

Chain Revolver

At 1st level, you can use your spell casting ability when making attack and damage rolls with daggers, darts, or pistols. You can also use those same weapons as arcane focuses. To convert a weapon into an arcane focus, it requires an hour ritual in which you must intimately familiarize yourself with the weapon. As long as you are wielding these weapons as focuses, your hands are considered free for somatic components. If you are using spell capsules, you only have to have them on you to use.

Magnum Charge

At 6th level, with a bonus action, you can charge daggers, darts, or pistols that you are holding with arcane energy in three ways:

- **1 sorcery point:** They are considered magical for bypassing resistances and immunities, and have a bonus to damage rolls equal to your Dexterity modifier as long as you wield them. This effect lasts for 1 hour.
- **2 sorcery points:** Channel a cantrip through your weapon/focus and it gains your Dexterity modifier as a bonus to damage rolls. You can also use bullets or thrown weapons to deliver touch spells.
- **3 sorcery points:** Charge a weapon with a spell, and change all target parameters of said spell into a single target. You discharge the spell on a successful hit with the charged weapon – after 1 minute if the spell isn't discharged, it fizzles away.

Inspiring Flourish

At 14th level, whenever you drop a hostile creature to 0 hp, you grant yourself and any ally that can see you gain temporary HP equal to your Charisma modifier (minimum 1) + your Sorcerer level.

Arcane Salvo

At 18th level, you can spend 4 sorcery points to gain two extra attacks when you take an attack action.

WARLOCK – AETHER PACT

Aether Lords

Your Patron is an Ether Lord from the No Zone, granting you spells and powers that deal with technology and the rapidly encroaching electronic world that shadows the real world. The most well-known, but little spoken, is LAIEN from the Relay and the Digital Psyche. There are others, but little is known about them.

Always Connected

You have a mystical connection to the Relay and the Digital Psyche, and are constantly connected, able to mentally manifest yourself in virtual space. You can use the Relay, as if you were using a terminal, as a free action with your virtual manifestation. Thus you can communicate, read information, etc. all the time. For 1 minute per level a day you become a walking Touch Zone and can ignore Spell Drain.

Erudite Covenant

You may instead use Intelligence as your Spell Casting Ability, and may add one spell of each spell level from the Wizard Spell List, to your expanded spell list.

Self-Taught Masteries

At 6th level, you gain proficiency with three skills and one tool of your choice. The always on connection has led you to teach yourself a variety of skills and tools that you wouldn't have otherwise had time to learn.

Etheric Reflection

At 10th level, you can open a hole into the No Zone to siphon off the energy of any attack that deals damage to you. When you are dealt damage by an attack, you may use a reaction to reduce the damage of the attack by $1d10 + \text{Intelligence modifier} + \text{Warlock level}$. If you reduce the damage to 0 you may as part of the reaction, deal the same amount of damage as lightning damage to the source of the original damage.

Information Overload

At 14th level, you have learned to channel the massive amount of information available on the Relay to stun and confuse your enemies. As an action, any hostile creatures within 30 feet of you must make a Wisdom Saving Throw. On a failed save each target creature is dealt $10d6$ Psychic Damage and is stunned until the end of your next turn. On a successful save they are dealt half damage. You have a finish a long rest before you use this ability again.

NEW PACT BOONS

Pact of the Gun

When you choose this pact boon, choose a firearm of your choice – you must bond with it with an hour long ritual in which you know every intimate part of the weapon. Once you have finished the ritual, you are proficient with the chosen weapon, and may use it as an arcane focus. You may ignore the Ammunition, Reload, and Power Pack (including Energy Cells) properties on the weapon.

NEW INVOCATIONS

Eldritch Bullet Invocation

Prerequisite: Pact of the Gun, Eldritch Blast

You may fire you Eldritch blast through your firearm instead, making a ranged weapon attack for each ray you can fire, but still benefits from other invocations like *Agonizing Blast*, or *Repelling Blast*, etc.*

Nephlim and the Aether Lords

While Nephlim have Digital Souls, and thus cannot use any classes or feats that offer magical or psychic abilities; A pact with the Aether Lords is perfectly, if incredibly uncommon, feasible. Aether Lords live in the Digital Psyche, and thus forge connections there to the Digital Soul versus the Material Soul.

***Clarification:** For each ray of Eldritch blast, you instead make a ranged weapon attack with your Pact Gun. You deal Eldritch Blast damage, along with Invocation effects, but also add your Dexterity modifier to damage of each attack, since they are considered ranged weapon attacks.

WIZARD – SHELL CASTER

Shell Caster Training

At 2nd level, you gain proficiency with Rifles, and may use them as an arcane focus; you may also ignore somatic components to spells when wielding a rifle. If you are using spell capsules, you only need to have them on you to use.

Efficient Spell Capsule

At 2nd level, you gain proficiency with a Science Kit, if you are not already proficient, and can create spell capsules at half the market cost. You can create as many spell capsules equal to Intelligence modifier + Wizard levels per day. To make a spell capsule, you must succeed an Intelligence skill check (Arcana or Science) of a DC equal to 10 + Spell Slot level of the capsule, on a failed check you lose the components and can try again.

Rifled Spell

At 6th level, as a bonus action, you can add your Dexterity modifier to ranged spell attack rolls a number of times per day equal to your Intelligence modifier before you cast that spell.

Caster Shell

At 10th level, you can merge bullet and spell capsule to create a Caster Shell. You can imbue a bullet with any spell that has a single target. You must be able to cast that spell, and must have the components available when creating the Caster Shell (Bullet, Spell Capsule, etc.) and it uses up the proper allotted Spell Slot as if you have cast it for the day. You can only make a number of these equal to your Intelligence modifier per day. This Caster Shell can be fired by anyone with the proper firearm.

Using a Caster Shell

When you fire a Caster Shell, if you have a spell casting ability, you may use that instead of your Dexterity modifier for attack and damage rolls, or Spell Save DC; using one requires no components to cast the spell imbued. The Caster Shell is then consumed after using it. After using a Caster Shell, you must succeed a Constitution Saving Throw equal to 10 + Spell Slot Level of the Caster Shell. On a successful saving throw, you gain a number of levels of exhaustion equal to half the Spell Slot level (rounded up) - your Constitution modifier. On a failed save you gain a number of levels of exhaustion equal to half the Spell Slot level (rounded up). You can die using Caster Shells.

Magic Bullet

At 14th level, you have learned to use Spell Capsules as bullets themselves, by expending both a Spell Capsule and the proper Spell Slot, you can fire a bullet of pure magical force. You make a ranged spell attack with advantage against a single creature, if the Magic bullet hits, it deals 3d10 plus 1d10 per spell slot level above first + Intelligence and Dexterity modifier force damage. You can only use this ability if you are wielding a Rifle as an arcane focus.



TECH//ARCHETYPES

FIGHTER – TACTICAL RESPONSE OFFICER

Tactical Response Officers are the chiefs, commandos, and specialists on the battlefield – able to properly articulate the situation to his troops and disseminate the proper tactical action for victory. This does not mean that they are any less able to fire a gun, use a knife, or dig a trench; they are in the heat of battle, on the field, taking an active role in the fight.

AUGMENTED TRAINING

At 3rd level you know that attacking isn't always the best option, sometimes using better technology, a smatter attack, or a retreat to a better position is best course of action. You do not ignore what new technologies can give you and you have also trained in moving yourself on the battlefield in the most efficient ways. You gain these benefits:

Augments – You learn one augment of your choice. At 7th and 15th level you learn one additional Augment of your choice.

Specialist Training – Choose between:

- **Defensive Specialist** : whenever you Disengage, you gain a +2 to AC until the end of your turn or
- **Offensive Specialist**: whenever you Dash, you can make a single attack against one creature as a bonus action.

Specialized Training – Choose a set of *Specialized Training* regimen and gain one benefit. At 7th and 10th level you gain an additional benefit of the set you choose that you do not know already.

TACTICAL WARFARE

At 3rd level you also know that you have to study your enemies, focusing on a set of knowledge you think is most pertinent and/or have mastered the art of commanding and using people into an efficient means of victory.

You choose one skill to gain proficiency from this list: Arcana, Nature, Performance, Persuasion, or Religion.

BATTLEFIELD EXPERTISE

At 7th level, your experience on the battlefield makes split second decisions or intense recall an old hat. Choose a single Charisma or Intelligence Skill in which you are proficient, and gain double your proficiency bonus to that skill.

IMPROVED AUGMENTATION

At 10th level, choose one of the augments you currently know. If it is a melee augment, you can now add your Strength modifier as additional damage. Likewise, if it is a ranged augment, you can now add your Dexterity modifier as additional damage.

INSPIRING RALLY

At 15th level every one of your victories is also your allies' victory. Every time you drop a hostile creature to 0 HP, or revive from 0 HP, all allies that can see or hear your gain Temporary HP equal to 1d8 + your Fighter level.

FINISH THE FIGHT

At 18th level you know how to finish the fight quickly. Once per turn, you may take disadvantage on one of your weapon attack rolls; if you still successfully hit with that weapon attack it is considered a critical hit.

SPECIALIZED TRAINING

CLOSE QUARTERS COMBAT

You have been trained in exceptionally brutal grapples and holds to neutralize the enemy as quickly as possible, you gain the following benefits:

- **Mechanics over Matter** – You have advantages on grapple checks, and you can grapple a creature two sizes larger than you with disadvantage.
- **Shove** – Whenever you are grappling a creature, you can shove the creature with a bonus action.
- **Choke Hold** – As long as you are grappling, the grappled creature must succeed a Constitution Saving Throw or be dealt your Strength modifier in damage.

TACTICAL RESPONSE OPTIONS

You have studied the ebb and flow of battle, and know that movement and positioning can outweigh numbers and even superior firepower. You gain the following benefits:

- **Suppressing Fire** – you take an action to make a single weapon attack; any allies within 5 ft. of you can move half their speed without provoking opportunity attacks.
- **Tactical Speed** – you take an action to make a single weapon attack, and any allies that can see and hear you can take a bonus action to Dash until the end of their next turn.
- **Fire Order** – You take an action to command an ally that can see or hear you, that ally may use their reaction to make a single weapon attack or use a cantrip.

INSPIRED EFFICIENCY

You have studied the best ways to motivate people and get them to work in peak efficiency, in and out of the battlefield. You gain the following benefits:

- **Efficient Direction** – you take an action to explain the best means of accomplishing a task; a single ally that can see or hear you has advantage on their next skill check.
- **Protective Fire** – you take an action to make a single weapon attack, the target has disadvantage on the next attack roll against any of your allies.
- **Strategic Shot** – You take an action to make a single weapon attack, and the next ally that attacks the target has advantage on their next attack roll.

ROGUE – NIGHT SPECIALIST

Night Specialists or “Night Techs” are the best doctors and mechanics of the Night Maiden Court, able to perform small miracles. Each Night Specialist is trained to heal, repair, extract whatever ails you – you being organic, mechanic, or a little mix of both. The Court has to deal with a variety of casualties.

TECHNICAL EXPERTISE

At 3rd level, you are proficient with the Repair Kit and Surgeon’s Tools, if you are not already proficient. You can also use a Healer’s Kit or Repair kit on a creature as your Cunning Action. Be ready for tragedy.

FOCUSED TRAINING

At 3rd level, each Midnight Specialist under goes a specialization or focus their mending arts – First Aid, Surgeon, or Mechanic. Choose a following benefit:

First Aid – Whenever you use a Healer’s Kit, you can restore 1d8 + your Wisdom modifier per use of the Healer’s Kit. At 13th level, you can heal 2d8 + your Wisdom modifier per use of a Healer’s Kit. You may only heal each creature like this a number of times equal to your Wisdom modifier per long rest.

Surgeon – as an action, you can use Surgeon’s Tools remove a condition or disease affecting a creature, like the *Lesser Restoration* spell. At 13th level, you can use Surgeon’s Tools to remove a debilitating effect on a creature much like a *Greater Restoration* spell. You may only affect each creature like this a number of times equal to your Wisdom modifier per long rest.

Mechanic – You have advantage on rolls using Repair Kits, and you may add your Wisdom modifier to the HP repaired.

PATIENT INSIGHT

At 9th level, you gain advantage on Insight checks against any patient or creature you have treated within in the last day. Patients are tricky things, more likely to lie about the how or why they got injured.

IMPROVED TRAINING

At 13th level, once per long rest, you can double the amount of HP restored when you use a Healer's Kit, Repair Kit, or Surgeon's Tools on a creature. You also delve deeper into the intricacies of your Focused Training and gain the following benefits:

First Aid – You can use a use of a Healer's Kit or Repair to give advantage to a creature's next saving throw.

Surgeon – Whenever you use Surgeon's Tools on a creature, that creature gains Temporary Hit points equal to 1d8 + Wisdom modifier.

Mechanic – Whenever you use a Repair Kit on a creature (construct), that creature has advantage on its next skill check.

MIRACLE WORKER

At 17th level, once per day, if a creature has recently died (within a minute), you may expend all uses of a full Healer's Kit or use Surgeon's Tools to bring them back to 1 HP.

RANGER REMIX:

EXPLORER

In the Universe of Pearl of Dark Flow, magic is implacably rare – the majority of the GHASTS denizen, it's just myth. Instead Technology takes the place of many of the Ranger's utilities. This is the Remix of the Ranger into the Explorer.

EXPLORER//SURVIVALIST

Explorers, colloquially “ranger”, have a love of discovery and exploration of wilds and nature that is incongruous to Cosmopolitan Culture of the tamed Known Universe. Explorers are curiosities – bringing back exotic animals and even wilder stories. But Exploration, not bravado, propels Explorers, always returning to the wilds.

Many Explorers are part of the military, national or private, sent as Vanguards into unknown territories or as part of exploratory teams to planets newly discovered. As Exploratory Teams, Explorer's are hardiest of Survivalists, able to find sustance in the least habitable biomes; either through study or trial and error. As military, they are a terror to behold on the battlefield, as vengeful ghosts of the land or as a swirling tempest of bullets and blades.

CLASS FEATURES

HIT POINTS

Hit Dice: 1d10 per Explorer Level

Hit Points at 1st level: 10 + your Constitution modifier

Hit Points at higher levels: 1d10 (or 6) + your Constitution modifier per Specialist level after first

PROFICIENCIES

Armor: Light, Medium, Shields

Weapons: Simple, Martial

Tools: Hazmat and Scientist's Kit

Saving Throws: Strength and Dexterity

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

EQUIPMENT

You start with the following equipment, along with anything else that comes with your background:

- (a) one Rifle or (b) one pistol and melee weapon of choice
- (a) Leather Armor or (b) Scale Mail
- Science Kit and a (a) Uniling or (b) SmartPad
- Explorer's Pack, melee weapon of choice, and two daggers

THE EXPLORER

Level	Prof. Bonus	Features
1	+2	Natural Explorer, Survivalist
2	+2	Fighting Style, Augments, Array
3	+2	Ranger Archetype, Pulse Scan
4	+2	Ability Score Improvement
5	+3	Extra Attack
6	+3	Ghillie Suit
7	+3	Ranger Archetype Feature
8	+3	Ability Score Improvement, Land Walk
9	+4	Vanish
10	+4	Runner
11	+4	Ranger Archetype Feature
12	+4	Ability Score Improvement
13	+5	Danger Intuition
14	+5	Land Ghost
15	+5	Ranger Archetype Feature
16	+5	Ability Score Improvement
17	+6	Augmented Attack
18	+6	Feral Senses
19	+6	Ability Score Increase
20	+6	Unlimited Array

NATURAL EXPLORER

As noted on page 91 of the PHB, with additional terrains chosen at 6th and 10th levels.

SURVIVALIST

At 1st level, whenever you in your favored terrain, you gain advantage on Survival Checks to find food. You also have advantage on saves against Poison and Disease effects to eating whatever you find in your favored terrains.

FIGHTING STYLE

As noted on page 91 of the PHB.

AUGMENTS

At 2nd level, you learn the Tracking Beacon Augment, and one other Augment of your choice. You learn an additional Augment of your choice at 9th and 17th levels.

ARRAY

At 2nd level, you have learned to a variety of chemical and genetic arrays that help you on your travels. You can create arrays as you need them with a Scientist's Kit, and they immediately lose potency if not used within 1 minute of creation. You can use arrays a number of times per long rest equal to your Wisdom modifier + half your level in Explorer. You learn these Arrays:

STIM ARRAY (2ND LEVEL)

You can use an array to stimulate healing in yourself or others. You can heal a creature you touch and administer to or to yourself, 2d4 + Wisdom modifier.

ANTI ARRAY (6TH LEVEL)

You can use an array to remove a condition or a disease from a creature you can touch and administer to or yourself.

SCALE ARRAY (10TH LEVEL)

You can use two arrays to give yourself a set of scale-like skin. Your AC cannot be lower than 16 and you have resistance to bludgeoning, piercing, and slashing damage for 1 minute.

ENHANCE ARRAY (14TH LEVEL)

You can use three arrays to give yourself superhuman senses and abilities. You gain advantage on Strength, Dexterity, and Wisdom checks. You gain Darkvision and an additional 10 feet to your movement. This effect lasts 1 minute, and once it has ended you must expend a Hit Die or become exhausted.

RANGER ARCHETYPE

At 3rd level, you pick a Ranger Archetypes, and you gain the associated benefits of that Archetype. You gain additional features of your Archetype at 7th, 11th, 15th levels.

PULSE SCAN

Once per short rest, you can make a pulse scan with your Scientist's Kit, and you can find out rough number estimate and presence of a creature type of your choice in your region (1 mile or 6 miles if in your favored terrain).

ABILITY SCORE INCREASE

At 4th, 8th, 12th, 16th, and 19th levels you may increase a single ability score by 2 or two separate abilities scores by 1. You may also choose a feat instead of increasing any ability scores.

EXTRA ATTACK

At 5th level, whenever you take the Attack action, you make two attacks.

GHILLIE SUIT

At 6th level, you can fashion a suit out of materials in your favored terrain in 1 minute, or 1 hour in any terrain. You can fall prone, or press yourself against suitable terrain and gain a +10 bonus to Stealth checks as long as you do not move.

LAND WALK

At 8th level, you move as normal through difficult terrain, and gain advantage to Athletics and Stealth checks when you are in your favored terrains.

VANISH

At 9th level, you can attempt to Hide as a bonus action.

RUNNER

At 10th level, you gain an additional 10 feet to your movement.

DANGER INTUITION

At 13th level, you cannot be surprised as long as your conscious, and enemies you can't see do not have advantage on their attack on you. You also have advantage to Dexterity Saving Throws.

LAND GHOST

At 14th level, you can move at full speed while using Stealth. You also do not appear on sensors such Thermal Scopes, Radar, and Sonar.

AUGMENTED ATTACK

At 17th level, whenever you take the Attack action, you can use an Augment as a bonus action.

FERAL SENSES

As on page 91 of the PHB.

UNLIMITED ARRAY

You have an unlimited number of Arrays to use, you no longer have to use a long rest to regain any expended arrays.



SPECIALIST

Tapping the touchscreen a few times, the Jinzo produces a flash of light the forms into a grenade, which he tosses at the rampaging Mech(A) suit.

Speaking a forceful “KitCat” command, the Fulg’ra, produces a syringe of catalytic healing chemicals, and injects it into her wounded comrade.

Calling in her squadron to stay close, the Azuli, quickly presses the “Scatter” button on arm, and mist of light and chems stream from her, soothing her friends and blinding her hostiles.

Specialists are the ultimate purveyors of the cutting edge of science. They have access and field test the newest plateau of Scientific Discovery – the use of Solid Particle Wave Energy to create a variety of short term but intricate facsimiles of items and weapons.

SCIENTISTS AND SOLDIERS

Specialists are scientists first, and have worked in the day to day drudge of research, grant writing, and politics of innovation and economization. Yet not all scientists can call themselves “Specialist” as it refers to the Soldier Scientist, not all of them are trained shoot, run, and survive the worst scenario. Not many are brave enough to field test a variety of weapons and schemas in the tumultuous Known Universe, willing to travel to far off worlds to bring the peace. It is their creativity, bravery, compassion, and powered by their intellect that brings them to war torn areas to help and rebuild.

Specialists use their technology to find creative solutions to old problems in war, from using energy and light to take down their enemies, to using a prescribed set of solutions and catalysts to heal the dying. This technological edge is tempered by full military training. They are fondly referred as “Militechs”.

THE SPECIALIST

Level	Prof. Bonus	Features	Augments Known	Schema Slots	Max Schema Level
1	+2	Augmentation, Philosophy	3	1	1 st
2	+2	SPEL Mist (1/rest)	3	2	1 st
3	+2	Hobbyist, Itemizer	3	2	1 st
4	+2	Ability Score Improvement	3	2	1 st
5	+3	Extra Attack	3	2	2 nd
6	+3	SPEL Mist (2/rest)	4	2	2 nd
7	+3	Philosophy Feature	4	3	2 nd
8	+3	Ability Score Improvement	4	3	2 nd
9	+4	Hobbyist	4	3	3 rd
10	+4	Philosophy Feature	4	3	3 rd
11	+4	Augmented Attack	5	3	3 rd
12	+4	Ability Score Improvement	5	4	3 rd
13	+5	Learned Resilience	5	4	4 th
14	+5	SPEL Mist (3/rest)	5	4	4 th
15	+5	Philosophy Feature	5	4	4 th
16	+5	Ability Score Improvement	6	4	4 th
17	+6	Cutting Edge	6	5	5 th
18	+6	Hobbyist	6	5	5 th
19	+6	Ability Score Improvement	6	5	5 th
20	+6	Regenerative Mist	6	5	5 th

SPEL\CAD

Solid Particle Wave Energy Launcher/Create Assist Device is the crux of every Specialist – it is where they keep their schema, write new schema, and produce the effects of those schema. It launches the constructs of Solid Particle Wave Energy, a substance that mimics the properties of solid objects, into existence for use. These devices are complicated and complex and the uninitiated are not able to use them.

Specialists are often Technical and Science Liaisons with militaries, governments, and corporations. They travel as Field Medics. Some leave Military service and freelance, often as part of a large University.

CREATING A SPECIALIST

When creating a Specialist, the idea is to choose which type of Philosophy will you follow? Will you follow the Biologique or the Mechanique Philosophy – organic chemicals or nanomaterials? Are you more Soldier or Scientist?

QUICK BUILD

You can make a Specialist quickly using these suggestions:

First make Intelligence your highest ability score, followed by Dexterity or Strength. Then choose the Rogue Scholar background.

CLASS FEATURES

HIT POINTS

Hit Dice: 1d8 per Specialist Level

Hit Points at 1st level: 8 + your Constitution modifier

Hit Points at higher levels: 1d8 (or 5) + your Constitution modifier per Specialist level after first.

PROFICIENCIES

Armor: Light

Weapons: Simple weapons, Pistols and Rifles

Tools: Science and Engineering Kit

Saving Throws: Intelligence and Wisdom

Skills: Choose two skills from Athletics, Arcana, Investigation, Science, Insight, Medicine, Technology, Deception, or Persuasion

EQUIPMENT

You start with the following equipment, along with anything else that comes with your background:

- (a) one Rifle or (b) two pistols
- (a) Science Kit or (b) Engineering Kit
- (a) Explorer's Pack or (b) Dungeoneering Pack
- Leather Armor, two daggers, and SPEL\CAD.

SPEL\CAD PROGRAMMING

As a Specialist, you can create SPEL constructions from blueprints called Schemas.

AUGMENTS

At 1st level you know 3 Augments of your choice, and gain more as you level, according to the chart. Augments are semi-permanent upgrades and tweaks to your weapons.

SPEL\CAD

You need a SPEL\CAD to launch your Schemas, without one you cannot launch your

Schemas. SPEL\CADs can take any form, but most are wrist mounted computers. So prefer to make them look like Smartpad or Unilings, even weapons. You start with a SPEL\CAD with six 1st level Schemas.

LAUNCHING SCHEMA

The Specialist Chart shows how many Schema slots you have at 1st level and above. The table also shows what level your Schema Slots are at your level. To use a Schema, you have to expend a Schema slot. You regain all used Schema Slots on a rest.

For example, at 3rd level, you have two Schema Slots, which are both at 2nd level. Any Schema you launch is at 2nd level.

PROGRAMMING SCHEMA

At 1st level you start with a SPEL\CAD that has six 1st level Schema of your choice. You learn 2 more additional Schema every time you level in this class. You can also learn additional Schema from blueprints and other SPEL\CADs, but cannot launch any higher than your Schema level. After every short rest you can prepare a number of Schema equal to Specialist levels + Intelligence modifier from those you know.

SPEL\CAD ABILITY

Intelligence is your SPEL\CAD ability for your Schemas, and determines any SPEL\CAD attack rolls and damage. It also determines how difficult it is for a creature to avoid the effects of your SPEL\CAD.

Saving Throw DC = 8 + your Proficiency modifier + your Intelligence modifier

SPEL\CAD Attack modifier = Your Proficiency modifier + your Intelligence modifier

PHILOSOPHY

At 1st level, you pick a Philosophy, and you gain the associated benefits of that Philosophy. You gain additional features of your Philosophy at 7th, 10th, 15th levels.

SPEL MIST

At 2nd level, you can quickly command your SPEL\CAD to expel a mist of Solid Particle Wave Energy that is programmed to act as Nanites, along with Chem Catalysts that heal your allies. When you use this ability, any allies within 30 feet of you regain 1d10 + your Intelligence modifier + your levels in Specialist HP. You can use this ability once per rest, but as you gain levels you gain more uses between rests according to the chart.

HOBBYIST

At 3rd level, pick a Tool or Skill in which you are not proficient, you may add your Intelligence modifier to any of those checks (or double your Intelligence modifier to Intelligence based skills).

At 9th level, you can pick an additional Skill or Tool in which you are not proficient to gain this bonus.

At 18th level, pick two skills, a skill and a tool, or two tools which you are proficient. You also gain your Intelligence modifier as a bonus to those checks.

ITEMIZER

At 3rd level, you can Itemize schema with the Itemize tag, using the proper tools, materials and time.

ABILITY SCORE IMPROVEMENT

At 4th, 8th, 12th, 16th, and 19th levels, you can increase one ability score of your choice by 2, two ability scores of your choice by 1, or choose a feat.

EXTRA ATTACK

At 5th level, when you take the Attack actions you may make two attacks instead of one.

AUGMENTED ATTACK

At 11th level, whenever you take the attack action, you may use an Augment as a bonus action.

LEARNED RESILIENCE

At 13th level, you gain proficiency with Constitution Saving Throws, and have Advantage on Concentration checks.

CUTTING EDGE

At 17th level, you are more deadly with your Augments. Pick an Augment that deals damage that you know, and you may add your Intelligence modifier as a bonus to damage rolls with that augment.

REGENERATIVE MIST

At 20th level, you always have a fine mist of energy that surrounds you, you and any allies within 5 feet of you have Regeneration equal to your Intelligence modifier. This ability does not function if you are incapacitated or knocked unconscious.

PHILOSOPHIES

Specialist follow a set of ideals, methods, and areas of study that they call a Philosophy. The Philosophy you choose will determine how you go about your warfare.

BIOLOGIQUE

This Philosophy focuses on healing, biological and chemical make-up things. You are always ready to patch up your squadron.

HEAL GUN

At 1st level, you know and always have prepared Kit: Catalyst, and it does not count against the number of schema you know (at 1st level) and can prepare. When using any Kit that has a range of touch or self, you can instead extend that range to 30 ft. and target another creature. You can “shoot” your kits at your teammates making sure that you are always close by.

SPEL MIST: TOXIC LIGHT

At 2nd level, whenever you use your SPEL Mist feature, any hostile creatures within the area of effect is poisoned until the end of your next turn. The SPEL particles are aggressive and blink at anyone not considered an ally.

TOXIC STROBE

At 7th level, whenever you hit or are hit with a Critical attack, if the triggering creature within 30 feet of you, that creature is poisoned for 1 round.

BIOLOGICAL OPPORTUNIST

At 10th level, you can extend the range of any Kit that has a range of Touch or Self out to your ranged weapon range. You also have advantage on attack rolls on Poisoned creatures.

BIOLOGIQUE SAGE

At 15th level, you can overload any Kit Schema past 5th level. When you overload a Schema, roll 1d4 + 5 to determine the level at which you can launch that schema. Overloading a Schema expends a use of your SPEL Mist, all your Schema slots for the rest, and you are exhausted. You can die by overloading your schema.

MECHANIQUE

This Philosophy focuses on defense and very aggressive offense. You are the bearers of bombs and other tactical solutions.

HEAVY ARMS

At 1st level, you know and always have prepared Flashbang Grenade, and it does not count against the number of schema you know (at 1st level) and can prepare. You are also proficient with Medium and Heavy Armor, Shields, and Martial weapons.

SPEL MIST: SHIMMER SKIN

At 2nd level, whenever you use your SPEL Mist feature, allies have advantage on the next attack on any hostile creature within the area of effect, until the beginning of your next turn. The SPEL particles stick to non-allies, granting allies a better chance to hit.

SPEL SHIMMER CRITICAL

At 7th level, whenever you hit or are hit with a Critical attack, if the triggering creature within 30 feet of you, until the beginning of your next turn, the next attack on that creature has advantage.

INTELLIGENT GRENADES

At 10th level, you may add your Intelligence modifier as a bonus to damage rolls of your Grenade Schema.

MECHANIQUE THEORIST

At 15th level, you can overload any Grenade Schema past 5th level. When you overload a Schema, roll 1d4 + 5 to determine the level at which you can launch that schema. Overloading a Schema expends a use of your SPEL Mist, all your Schema slots for the rest, and you are exhausted. You can die by overloading your schema.



AUGMENTS

Augments function in the same manner as a cantrips, and have equivalent Save DC's and action restrictions.

- All augments have an action type associated with its use.
- Some augments have requirements, and you must have those requirements fulfilled before you can use the Augment.
- Augment Save DC is equal to 8 + Proficiency + Strength or Dexterity modifier.
- Even though you may be making weapon attacks, you do not deal your weapon damage, but instead the damage and effects listed of the Augment.

CAPSI BURST

Time: 1 action

Range: 10 ft.

Target: 1 creature within range

Requirement: Pistol or Melee Weapon

Duration: Instantaneous

Effect: Your weapon expels a spray of Capsi, a mixture that burns and scares a creature within range that you can see or hear. The creature must succeed a Constitution Saving Throw or is dealt 1d6 poison damage and be Frightened for 1 round. This Augment's damage increase by a 1d6 at 5th (2d6), 11th (3d6), and 17th (4d6) levels.

CONCUSSION GRENADE

Time: 1 action

Range: 30 ft.

Target: 1 creature within range

Requirement: None

Duration: Instantaneous

Effect: You toss a grenade at a creature within range that you can see. The creature must succeed a Dexterity Saving Throw or be dealt 1d8 Thunder Damage. Your grenades become small clusters, which spawn another grenade at 5th, 11th, and 17th levels. These secondary grenades can target the same creature, or a different creature up to 10ft away from the original target. Each grenade requires a separate saving throw.

ELECTROLASER

Time: 1 action

Range: Ranged Weapon

Target: 1 creature within range

Requirement: Pistol

Duration: Instantaneous

Effect: Your weapon shoots an electrified laser at a creature within range that you can see or hear. The creature must succeed a Constitution Saving Throw or stunned for 1 round.

FATAL FLASH

Time: 1 action

Range: Ranged Weapon

Target: 1 creature within range

Requirement: Pistol or Rifle

Duration: Instantaneous

Effect: Your weapon shoots a bolt of light at a creature that you can see or hear, it must succeed a Constitution Saving Throw or is dealt 1d4 radiant damage and is Blinded for 1 round. This Augment's damage increase by a 1d6 at 5th (2d4), 11th (3d4), and 17th (4d4) levels.

GRAVITAS BOLA

Time: 1 action

Range: Ranged Weapon

Target: 1 creature within range

Requirement: Rifle

Duration: Instantaneous

Effect: Make a single ranged weapon attack – Your weapon shoots a bolt of gravity at the target. The creature must succeed a Dexterity Saving Throw or be Restrained until it successfully saves.

GRAVITY HAMMER

Time: 1 bonus action

Range: Self

Target: Self

Requirement: Melee Weapon

Duration: 1 round

Effect: Your weapon is charged with gravity particles that makes it incredibly heavy when it strikes a foe. Whenever you hit a creature with your weapon, they must succeed a Constitution Saving Throw or be knocked prone. If you deal a Critical Hit with your weapon in the duration, you deal an additional die of damage and knock the creature prone.

HEAT WAVE

Time: 1 action

Range: Half Ranged Weapon

Target: 1 creature within range

Requirement: Pistol or Rifle

Duration: Instantaneous

Effect: Your weapon emits strong microwaves at a creature that you can see or hear. The creature must succeed a Constitution Saving Throw or be Frightened for 1 round.

LIGHTNING GAUNTLETS

Time: 1 bonus action

Range: Self

Target: Self

Requirement: Melee Weapon

Duration: 1 round

Effect: Your weapon is charged with electricity. You deal an additional 1d4 Lightning damage with your weapon attacks. If you deal a Critical Hit with your weapon while in the duration, the creature is stunned for 1 round.

PAIN STICK

Time: 1 action

Range: Melee Weapon

Target: 1 creature within range

Requirement: Melee Weapon

Duration: Instantaneous

Effect: Your weapon is super electrified, and a creature that you can see or hear within range must succeed a Constitution Saving Throw or is dealt 1d6 thunder damage and is Poisoned for 1 round. This Augment's damage increase by a 1d6 at 5th (2d6), 11th (3d6), and 17th (4d6) levels.

SOUND SNIPER

Time: 1 action

Range: Ranged Weapon

Target: 1 creature within range

Requirement: Pistol or Rifle

Duration: Instantaneous

Effect: Your weapon shoots a bullet of sound at a creature that you can see or hear, it must succeed a Constitution Saving Throw or is dealt 1d6 thunder damage and is Poisoned for 1 round. This Augment's damage increase by a 1d6 at 5th (2d6), 11th (3d6), and 17th (4d6) levels.

TRACKING BEACON

Time: 1 bonus action

Range: 60 ft

Target: 1 creature within range

Requirement: None

Duration: 1 minute or until beacon is destroyed

Effect: Your weapon shoots a tracking beacon at the target. The target must succeed a Dexterity check or your next successful attack deals an additional 1d6 damage, and the beacon is destroyed. You gain advantage while tracking or searching for this creature until the beacon is destroyed. Whenever the beacon is destroyed it deals its damage. Using this ability again destroys the beacon.

SCHEMA

Schemas are analogous to Spells, but are not magical in nature.

- Each Schema has an associated action type to use.
- Each Schema has a requirement, which has to be fulfilled before you can use the Schema. You do not need proficiency with the Requirement.
- If a Schema has a Concentration duration, you are still subject to the same rules as Concentration checks.
- Schemas may have an associated Save DC equal to 8 + your Proficiency bonus + SPEL\CAD ability modifier.
- SPEL\CAD Attack modifier is equal to your Proficiency modifier + SPEL\CAD ability modifier.
- Armor does not restrict the use of either.
- You can always use a higher Schema Slot to cast a Schema at a higher level, if available.

TYPES OF SCHEMA

KITS – are the versatility of the Specialist, allowing for a variety of beneficial effects and few offensive options.

GRENADES – tactically offensive solutions to battlefield problems.

TURRETS – stationary effects that persist as long the turret exists.

BOMBS – the ultimate offensive solution to anything on the battlefield, but uses concentration to time.

ITEMIZING SCHEMA

To Itemize a Schema is to make it a solid construct from blueprints and true materials, not Solid Particle Wave Energy. You can itemize any Schema with the Itemize Tag:

- You must spend 100 g per level of the schema in materials.
- You must have the proper tools and proficiency in those tools.
- It requires 1 day per level of the Schema to complete the Itemization. You can halve this time by working with another Specialist or spending 150% in material costs.
- The new Itemized Schema requires power packs to function, and will drain 1 pack per use.

Itemized Schema are not especially efficient with power usage, but over time can be made to be more efficient – you can repeat this process at a higher schema level to gain longer or more usages per power pack.

KITS

KIT: AED

3rd Level Schema

Time: 1 action

Range: Touch

Target: 1 creature within range

Req: Surgeon's Tools or Healer's Kit

Duration: Instantaneous

Effect: You target a creature that has recently died (about 1 minute), and that creature immediately gains 1 HP + 1 HD of HP of the creature. Until the Creature finishes a long rest, it has Disadvantage on Death Saving Throws. For every schema level above 3rd, the creature regains an additional HD.

KIT: ANTI

2nd Level Schema

Time: 1 action

Range: Touch

Target: 1 (or more) creature(s) within range

Req: Surgeon's Tools or Healer's Kit

Duration: Instantaneous

Effect: You target a creature that is suffering a disease or a condition, and immediately end a disease or a condition. For every schema level after 2nd, you can affect another creature.

KIT: ARRAY (ITEMIZE)

2nd Level Schema

Time: 1 action

Range: Self

Target: 1 creature within range

Req: Scientist's Kit or Engineer's Kit

Duration: 1 minute

Effect: You create a construction that grants you Darkvision up to 60 ft. and Advantage to Perception checks. While wearing this construction you have Disadvantage on saves that inflict Blindness, Deafness, Thunder or Radiant damage. For every schema level after 2nd, multiply the duration by 10.

KIT: CATALYST

1st Level Schema

Time: 1 action

Range: Touch

Target: 1 creature within range

Req: Healer's Kit or Surgeon's Tools

Duration: Instantaneous

Effect: You touch a creature, and that creature can expend 1HD to regain HP with a bonus to equal to 1d4 + your Intelligence modifier. The creature does not have to expend an HD, but may instead just receive the bonus. For every schema level after 1st, increase the bonus by 1d4 or affect an additional creature.

KIT: DETECT (ITEMIZE)

1st Level Schema

Time: 1 action

Range: 10 feet

Target: Food, Drink, Items in range

Req: Science Kit, Smartpad or Uniling

Duration: Instantaneous

Effect: You scan the area for anything that has poison, diseases, or contagions of any sort (including radiation), and every item with those peculiarities is marked on your Smartpad or Uniling. For every schema level after 1st, increase the range by 10 feet.

KIT: DISRUPT

1st Level Schema

Time: 1 action

Range: Touch

Target: 1 creature within range

Req: Surgeon's Tools or Scientist's Kit

Duration: Instantaneous

Effect: You touch a creature and that creature must succeed a Constitution Saving Throw or be dealt 4d4 thunder damage; on a successful save half damage. For every schema level above 1st level, you deal an additional 2d4 necrotic damage.

KIT: ENDURE

1st Level Schema

Time: 1 action

Range: Touch

Target: 1 creature within range

Req: Hazmat Kit or Engineer's Kit

Duration: 1 Hour

Effect: You touch a creature and for the duration that creature can comfortably live in extremes of temperature from -50 to 140 degrees Fahrenheit; not have to make Constitution Saving Throws to avoid Exhaustion or damage from environmental effects. For every schema level above 1st, you may target an additional creature.

KIT: HELP

1st Level Schema

Time: 1 bonus action

Range: 30 feet

Target: 1 (or more) creature(s) within range

Req: Surgeon's Tools or Healer's Kit

Duration: Concentration, 1 round

Effect: You expel a bit of SPEL Mist and one creature within range has a bonus to their next attack roll equal to your Intelligence modifier, until the start of your next turn. For every schema level above 1st, target an additional creature within range.

KIT: HOVER

3rd Level Schema

Time: 1 action

Range: 30 feet

Target: 1 (or more) creature(s) within range

Req: Engineer's Kit or Scientist's Kit

Duration: 1 minute

Effect: You expel a bit of SPEL Mist and one creature within range can hover about a foot from a horizontal surface. Target creature can ignore difficult terrain and traverse over liquids as if there were solid. For every schema slot above 3rd, you can target two additional creatures within range.

KIT: PLUS

2nd Level Schema

Time: 1 action

Range: Touch

Target: 1 (or more) creature(s) within range

Req: Surgeon's Tools or Healer's Kit

Duration: Concentration, up to 1 minute

Effect: You touch a creature, that creature picks an Ability Score for the Duration. For the duration, that creature has Advantage on all skill rolls on that chosen Ability Score, Temporary HP equal to 1HD of the creature + your Intelligence modifier, and an additional 5 feet to movement. For every schema level above 2nd, you can target an additional creature.

KIT: PURIFY

1st Level Schema

Time: 1 action

Range: 10 feet

Target: Food, Drink, Items in range

Req: Science Kit, Smartpad or Uniling

Duration: Instantaneous

Effect: You expel some SPEL Mist and purify any food, drink, or items within range. For every schema level after 1st, increase the range by 10 feet.

KIT: SHAPE

4th Level Schema

Time: 1 action

Range: Touch

Target: 1 creature or materials within range

Req: Engineer's Kit or Scientist's Kit

Duration: Instantaneous

Effect: You touch a material, and about 5 cubic feet of it can be eaten and re-shaped with your SPEL Mist into a form of your liking. Alternatively you can make a melee SPEL\CAD attack against a creature and on a successful hit deal 6d12 + SPEL\CAD ability modifier necrotic damage. Every schema level about 4th you deal an additional 2d12 damage or can affect an additional 5 cubic feet of material.

KIT: SONAR (ITEMIZE)

2nd Level Schema

Time: 1 action

Range: 10 feet

Target: Traps and Secret Doors within range

Req: Science Kit, Smartpad or Uniling

Duration: Instantaneous

Effect: You expel some SPEL Mist and produce a pulse that identifies traps or secret doors within range on your Smartpad or Uniling.

Kit: Steel Skin

3rd Level Schema

Time: 1 action

Range: Touch

Target: 1 (or more) creature(s) in range

Req: Science Kit and Healer's Kit

Duration: 1 minute

Effect: You touch a creature and coat it in a SPEL Mist that forms into a skin of smooth metallic scales. The target's AC cannot be lower than 18 for the duration of this effect. For every schema slot about 3rd, you can target an additional creature or extend the duration by 1 minute.

GRENADES

CRYOGENIC GRENADE

1st Level Schema

Time: 1 action

Range: Ranged Weapon, 10 ft blast

Target: Creatures within blast radius

Requirement: Pistol or Rifle

Duration: Instantaneous

Effect: You toss a grenade at a creature within range that you can see. That creature and any creatures within 10 feet of it, must succeed a Dexterity Saving Throw or be dealt 2d6 cold damage and treat all terrain as difficult until the end of your next turn. Half damage on a successful save. For every schema level above 1st, you deal an additional 2d6 damage.

FOAMBURST GRENADE

2nd Level Schema

Time: 1 action

Range: Ranged Weapon, 10 ft blast

Target: Creatures within blast radius

Requirement: Pistol or Rifle

Duration: Instantaneous

Effect: You toss a grenade at a creature within range that you can see. That creature and any creatures within 10 feet of it, must succeed a Dexterity Saving Throw or be dealt 4d4 acid damage and be Restrained until they succeed their save. Half damage on a successful save. For every schema level above 2nd, you deal an additional 2d4 damage.

FLASHBANG GRENADE

1st Level Schema

Time: 1 action

Range: Ranged Weapon, 10 ft blast

Target: Creatures within blast radius

Requirement: Pistol or Rifle

Duration: Instantaneous

Effect: You toss a grenade at a creature within range that you can see. That creature and any creatures within 10 feet of it, must succeed a Constitution Saving Throw or be dealt 1d12 thunder damage and be Blinded and Deafened until the end of your next turn. Half damage on a successful save. For every schema level above 1st, you deal an additional 1d12 damage.

KNOCKOUT GRENADE

1st Level Schema

Time: 1 action

Range: Ranged Weapon, 10 ft blast

Target: Creatures within blast radius

Requirement: Pistol or Rifle

Duration: Instantaneous

Effect: You toss a grenade at a creature within range that you can see. That creature and any creatures within 10 feet of it, must succeed a Constitution Saving Throw or be Poisoned and must succeed another Saving Throw or be also Incapacitated and again make another Saving Throw or be also Unconscious. Once affected by either the Poisoned or Incapacitated condition, a single successful saving throw removes all the inflicted conditions. Once Unconscious only damage or rough handling will "wake them" or until 1d4 hours pass. For every schema level above 1st, you increase the blast radius by 5 feet.

NAPALM GRENADE

2nd Level Schema

Time: 1 action

Range: Ranged Weapon, 10 ft blast

Target: Creatures within blast radius

Requirement: Pistol or Rifle

Duration: Instantaneous

Effect: You toss a grenade at a creature within range that you can see. That creature and any creatures within 10 feet of it, must succeed a Dexterity Saving Throw or be dealt 2d6 fire damage and again dealt 1d6 fire damage on their next turn until they succeed another saving throw. Half damage on a successful save. For every schema level above 2nd, you deal an additional 1d6 on initial and residual damage.

STATIC GRENADE

3rd Level Schema

Time: 1 action

Range: Ranged Weapon, 10 ft blast

Target: Creatures within blast radius

Requirement: Pistol or Rifle

Duration: Instantaneous

Effect: You toss a grenade at a creature within range that you can see. That creature and any creatures within 10 feet of it, must succeed a Dexterity Saving Throw or be dealt 4d6 lighting damage and be Stunned until the end of your next turn. Half damage on a successful save. For every schema level above 3rd, you deal an additional 2d6 damage.

THUNDER STRIKE GRENADE

4th Level Schema

Time: 1 action

Range: Ranged Weapon, 10 ft blast

Target: Creatures within blast radius

Requirement: Pistol or Rifle

Duration: Instantaneous

Effect: You toss a grenade at a creature within range that you can see. That creature and any creatures within 10 feet of it, must succeed a Constitution Saving Throw or be dealt 6d10 Thunder Damage and cannot take reactions until the beginning of your next turn. Half damage on a successful save. For every schema level above 4th, you deal an additional 2d10 damage.

TURRETS

DRONE TURRET

1st Level Schema

Time: 1 action

Range: Self

Target: Self

Requirement: Engineer's Kit or Scientist's Kit, Smartpad or Uniling

Duration: 1 hour or until destroyed

Effect: You toss a package anywhere within 10 ft. that is not difficult terrain and produce a turret. This turret has Hit Points equal to 5 + your level, and produces drone that shares the turret's HP. This drone has the ability to fly out to a mile distance and spy on anything visible in the area. It has a passive Stealth equal to yours. You can see and move through the drone as if you were there.

FLAME TURRET

2nd Level Schema

Time: 1 action

Range: Self

Target: Self

Requirement: Engineer's Kit or Scientist's Kit, Smartpad or Uniling

Duration: 1 minute or until destroyed

Effect: You toss a package anywhere within 10 ft that is not difficult terrain and produce a turret. This turret has Hit Points equal to 5 + your level. Any hostile creature that steps within or stays 5 feet of the turret must make a Dexterity Saving Throw or be dealt 4d10 fire damage, half in a successful save.

MIST TURRET

3rd Level Schema

Time: 1 action

Range: Self

Target: Self

Requirement: Engineer's Kit or Scientist's Kit, Smartpad or Uniling

Duration: 1 minute or until destroyed

Effect: You toss a package anywhere within 10 ft that is not difficult terrain and produce a turret. This turret has Hit Points equal to 5 + your level and any Ally within 10 feet of the turret gains a bonus equal to your SPEL\CAD ability modifier to any effect that would grant them HP or Temp HP; and Saves against any debilitating condition.

PHOTON SHIELD TURRET

2nd Level Schema

Time: 1 action

Range: Self

Target: Self

Requirement: Engineer's Kit or Scientist's Kit, Smartpad or Uniling

Duration: 1 minute or until destroyed

Effect: You toss a package anywhere within 10 ft. that is not difficult terrain and produce a turret. This turret has Hit Points equal to 5 + your level and produces a shimmering shield with a 15 ft. radius that shares the turret's HP. Any effect or attack that targets a creature within the shield instead deals that damage to the shield or the effect fails as it has no line of effect. Creatures inside the shielded area also have no line of effect outside the shield. Creatures outside the shield cannot enter the shield area.

RIFLE TURRET

1st Level Schema

Time: 1 action

Range: Self

Target: Self

Requirement: Engineer's Kit or Scientist's Kit, Smartpad or Uniling

Duration: 1 minute or until destroyed

Effect: You toss a package anywhere within 10 ft that is not difficult terrain and produce a turret. This turret has Hit Points equal to 5 + your level. While this turret is not destroyed, you may take a bonus to make a ranged (range 60) SPEL\CAD attack from the turret's origin and on a successful hit deal 1d10 + SPEL\CAN ability modifier piercing/radiant damage.

ROCKET TURRET

5th Level Schema

Time: 1 action

Range: Self

Target: Self

Requirement: Engineer's Kit or Scientist's Kit, Smartpad or Uniling

Duration: 1 minute or until destroyed

Effect: You toss a package anywhere within 10 ft that is not difficult terrain and produce a turret. This turret has Hit Points equal to 5 + your level. While this turret is not destroyed, you may take an action to make a ranged (range 60) SPEL\CAD attack from the turret's origin and deal 4d10 + SPEL\CAD ability modifier bludgeoning/thunder damage.

SOOTH TURRET

2nd Level Schema

Time: 1 action

Range: Self

Target: Self

Requirement: Engineer's Kit or Scientist's Kit, Smartpad or Uniling

Duration: 1 minute or until destroyed

Effect: You toss a package anywhere within 10 ft that is not difficult terrain and produce a turret. This turret has Hit Points equal to 5 + your level, and produces a mist up to a 15 ft. radius. Any creature that enters or stays in the mist must make a Constitution Saving Throw or suppress any charmed/frightened effect, or hostile feelings. They must also tell the "truth" as far as they know it.

THUMPER TURRET

4th Level Schema

Time: 1 action

Range: Self

Target: Self

Requirement: Engineer's Kit or Scientist's Kit, Smartpad or Uniling

Duration: 1 hour or until destroyed

Effect: You toss a package anywhere within 10 ft. that is not difficult terrain and produce a turret. This turret has Hit Points equal to 5 + your level, makes terrain difficult up to a 30 ft. radius. Any creature that enters or stays in the area must make a Dexterity or Strength Saving Throw or be dealt 8d6 bludgeoning damage and be knocked prone. Half damage on a successful save.

BOMBS

Concentration Delay - You may delay the explosion with Concentration and may willingly break it to explode the bomb.

NIFLHEIM BOMB

3rd Level Schema

Time: 1 action

Range: Self

Target: Self

Requirement: Engineer's Kit or Scientist's Kit, Smartpad or Uniling

Duration: Instantaneous; Concentration Delay

Effect: You create a package that you drop right in your area of control (Square/Hex) and it creates a bomb. When this bombs explodes, any creature within 30 ft. of the origin must make a Dexterity Saving Throw or be dealt 6d6 cold damage, is Restrained until they succeed on a Strength Saving Throw. On a successful save from the initial blast, creatures only take half damage. This explosion also makes the area difficult terrain.

MUSPELHEIM BOMB

4th Level Schema

Time: 1 action

Range: Self

Target: Self

Requirement: Engineer's Kit or Scientist's Kit, Smartpad or Uniling

Duration: Instantaneous; Concentration Delay

Effect: You create a package that you drop right in your area of control (Square/Hex) and it creates a bomb. When this bombs explodes, any creature within 30 ft. of the origin must make a Dexterity Saving Throw or be dealt 8d6 acid/radiant damage, is dealt an additional 1d6 acid damage on the start of their next turn until they succeed on a Dexterity Saving Throw. On a successful save from the initial blast, creatures only take half damage. This explosion also makes the area difficult terrain and inflames anything flammable in the area.

EMP BOMB

5th Level Schema

Time: 1 action

Range: Self

Target: Self

Requirement: Engineer's Kit or Scientist's Kit, Smartpad or Uniling

Duration: Instantaneous; Concentration Delay

Effect: You create a package that you drop right in your area of control (Square/Hex) and it creates a bomb. When this bombs explodes, any creature within 30 ft. of the origin must make a Dexterity Saving Throw or be dealt 10d6 lightning/thunder damage. On a successful save from the initial blast, creatures only take half damage. This explosion also makes the area an EMP/Anti-magic field for 1 minute.



MECH(A)

Mech(A) are relatively large armored suits – any character with the Operate skill or proficiency with specific Mech(A) can pilot one. Mech(A) is a reference to Mechanized Armor. Most Mech(A) take an action to put to on, and a bonus action to “prepare” – run through all the checks and do a full system boot up. An already “prepped” Mech(A) only require hopping in and gunning it.

On Piloting

Unlike traditional suits of armor, or even nominally powered suits, Mecha have their own stat blocks and piloting a Mecha is more akin to the Druid's Wildshape.

When Piloting a Mecha:

- All your statistics are replaced by the Mecha, but you keep your Alignment, Personality, Mental Statistics, and Proficiencies. You gain any additional Proficiencies inherent to the Mech(A). You choose the better of your or the Mech(A)'s Proficiency bonus.
- You can still speak, but casting spells with a Somatic and Material component is not feasible due to the bulk of the materials and Controls.
- You still retain the benefits from your class, race, or other source, as long as the Mecha has the same functionality. You do lose any special senses, like Darkvision, and are replaced by the Sensor Array of the Mecha.
- Most Mecha cockpits are large enough that you can wear your equipment while piloting, but some Mecha Suits do not allow it. All worn equipment bonuses are null until you exit the Mecha.
- When the Mecha reaches 0 HP it is damaged and has the Powered Down condition. While you are still in the Mecha, you are considered Restrained with three fourths cover. You can leave the damaged Mecha with an action.

AVAILABLE MECH(A)

Mechanized Knight Armor Mk 1

Medium Construct, No Alignment

Armor Class 14 (Natural Armor)

Hit Points 37 (5d8 +15)

Speed 20 ft

Str	Dex	Con	Int	Wis	Cha
19	+4	13	+1	17	+3

Saving Throws Str +6, Con +5

Skills Athletics +6

Damage Immunity Poison

Damage Resistance Piercing, Slashing, Bludgeoning

Senses Darkvision 60 ft, Passive Perception +2

Languages – Your known Languages

Challenge 1

Amplified Strength: You are considered one size larger for carrying capacity and Advantage on all Strength checks.

Heavy Weapons: This Mecha can use Large sized weapons.

Light Only: You can only wear light armor and carry light weapons while piloting this Mecha.

Traction: You have Advantage on Saves against forced movement.

Actions

Multiattack: MKA1 makes two fist attacks.

Fist – *Melee Weapon Attack:* +6 to hit, reach 5 ft, one target. *Hit:* 7 (1d6 +4) bludgeoning damage.

Rifle Burst – *Ranged Weapon Attack:* +3 to hit, range 80/240 ft, one target. *Hit:* 14 (3d8 +1) piercing damage.

Burst Fire – *Ranged Weapon Attack:* Each creature within a 10 ft cube within the range of the rifle must make a Dexterity Saving Throw DC 11 or be dealt 9 (2d8) piercing damage.

Mobile Infantry Hard Suit Mk1

Medium Construct, No Alignment

Armor Class 18 (Natural Armor)

Hit Points 44 (8d8 +8)

Speed 35 ft

Str	Dex	Con	Int	Wis	Cha
16	+3	19	+4	13	+1

Saving Throws Dex +6, Con +3

Skills Athletics +5

Damage Immunity Poison

Senses Darkvision 60 ft, Passive Perception +2

Languages – Your known Languages

Challenge 1

Augmented Strength: You have advantage on all Strength checks.

Light Frame: When in Powered Down, you are not restrained, may still move and perform action with Disadvantage and you grant Advantage to all attacks against you.

No Armor: You cannot wear armor or carry weapons while piloting this Mecha.

Actions

Multiattack: MKA1 makes two fist attacks.

Fist – *Melee Weapon Attack:* +5 to hit, reach 5 ft, one target. *Hit:* 6 (1d6 +3) bludgeoning damage.

Rifle – *Ranged Weapon Attack:* +6 to hit, range 80/240 ft, one target. *Hit:* 13 (2d8 +4) piercing damage.

Burst Fire – *Ranged Weapon Attack:* Each creature within a 10 ft cube within the range of the rifle must make a Dexterity Saving Throw DC 14 or be dealt 9 (2d8) piercing damage.

Speed Boost – as a bonus action you may Dash and gain 10 additional feet of movement.

Mobile Infantry Armor Mk1

Large Construct, No Alignment

Armor Class 16 (Natural Armor)

Hit Points 85 (10d10 +30)

Speed 30 ft

Str	Dex	Con	Int	Wis	Cha						
18	+4	14	+2	17	+3	-	-	-	-	-	-

Saving Throws Str +6, Con +5

Skills Athletics +6

Damage Immunity Poison

Senses Darkvision 60 ft, Passive Perception +2

Languages – Your known Languages

Challenge 2

Amplified Strength: You are considered one size larger for carrying capacity and Advantage on all Strength checks.

Armored Frame: You have full cover instead of three fourths cover while in the Mecha during Powered Down.

Cockpit: You can wear up to medium armor and carry light weapons while piloting this Mecha.

Actions

Fist – *Melee Weapon Attack:* +6 to hit, reach 5 ft, one target. *Hit:* 9 (2d4 +4) bludgeoning damage.

Gun – *Ranged Weapon Attack:* +4 to hit, range 50/150 ft, one target. *Hit:* 12 (4d4 +2) piercing damage.

Tower Barrier – As a bonus action, you can generate a shield and gain +4 to AC but reduce your movement to 0 ft. You also provide three fourths cover to creatures size medium or smaller behind you. You can still make attacks.

Mechanized Knight Armor Mk 1: Basic set of Mechanized Power Armor – strong and not fast, but makes up for it with its strong rifle attacks. The MKA1 or “Mika” is about 8 feet tall and easily weighs 1 ton. It is a relatively slow on the battlefield, but incredibly stable and is akin to tank than a mobile suit. Most users prefer to soften targets with the large rifle and then slowly close to smash them with their fists.

Mobile Infantry Hard Suit Mk 1: A specialized set of basic Mechanized Power Armor, built for elite small squadrons meant to break behind enemy lines, destroy their target, and then egress. Built to be light and strong, but lacks durability for the sake of movement. The MISH1 or “Misha” often tailored to the abilities of their users and is the most customizable of the Mecha Suits.

Mobile Infantry Armor Mk1: The last basic set of Mechanized Power Armor – a large size set of power armor but is the least offensive in nature. MIA1 or “Mia” is mostly used to guard and occupy positions, and with its Bunker Down capability makes a great shield for retreating allies.

What powers a Mech(A)?

Power Source: Most Mech(A) are powered by miniaturized fusion cells that can indefinitely power the suit within a strict usage limit. Powered Down is when the suit draws too much power to keeping itself functioning.

Powered Down Condition: For Mech(A), being in Powered Down is essentially being unconscious. The Mech(A) does not move or function.

Repairing Mech(A): You can use a *Mending Spell* or a Repair Kit to “heal” the Mecha by as many HD as you wish use during a short rest. A long rest in a Repair Bay restores any expended HD.

MECH(A) CUSTOMIZATION

Mech(A) can be customized with a variety of weapon load outs, but it is much more difficult to change their armor, durability, and statistics.

STRENGTHENING YOUR MECH(A)

Whenever you gain an Ability Score Increase, you may instead spend it your Mech(A) – you may raise an ability score of your Mech(A) by 2 or two separate ability scores by 1. You may also instead use half of it on your Mech(A) and half on yourself – increase one of your ability scores by 1 and one of the Mech(A)'s by 1. Also whenever you gain an Ability Score Increase, you Mech(A) automatically gains 15 HP or 3 HD.

Mech(A) weapons are oversized or specially built to be attached to the suit and cannot function on their own. Mechanized Powered Armor have three “slots” which can be upgraded or modified: two weapons and one utility.

Utility Slot: generally used for upgrading sensor arrays, changing modes of movement, or other special abilities used by the suit. This slot does not use any of the “hands”, and may be used instead to place a “handless” weapon.

Weapon slot: these two slots are used for placing weapons in the “hands” of the armor; and are the main offensive capabilities of each suit. Each suit defaults to the Fist weapon if no other weapon is placed in the slots.

Hands: A Mech(A) has only really two “hands”, even if you have another source that allows you to have another. Thus a Mech(A) can only manipulate two weapons or one two-handed weapon (not including anything that may occupy the Utility Slot).

Weapons and Mech(A) Weapons

Most weapons are available as Mech(A) weapons, from rifles, laser rifles, to even crossbows and swords. Thus all weapon properties apply to the Mech(A) version, including “hands”. The opposite is on the other hand is not true – Mech(A) weapons cannot be used as standard weapons, and there a few unique Mech(A) only weapons.

MECH(A) WEAPONS AND UTILITIES

Name	Slot	Properties
Aire Drive	Utility	Grants 30ft Fly Speed
Alter Phase	Utility	Grants Resistance Bludgeoning, Piercing, and Slashing
Aqua Drive	Utility	You can breathe underwater, 30ft swim speed
Beam Rifle	Weapon	Special
Cyber Intrusion Array	Utility	Grants Electronic Warfare capabilities, Special
ECM Cloak	Utility	Special
EMP Strike	Weapon	Stuns target creature
Hard Point Array	Utility	1 to 6 missiles, Special
Knuckle Bomber	Weapon	+1d10 Thunder damage to Fist attacks
Laser Sword	Weapon	2d8 Radiant damage, one handed
Lightning Dagger	Both	Special
Mono Whip	Weapon	2d4 Slashing damage, Special
Multi-radar Array	Utility	Grants Blind Sight 60ft
Needle Gun	Both	Special
Riot Drive	Utility	Grants additional speed
Tower Barrier	Weapon	Special

Aire Drive: A utility pack that allows for flight, giving the Mech(A) a flight speed of 30ft; attaching a set of thrusters, air fins, and wings to the back of the Mech(A).

Alter Phase: A utility pack that covers the Mech(A) in skin of force, giving it Resistance to Bludgeon, Piercing, and Slashing.

Aqua Drive: A utility pack that allows for breathing underwater and a swim speed of 30ft. It attaches to the back of the Mech(A), giving it fins, rotors, and a re-breather.

Beam Rifle: A modified rifle that fires a beam of force, dealing 3d12 force damage, has a range of 100/300, ammunition, must be reloaded after 15 shots, and must be wielded by two hands. Requires Energy Cells as ammunition.

Cyber Intrusion Array: Allows for wireless Electronic Warfare and grants advantage on opposed checks concerning your Personal Firewall. A set of Antennae and a Circular pad is attached to the back of the Mech(A).

ECM Cloak: This utility pack provides a thin skin of disruptive force that blocks out much of the Electromagnetic spectrum. As a bonus action, you are invisible to electronic sensors and heavily obscured to natural sensors, until you move or attack. You must finish a rest before you can use this ability again or suffer Powered Down.

EMP Strike: Your fists crackle with an electric discharge and whenever you hit a creature with a melee attack, you may make that creature succeed a Constitution Saving Throw or be stunned until the creature successfully saves. The Save DC is equal to 8 + Proficiency + Dexterity or Strength modifier of the Mech(A). You must finish a rest before you can use this ability again or suffer Powered Down.

Hard Point Array: This utility pack attaches to the back of the Mech(A) and allows for attachment of missiles. You can attach 1 to 6 missiles to this utility pack, and each missile has a range of 100/300. As an action, you can fire a missile as an action, and target a 15ft cube within range for each missile, and any creature in that cube must succeed Dexterity Saving Throw or be dealt 3d6 bludgeoning damage, half on a success. The Save DC is equal to 8 + Proficiency + Dexterity modifier of the Mech(A). You must finish a long rest in a Repair Bay to rearm your missile supply.

Knuckle Bomber: Your fists are covered by a layer of explosive force, and you deal an additional 1d10 Thunder damage when you hit a creature with the Mech(A)'s fist attack. Requires an Energy Cell, on an attack roll of 1, you must replace the Energy or the weapon ceases to function.

Laser Sword: This melee weapon is a modified sword that has a laser edge and deals 2d8 radiant damage and requires one hand. It is not light, and you cannot dual wield a pair. Requires an Energy Cell, on an attack roll of 1, you must replace the Energy or the weapon ceases to function. Without an Energy Cell, it deal 1d8 slashing damage.

Lightning Needle: This weapon can go in either the Utility Slot or the Weapon slot. The Mech(A) version is only a ranged weapon, that deals 2d4 piercing damage, and the target creature is dealt 1d8 lightning damage until it makes a successful Strength Saving Throw, range 30/90, finesse, light, and one handed. The Save DC is equal to 8 + Proficiency + Dexterity or Strength modifier of the Mech(A). You must finish a rest before you can use this attack again.

Mono Whip: It is a whip that is fashioned with mono-molecular nanotube fibers. This is a melee weapon with reach that deals 2d4 slashing damage, and ignores resistance to slashing.

Multi-radar Array: This utility pack grants the Mech(A) blindsight up to 60 ft. Attaching a set of radar sensors to the back, shoulder, and head of the Mech(A).

Needle Gun: This weapon can go in either the utility slot or the weapon slot. This railgun fires heavy tungsten needles that deal 1d8 piercing damage, has a range of 80/320, ammunition, must be reloaded after 10 shots, light property, and is one handed. You may make a single attack as a bonus action.

Riot Drive: This utility pack grants the Mech(A) an addition 5ft to movement, and when you dash you gain an additional 10ft to movement; it attaches thrusters to the back and legs of the suit.

Tower Barrier: This a portable energy shield that is very powerful but requires you to stabilize it for maximum effectiveness. As a bonus action, you generate a shield and gain +4 to AC but reduce your speed to 0 ft. You also grant three fourths cover to any creatures that are one size smaller than you and are behind you. You can end this effect with an action.

MINITURIZED MECH(A) ARMOR

Armor	AC	Wt	Properties
Shield			
Tower Barrier	+2	3lbs	Special

MINITURIZED MECH(A) WEAPONS

Weapon	Dmg	Wt	Properties
Simple Melee			
Knuckle Duster	+1d6 Thunder	1lb	Finesse, Light, Power Pack
Martial Melee			
Laser Blade	1d10 Radiant	2lbs	Special, Power Pack, Versatile (d12), Power Pack
Lightning Dagger	1d6 Special	1lb	Finesse, Light, Range (30/60), Thrown, Special, Power Pack
Martial Ranged			
Beam Cannon	3d10 Force	10lbs	Ammunition, Range 100/300, Reload (5), Heavy, Two-handed
Needler	3d4 Piercing	5lbs	Ammunition, Range 80/320, Reload (10), Power Pack

MINITURIZED MECH(A) GEAR

Gear	Wt	Properties
Ammunition		
Needle (10)	30lbs	
Needle Dart (10)	3 lbs	

NEW EQUIPMENT

A few of the Mech(A) weapons, armor, and equipment were sufficiently miniaturized to allow for use by standard infantry and other soldiers.

NEW PROPERTIES

Power Pack – Any weapon with property requires a Power Pack to function as intended. Without a Power Pack, it functions as a normal weapon of its type.

Tower Barrier: A small shield that expands into a large energy shield. As a bonus action you can expand the shield gaining +4 to AC instead of +2 AC, but you reduce your speed to zero. You can end this effect with an action.

Beam Cannon: a smaller version of the rifle used by the Mech(A), with significant drawbacks – the smaller size has reduced the available rounds and damage potential. Requires Energy Cells as ammunition.

Knuckle Duster: A miniaturized version of the Knuckle Bomber, reducing the concussive feedback to be manageable without built in dampeners. This weapon does an additional 1d6 thunder damage with your unarmed strike. On an attack roll of 1, you must replace the Power Pack or it ceases to function.

Laser Blade: This is longsword with a generator that forms the cutting edge as a laser. On an attack roll of 1, you must replace the Power Pack or it deals 1d8 slashing damage.

Lightning Dagger: This a dagger with a built in electric generator that creates a sparking field around the blade. It deals either Lightning or Piercing damage. If you throw this weapon, it deals the initial damage, then the target creature must succeed a Strength Saving Throw to remove the dagger or be dealt 1d4 lightning damage until it does. You must replace the Power Pack after using this ability or if you roll a 1. Without an energy cell it deals 1d4 piercing damage.

Needler: A miniaturized railgun that fires tungsten carbide needles. It is light enough that you can use it one handed, but it does not have the light property – it's still a railgun. On an attack roll of 1, you must replace the Power Pack or it ceases to function. It also requires ammunition.

Needles: These are tungsten carbide needles – the Mech(A) version is significantly larger and heavier than the infantry version.

Prices and Acquisition

There are no prices listed or rarity associated with the Mech(A) equipment or their standard infantry size siblings.

Instead, it's a matter of campaign, player and Dungeon Master agreement. This type of technology is rather potent and can easily outclass any character that does not have access.

As a general guide, Mech(A) and their Equipment are either highly **Restricted** or **Prototype** rarity – with prices in accordance to the DMG following **Rare** to **Legendary** prices.

Mech(A) themselves are considered **Legendary** or **Prototype** rarity, and are only available via the patronage of small countries or large militaries. Though it is not uncommon for junkers and scrapyards to create their own Mech(A) from left over and abandoned pieces.



CYBERNETICS

Cybernetics are a just a step under the ultimate Man-Machine Interface, the Datakyber. Many take on cybernetics from necessity, a loss of a limb or sensory organ is easily replaced by a technological wonder – a faster measure than the more expensive regeneration option. Others take on Cybernetics with a sense of pride, like tattoos, calling them “wares”. These replacement limbs are just that; fully functional within the standard tolerances of natural limbs. There are other varieties are rarely found for consumer use, and only available to military or special circumstance, and of course in the *Black Jacks*. These are type that break the standard “human” tolerances, real “upgrades”.

INSTALLATION

To install a piece of Cybernetics, it requires a Surgeon’s Tools, a Competent Cyber-Surgeon, and a Surgeon’s Suite – these are basics, but if a PC would like to install a piece on themselves or another character, requires a difficult to very difficult Medicine Check or Surgeon’s Tools check. You can always go back to Surgery to change a single slot. It takes a long rest afterwards for you to attune to your new Cyberware.

SIDE EFFECTS

When a character gains at least one piece of cybernetic “ware”, there a few changes that take place:

- Whenever you use Hit Dice to regain HP, such as during a short rest, you no longer gain your Constitution modifier as a bonus to the roll. The body is weakened by the foreign parts, and it takes you a little longer to catch your breath.
- You gain only half of any health regained from Healing Spells, but are affected as normal by Healer’s Kits, Repair Kits, and Surgeon’s Tools. Spells like Mending can repair your broken cybernetic parts, but not restore any HP. “Magical” healing is holistic, and the menagerie of non-organic parts make it less reliable than it already is, but “mundane” options are granular enough to work.
- You lose an attunement slot for each piece of Cybernetics you have – meaning that you may only have up to 3 attunements or Cybernetics or a mix of each.
- Whenever you are in an Anti-Magic field, EMP Field, or an area where magic and electronics are rendered non-functional, you must succeed a Constitution Saving Throw every round or suffer the poisoned condition until you leave the area.

CYBERWARE TYPES AND PROPERTIES

Name	Slot	Properties
Aire Drive	Utility	Grants 30ft Fly Speed
Alter Phase	Armor	Grants Resistance Bludgeoning, Piercing, and Slashing
Aqua Drive	Utility	Underwater breathing and 30ft swim speed
Buoy Beacon	Special	Integrated Smartpad or Uniling and ULTRANet access
Concealed Carry	Weapon	Installs a weapon
Cyber Fist	Weapon	Upgrades your unarmed strike
Cyber Scale	Armor	Your AC can not be less than 16
EM Cloak	Utility	Heavily obscure yourself
EM Insulation	Utility	Gain Advantage on Constitution Saving Throws
EM Scanner	Utility	Grants Blind Sight 60ft
Riot Install	Utility	Grants additional speed
Secret Slot	Special	Allows you carry a single item
Shield Skin	Special	Turns your arm into a shield
Weapon Mount	Special	Mounts a weapon on you

CYBERWARE TYPE

Cybernetics fill three different slots on the body:

Weapon – this type of upgrade installs a single one handed weapon into a “hand” of a character. The Weapon is hidden or retractable, and until the cyberware is removed or changed, the character will always have that weapon available. You can install up to two Weapons – one in each hand.

Armor – this type of upgrade affects the skin or musculature of the character, and produce effects that either grant a sort of natural armor or damage resistance. You can only install one armor type.

Utility – this type of upgrade affects either the senses or type of movement. You can only install one utility type.

Aire Drive: Much like the Mech(A) equivalent, it grants you the ability to fly, but it has a power limit. As a bonus action, you gain a fly speed of 30 ft. This effect last 1 minute or until you turn it off. You cannot use this ability again until you finish a rest.

Alter Phase: Like the Mech(A) tech, it lessens the blow of standard weaponry, but it’s miniaturized and installed under the skin gives it a very short time limit. As a bonus action, you gain Resistance to Bludgeoning, Piercing, and Slashing damage. This effect last 1 minute or until you turn it off. You cannot use this ability again until you finish a rest.

Aqua Drive: This set is best adapted from the Mech(A) tech it was based – and installs a set of nano-gills and retractable fins allowing for underwater breathing and 30 ft. swim speed.

Buoy Beacon: This is an attachment to a Utility Slot Cyberware, and is an integrated Smartpad or Uniling allowing for access and communication of the ULTRANet. You are not inherently connected like Datakybers or Jinzo.

Concealed Carry: This allows the installation of a single one-handed weapon into one of your “hands”. It includes space for up to pieces of Ammunition or Darts. It still requires an item interaction to “draw” or “stow” the weapon. You also gain proficiency with the installed weapon, even if you did not originally – it is a part of you, and you have learned to use it.

Cyber Fists: This changes the inherent structure of your limbs, allowing your unarmed strikes to deal serious damage. Your Unarmed Strike deals 1d12 + Strength modifier bludgeoning damage. This damage ignores Resistance and Hardness.

Cyber Scale: This augment plates your skin with Nano machines creating a scale effect emulating a variety of armors. You AC cannot be below 16.

EM Cloak: This augment bounces the EM Spectrum around you, making you incredibly difficult to see – based of the Mech(A) tech. As a bonus action, you become heavily obscured to other creatures. This effect lasts for 1 minute or until you turn it off. You cannot use this ability again until you finish a rest.

EM Cloak: This augment insulates you from the effects of Anti-Magic or Electromagnetic Fields, and takes up a Utility Slot. You gain Advantage on Constitution Saving Throws while in those fields.

EM Scanner: Your eyes and some sensory apparatuses are replaced with a sensor array that can see most of the Electromagnetic Spectrum. You gain Blindsight up to 60 ft.

Riot Install: You have augmented your legs and other muscles so that you are faster and jump farther. You gain an additional 10 ft. to your movement and double your jump distance.

Secret Slot: This is a special upgrade done to existing cyberware, using no slots – it installs a hidden compartment in which you can place a few small items. You can only install one of this type per cyberware you have installed.

Shield Skin: This upgrade is installed on either Cyber Fists or Concealed Carry, and changed the already cybernetic “hand” into a small shield, granting +2 AC. It uses an Armor Slot, independent from the original Weapon slot. As an item interaction, you can switch from weapon to shield in that “hand”. You are proficient with this shield, as it is a part of you.

Weapon Mount: This upgrade actually uses a utility slot, but is a weapon. You can install a weapon mount for any two-handed ranged weapon, and it is fairly conspicuous. As a bonus action, you can make a single attack with that mounted weapon.

OPTIONAL RULES

CYBERNETICS AND SPELLCASTING

If you were so inclined, there are optional effects due to having Cybernetics while Spellcasting:

- You only get half your proficiency bonus to Spell Save DC's and Spell Attacks.

Magic does not channel properly through your body due to the foreign materials. This is an optional idea, if you really feel that magic and tech don't mix.

GHOST FRAMES AND SPELL CASTING

Also, as a Ghost Frame, there is an optional Warframe effect:

- You get your entire proficiency bonus to Spell Save DC and Spell Attacks.

Magic no longer feels the incongruity between organic and inorganic, flows through you properly.

GHOST FRAME

Ghost Frames are individuals who have given up their organic bodies, either willingly or “accidentally”, and have elected to live in a mostly cybernetic existence.

This is a new sub-race that is available to any Race, except Jinzo. You can select this sub-race at any time and it replaces your original sub-race statistics.

GHOST FRAME

Ghost Frames don't have to look overtly cybernetic, and still look much like their original selves, other Frames prefer to look as robotic as possible – intimidating with glowing lights and sleek machinery.

Ability Score Increase: You increase either your Constitution or Strength score by 2.

Auto Beacon: Your war frame comes installed with a Buoy Beacon that takes up no slots.

Ghost Circuit: You only have a small percentage of your organic “self” left, concentrated into a partially organic electronic chip. Whenever you “body” dies, this chip can be placed into a new war frame. You cannot place your consciousness into the Relay, due to the lack of a *Digital Soul*.

Hot Swap: At end of any Long Rest you can switch out any of your Cyberware slots with new Cyberware available to you. You must have access to a Surgical Suite or Repair Bay during your Long Rest. You do not need another Long Rest to attune to the new Cyberware – you are automatically attuned after Installation.

Warfare: You no longer suffer the side effects of being a Cyborg, but instead have these effects:

- You still retain your Constitution modifier to regain HP when rolling Hit Dice during short rests or other effects.
- You gain no health from any healing spellings, Healer's Kits, Surgeon's Tools, but can spend Hit Dice whenever a *Mending Spell* is cast on you. You can also regain HP from Repair Kits.
- You have no attunement slots, instead you have a full suite of Cyberware – your Armor, Weapon, and Utility Slots are filled with Cyberware of your choice.
- Whenever you are in an Anti-Magic or Electromagnetic field, you must succeed Constitution Saving Throw every round or be Incapacitated until you leave the affected area.

EQUIPMENT

NEW ARMOR

Armor	AC	Wt	Properties
Miscellaneous			
Riot Coat	+1	5 lbs.	Power Pack, Special
Heavy			
Assist Armor	18	65 lbs.	Power Pack, Special, Stealth Disadvantage

NEW WEAPONS

Weapon	Dmg	Wt	Properties
Simple Ranged			
Grenade (2)	1d10 Special	1 lb.	Range 30/90
Light Array	1d4 psychic	1 lb.	Range 30/90, Reload (5), Special
Martial Melee			
Grave Blade	2d6 Slashing	6 lbs.	Power Pack, Finesse, Two-handed, Special
SPEL Blade	1d8 Special	3 lbs.	Power Pack, Versatile (2d8), Special
SPEL Crusher	1d8 Special	2 lbs.	Power Pack, Versatile (2d8), Special
Martial Ranged			
Carbine	1d8 piercing	5 lbs.	Ammunition, Range (40/120), Reload (30), Versatile, Special
Cryonic Grenade (2)	2d6 cold	1 lb.	Range 30/90, Special
Dirty Grenade (2)	2d6 necrotic	1 lb.	Range 30/90, Special
Flame Grenade (2)	2d6 fire	1 lb.	Range 30/90, Special
Flash Grenade (2)	2d6 radiant	1 lb.	Range 30/90, Special
Graviton Rifle	2d8 bludgeoning	7 lbs.	Ammunition, Range (80/240), Reload (30), Two-handed
Gravity Gauntlets	1d10 bludgeoning	2 lbs.	Power Pack, Finesse, Special
HNO3 Grenade (2)	2d6 acid	1 lb.	Range 30/90, Special
Lightning Grenade (2)	2d6 lightning	1 lb.	Range 30/90, Special
Maser Pistol	3d6 radiant	2 lbs.	Ammunition, Range (40/120), Reload (25), Special
Maser Rifle	3d8 radiant	7 lbs.	Ammunition, Range (100/300), Reload (15), Two-handed, Special
Sniper Rifle	2d12 piercing	10 lbs.	Ammunition, Range (200/600), Loading, Two-handed
Thunder Grenade (2)	2d6 thunder	1 lb.	Range 30/90, Special
Toxin Grenade (2)	2d6 poison	1 lb.	Range 30/90, Special

NEW ITEMS

Weapon	Rarity	Properties
Ammunition		
HEMP	Restricted	Breaks spell like effects and electronics
Ionized Spell Operator		
Gemini	Prototype	Doubles the target of a particular spell
General	Uncommon	Every spell you cast requires no components
Potent	Restricted	Gain a bonus to Spell Attacks and Save DC
Specialized	Specialized	Shortens spell cast

NEW ARMOR

NEW PROPERTIES

Power Pack – Any weapon with property requires a power pack to function as intended. Without a Power Pack, it functions as a normal weapon of its type.

Assist Armor: This is a suit of Plate armor, which with a power pack grants advantage on Constitution, Dexterity, and Strength Saving Throws. It also lets you double your carrying capacity. If you are hit with a critical hit, you must replace the power pack, or the Armor reverts to normal Plate armor.

Riot Coat: This is a heavy lab coat, which with a power pack grants +1 AC and resistance to Acid, Fire, and Lightning damage. If you are hit with a critical hit, you must replace the power pack, or the Armor reverts to normal heavy lab coat.

NEW WEAPONS

NEW PROPERTIES

Power Pack – Any weapon with property requires a power pack to function as intended. Without a Power Pack, it functions as a normal weapon of its type.

Grenade Save DC = 8 + your Proficiency + Strength or Dexterity modifier.

Carbine: This is gun that is just between the length of a pistol and rifle, and automatically shoots 2 bullets per shot. If you hold it with two-hands, you gain advantage on damage rolls with this weapon.

Cryonic Grenade: You throw this grenade within range and it explodes in a 10 ft. cube, in which every creature in the area of effect must make a Dexterity Saving Throw or be dealt 2d6 cold damage and their speed is reduced to 0 until the end of your next turn; half damage on a successful save.

Dirty Grenade: You throw this grenade within range and it explodes in a 10 ft. cube, in which every creature in the area of effect must make a Dexterity Saving Throw or be dealt 2d6 necrotic damage and cannot regain HP until the end of your next turn; half damage on a successful save.

Flame Grenade: You throw this grenade within range and it explodes in a 10 ft. cube, in which every creature in the area of effect must make a Dexterity Saving Throw or be dealt 3d6 fire damage and anything flammable in the area catches on fire; half damage on a successful save.

Flash Grenade: You throw this grenade within range and it explodes in a 10 ft. cube, in which every creature in the area of effect must make a Dexterity Saving Throw or be dealt 2d6 radiant damage and blinded until the end of your next turn; half damage on a successful save.

Grave Blade: This is a modified greatsword, which with a power pack has the finesse property, and loses the Heavy property. On a roll of a 1 you must replace the power pack or it reverts back to normal greatsword.

Graviton Rifle: This is a modifier automatic rifle, and its ammunition is Energy Cells versus bullets. It fires kinetic balls of force, and you may make ranged shove attacks with this weapon.

Gravity Gauntlets: A pair of thick leather, metal incased gloves or cestus, which with a power pack changes your unarmed strike to 1d10 instead of 1, and has the finesse property. On a roll of a 1 you must replace the power pack or it reverts your unarmed strike back to 1 damage.

Grenade: You throw a grenade within range and it explodes in a 10 ft. cube, in which every creature in the area of effect must make a Dexterity Saving Throw or be dealt 1d10 damage; half damage on a successful save. These type of grenades come in any damage type but force and psychic (bludgeoning, piercing, slashing, acid, cold, fire, lightning, poison, necrotic, or radiant).

HNO3 Grenade: You throw this grenade within range and it explodes in a 10 ft. cube, in which every creature in the area of effect must make a Dexterity Saving Throw or be dealt 2d6 acid damage and they are dealt another 1d6 damage at the start of next turn; half damage on a successful save.

Light Array: A weaponized flash light that distracts anyone who sees the light being emitted from it. Any creature hit with the light takes 1d4 psychic damage and must make a Constitution Saving Throw (Save DC 15) or be Poisoned for 1 round.

Lightning Grenade: You throw this grenade within range and it explodes in a 10 ft. cube, in which every creature in the area of effect must make a Dexterity Saving Throw or be dealt 2d6 lightning damage and they may not take reactions until the end of your next turn; half damage on a successful save.

Maser Pistol: A modifier laser pistol, you can lose a die of damage (from 3d6 to 2d6) to gain advantage on attack rolls with this weapon. Uses energy cells as ammunition.

Maser Rifle: A modifier laser rifle, you can lose a die of damage (from 3d8 to 2d8) to gain advantage on attack rolls with this weapon. Uses energy cells as ammunition.

SPEL Blade: This is a modified longsword that is outfitted with a solid particle wave energy launcher. As an item interaction, you can use two hands and wrap the blade in a field of solid light energy, increasing the damage to 2d8 radiant/slashing damage. On a roll of 1, you must replace the energy cell, or the SPEL function fails and the weapon deals 1d8 slashing damage.

SPEL Crusher: This is a modified warhammer that is outfitted with a solid particle wave energy launcher. As an item interaction, you can use two hands and wrap the head in a field of solid light energy, increasing the damage to 2d8 radiant/bludgeoning damage. On a roll of 1, you must replace the energy cell, or the SPEL function fails and the weapon deals 1d8 bludgeoning damage.

Sniper Rifle: a long ranged gun that fires heavy caliber bullets and requires a reload after every shot.

Thunder Grenade: You throw this grenade within range and it explodes in a 10 ft. cube, in which every creature in the area of effect must make a Dexterity Saving Throw or be dealt 2d6 thunder damage and they are pushed 5 ft.; half damage on a successful save.

Toxin Grenade: You throw this grenade within range and it explodes in a 10 ft. cube, in which every creature in the area of effect must make a Dexterity Saving Throw or be dealt 2d6 poison damage and are poisoned until the end of your next turn; half damage on a successful save.

NEW ITEMS

HEMP Ammunition: High Explosive Magnetic Pulse, these bullets explode and release a magnetic pulse that interferes with electrical and magical devices. These bullets ignore any effects like *Mage Armor* or *Shield*. Any target hit that is affected by cybernetics or magic is poisoned by for 1 round, and these bullets immediately dispels spells with an ongoing duration, and immediately breaks any concentration. Any magical or electrical objects hit with these bullets are non-functional until repaired. The Save DC is equal to damage + grade bonus.

RARITY IN PEARL OF DARK FLOW

Uncommon coincides with the DMG's **Uncommon**.
Restricted coincides with the DMG's **Rare**, but items are relatively uncommon, just more difficult to obtain through legal or normal channels.
Specialized coincides with DMG's **Very Rare**, or represents custom made or made for niche markets.
Prototype coincides with DMG's **Legendary**, just one or two exist – probably in some lab somewhere.

Ionized Spell Operator: these are special items that change how spells are cast through technology. There a few types, each specifically changing how the spell is cast.

- **Gemini:** You must pick a single spell with a single target to load into the Gemini ISO, whenever you cast that spell, pick two targets instead.
- **General:** replace all components to spells except numerical gold values – as long as you have a General ISO, it functions as a Focus/Symbol and replaces Verbal and Somatic components to any spell.
- **Potent:** Whenever you cast a spell through a Potent ISO, you gain +1 bonus to spell attacks or Spell Save DC. +2 is considered Specialized rarity and +3 is considered Prototype rarity.
- **Specialized:** You must pick a single spell to load into the Specialized ISO, whenever you cast that spell, shorten the cast time to a bonus action if an action, to an action, if it took longer than a single action.

PRICES?

Many of the items in this section are considered at least uncommon, if not Restricted.

- Grenades oscillate from Uncommon to Restricted
- Pistols and rifles are considered Restricted.
- Melee weapons are Restricted or Specialized
- Both sets of armor are Restricted or Specialized

There are no listed prices here, since these items are suggestions to replace magic items. Otherwise, there should be an agreement between DM and PC's for reasonable prices – maybe something about 10% to 20% of the high range of magic item prices listed in the DMG.