ENTROMANCY
A CYBERPUNK FANTASY RPG

QUICK START GUIDE

M. S. Farzan

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NIGHTPATH
PUBLISHING

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INTRODUCTION

Entromancy *is a cyberpunk fantasy tabletop action roleplaying game set in San Francisco in the late 21st century. In this game, you and a group of friends take the roles of human and auric characters, tackle challenging missions described by a game master, and endeavor to progress your skill sets to take on tougher, more rewarding adventures.*

WHAT IS A ROLEPLAYING GAME?

A **ROLEPLAYING GAME (RPG)** is a type of collaborative storytelling where a **GAME MASTER (GM)** creates a scenario, based on a set of rules, for a group of players, who play the roles of characters in a shared world. In most roleplaying games, the players are required to learn a set of highly complex rules before playing, and sometimes get bogged down in the details without benefitting from the fun that roleplaying can offer.

We've built *Entromancy* based on the Fifth Edition of the world's most popular roleplaying game, which means that if you're familiar with traditional RPGs, you'll instantly feel at home. At the same time, we've streamlined several of the conventional systems to shift the emphasis onto meaningful storytelling and memorable action sequences. We want you to feel like you're part of the *Entromancy* world every time you play, with the ability to experience shorter missions with different characters or engage in longer campaigns with one dedicated character.

Whatever your play style, we hope that you'll find a home in *Entromancy*.

WHAT IS *ENTROMANCY?*

Entromancy is set in San Francisco in the late 21st century, which is not a good time to be a special agent. A quarter of the world's power runs on **CERIDIUM**, a newly discovered element that has had the unintended consequence of spawning a new race of people called "**AURICS**," and several forms of magic that were once thought to have been forgotten. The government agency of **NIGHT** is a paramilitary force created to contain and control this new perceived threat, but straddles the line between protecting humans against guerilla warfare and supporting the second-class citizen status of aurics, who are known colloquially as "**UNDERRACES**."

In *Entromancy*, you'll take on the role of a human or auric character in a futuristic, technology-driven, magic-rich world complete with espionage, spellcasting, hacking, and so much more. As you and your friends begin to explore San Francisco, you'll employ magical skills and physical abilities to support your political factions and attempt to control a form of magic that toys with the very fabric of the universe: **ENTROMANCY**.

Throughout this handbook, you'll encounter short excerpts from the *Entromancy* fiction that will help provide context for your adventures and give texture to the world in which you're participating.

Looking for more *Entromancy* inspiration? Check out the first novel set in the *Entromancy* world, *Entromancy: Book One of the Nightpath Trilogy*!

CORE GAMEPLAY EXPERIENCE

As a collaborative roleplaying game, the core gameplay experience in *Entromancy* is for you and a group of friends to choose your characters and tackle adventures together by using a variety of **SKILLS**, **TALENTS**, and **SPELLS** to achieve your goals. After accomplishing a mission together, your characters' prowess will increase, allowing you to attempt more difficult, elaborate missions.

Throughout this handbook, you'll come across in-game examples written in *italics* that will help illustrate how the game is played.

CORE GAME MECHANIC

Entromancy uses a **D20** for its core mechanic. For most skills, **COMBAT**, spells, and other actions, you'll roll a **TWENTY-SIDED DIE (D20)**, and combine the result with any bonuses or penalties your character has incurred for that action. Any attempt to accomplish a certain action is called a **CHECK**, and is measured against a **DIFFICULTY CLASS (DC)**, determined by the rules or GM.

> **Example:** *Vasshka is attempting to climb a rope up the side of a building and into an open window. The GM reveals that she has to hit a DC of 10 for her Athletics check, given that it is a fairly straightforward task. She has no corresponding bonuses or penalties, and rolls a d20 for her skill check. She gets a 14, which is greater than the target DC. Vasshka is allowed to climb up the rope and into the building successfully.*

If you've played a d20 game or are familiar with the **OPEN GAME LICENSE (OGL)**, you'll find many of the concepts in the *Entromancy* roleplaying game familiar. We've worked to bring the fun parts of d20 gaming to the foreground, and while a lot of the same mechanics are still present under the hood, we want you to be able to enjoy the experience without having to keep track of all of the numbers yourself. If you're interested in learning more about how we've used the OGL, or how *Entromancy* interfaces with the **SYSTEM REFERENCE DOCUMENT (SRD)**, check out the full version of *Entromancy: A Cyberpunk Fantasy RPG*.

ADVANTAGE AND DISADVANTAGE

In certain situations, the tide of battle can shift in your favor, granting you a circumstantial edge against a target or roleplaying scenario. Such circumstances are captured in the concept of **ADVANTAGE**. When you have advantage, roll two d20s instead of one, and use the higher result for your check.

Other times, circumstances seem to be working against you, and you incur **DISADVANTAGE**. When you have disadvantage, roll two d20s instead of one, and use the lower result for your check.

> **Example:** *(GM) - "You encounter a deep fog at the edge of the clearing, making it difficult for you to see anything beyond 5 feet in front of you. All ranged attacks made within the clearing have disadvantage."*

"NATURAL 20"

Sometimes, the universe conspires with you, allowing you to succeed regardless of your skill level. This turn of events is represented in *Entromancy* when you roll a **NATURAL 20** — the best possible result when rolling a d20, and also known as a **CRITICAL HIT**. When you roll a natural 20 while making a skill check, your action automatically succeeds, regardless of the DC required to perform that action, at the GM's discretion.

When you roll a natural 20 while making a combat roll, your attack automatically hits, and you can roll your damage dice twice *(adding any modifiers only once)*.

Other times, the universe conspires against you, creating pitfalls even where your skills should allow you to succeed. When you roll a **NATURAL 1** – the worst possible result when rolling a d20, and also known as a **CRITICAL FAILURE** – your action automatically fails, at the GM's discretion.

MOMENTUM

Inspiration sometimes strikes in the most dire of circumstances, allowing you to perform heroic actions that wouldn't ordinarily seem possible. When you have 1 or more points of **MOMENTUM**, you can spend it to gain one of the following benefits:

» Add 1d4 to any roll
» Be reduced to 1 hit point instead of 0 hit points
» Accomplish an extraordinary feat of roleplaying that shouldn't ordinarily be possible within the confines of the game system

All characters begin the game with 1 point of momentum, and the GM can reward you with more points based on your willingness to roleplay your character, perform acts of derring-do, or come up with unique solutions to in-game challenges.

> **Example:** *(GM) – "Eskander, it's your turn."*
>
> *(Eskander) – "OK, I want to climb through the window and cast Shadow Bolt at the drone we spotted through hacking the camera."*
>
> *(GM) – "Ummm, the window's about 20 feet off the ground, so I'm going to say it'll take a double move action to climb up there, and Shadow Bolt requires another combat action to cast."*
>
> *(Eskander) – "Hmm. What if I spend a momentum point? Can I get up there and cast the spell in one turn?"*
>
> *(GM) – "Sure, if you hit your Athletics check for the climb! Roll it."*

ROUNDING NUMBERS, TIES, AND SPECIFIC VS. GENERAL

In *Entromancy*, when a spell, feat, or rule halves a number, round down when calculating the result. When attempting to hit a target's **ARMOR CLASS (AC)** or make a check against a specific DC, the result of your roll is considered a success if it is equal to or greater than the target's AC or check's DC *(see **"Chapter 3: Combat & Magic"** for more information about combat and armor classes)*. If you're attempting a **CONTESTED CHECK** — meaning that you and a target both have to roll a d20 to determine the outcome of a particular situation — and the result of your roll is equal to that of your target, the tie goes to the creature that has the higher related ability or skill bonus *(see **"Chapter 1: Characters"** and **"Chapter 2: Skills"** for more information about ability bonuses and skills)*. If the check does not have a related ability or skill bonus or if both creatures have the same bonus, roll again.

Example: *Gloric is attempting to hack a digilock, and rolls a contested Hacking check of 22. The result of the digilock's roll is also 22. Gloric's Hacking skill bonus is +6, while the digilock's is +5. Gloric is able to successfully hack the digilock.*

Additionally, if the description of any class feature, feat, talent, spell, or other specific rule contradicts a general rule found elsewhere, use the specific rule.

PLAYING *ENTROMANCY*

After creating a character, it's the GM's job to choose a mission for your group of players to accomplish. The GM will set the scene for what your characters' objectives are for the mission, and you'll have the opportunity to use your characters' skills, talents, and spells to help your party achieve its objectives for that mission.

After successfully completing a mission, you can decide to either choose a new character, with a different race, feat, and talents or spells, or keep the same character for future missions. If you decide to stick with your character, simply keep your existing feats and talents or spells, and add one new feat or one talent or spell for the next mission. After completing a certain amount of missions and/or reaching the appropriate level of trust with one or more of the game's **FACTIONS**, you can also choose a **DESTINY**, employ powerful **GEAR**, and equip useful **CYBERNETICS**, detailed in the full version of *Entromancy: A Cyberpunk Fantasy RPG*.
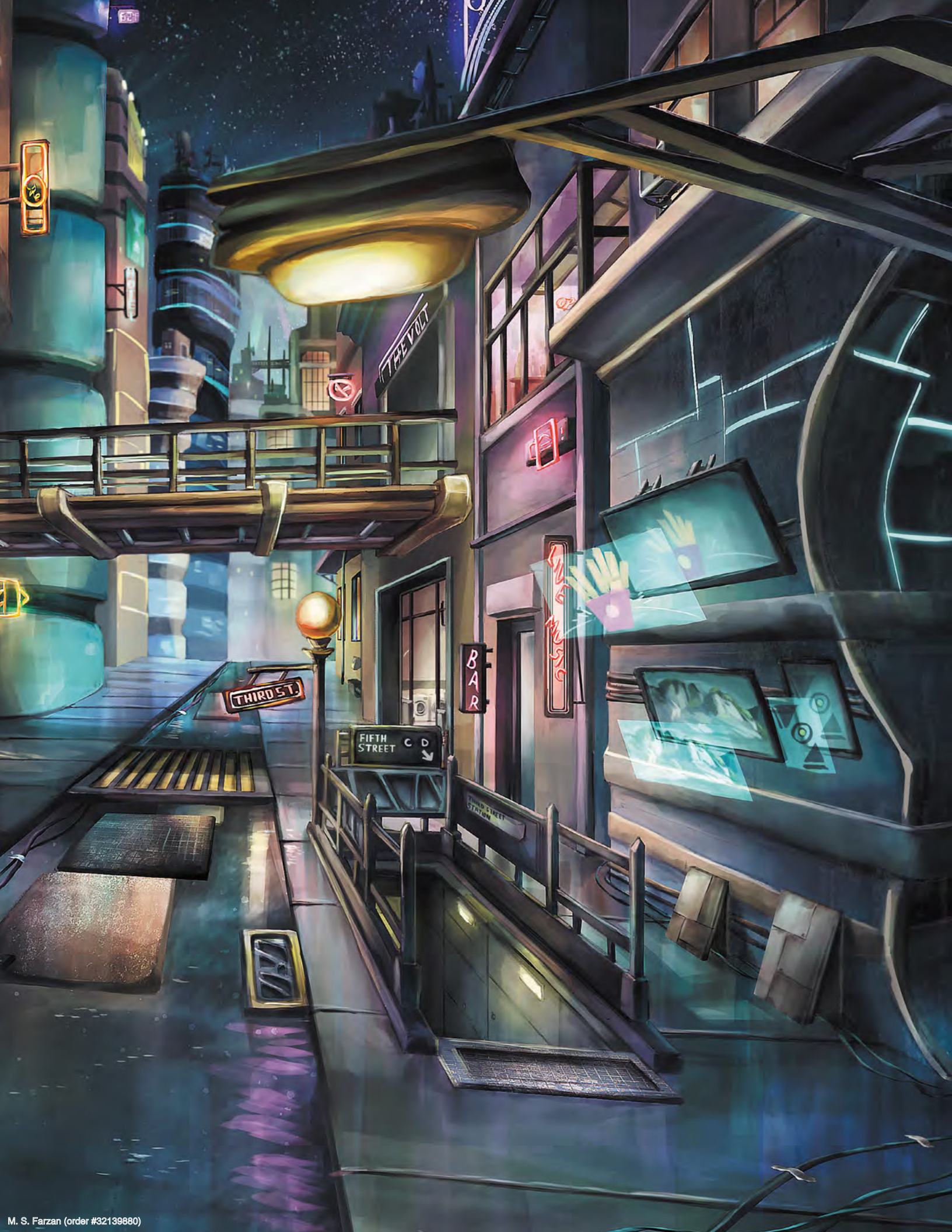
chapter

1

characters

QUICK START GUIDE

To create a character, begin by choosing a race and class. Choose one feat and two talents or spells from your class' talent or spell list, and you're ready to play.

USING YOUR CHARACTER SHEET

Your character sheet contains an overview of all of the important information that you need to know to play your character. In the course of play, the GM's goal is to present different scenarios within each mission where you and your party can use your skills and talents or spells to overcome obstacles and progress the story. Your character sheet informs you about what kinds of abilities your character has in their toolbox. It's up to you to decide when and how to attempt to use them.

Example: (GM) – "Your party continues to navigate the sewer passage, and encounters a locked grate. It's about twice as tall as a gnome and dripping with something that looks like green water."

(Alina) – "I want to search it for traps."

(GM) – "Roll an Awareness check."

(Alina) – [Rolls a d20, receiving 15 and adding her Awareness bonus of +2]. "17."

(GM) – "You don't notice any traps, but there is a small rusty padlock that is keeping the grate shut."

(Tribe) – "I'm going to pick the lock!"

(GM) – "OK! Roll a Thievery check."

(Tribe) – [Rolls a d20, receiving a 13 and adding his Thievery bonus of +7]. "20."

(GM) – "Great! You successfully pick the rusty lock. It drops into the green water with a splash, and the grate swings gently away from you."

Your character sheet features several different sections, including: Name/Age, Race, Ability Bonuses, Combat, Skills, Equipment, Feats, Talents/Spells, Ceridium, Destiny, and Faction Points.

NAME/AGE

Pick a name that you like and the age of your character.

RACE

The historical connection between blue orichalcum and ceridium was the missing link between the myths and legends present in most modern societies and the cultural memory that knew that all of the books, films, video games, and virtual reality simulators created about magic couldn't all be pure fantasy. It also explained the reference in most every civilization of the presence of other sentient beings that had declined in the later Middle Ages and beginning of the Renaissance. Modern science had confirmed that the underrace gene was essentially present in humans, but required a catalyst - direct or ambient exposure to ceridium - to become an observable phenotype.

Choose one of *Entromancy*'s five races, recording your race on your character sheet.

DWARF

Base Speed: 30 feet

Description: True Underrace. Many of the so-called underraces have been forced to live underground due to socio-economic pressures or actual laws, but as a dwarf, you take pride in this moniker. You gain advantage on all checks to resist harsh environmental conditions, be it from heat, cold, lack of oxygen or even pressure. Additionally, you can see in the dark within 30 feet of you and can always tell how close you are to the surface while underground.

Longevity: A dwarf usually lives up to 120 years.

GNOME

Base Speed: 30 feet

Description: Restless Mind. Gnomes are often defined by their ingenuity and out-of-the-box thinking. As a gnome, your mind is constantly racing, coming to conclusions and deductions faster than you can express them. This restless state of mind allows you to come up with creative solutions on the spot. Once per encounter, you can gain advantage on a Will-based check, including skill checks, of your choice. Additionally, if you spend 1 minute investigating an item, you automatically determine its function and purpose.

Longevity: A gnome usually lives up to 120 years.

HIGH AURIC

Base Speed: 30 feet

Description: Eye for the Strange. Many humans would describe the underraces as "magical," but in the case of the high aurics, this concept takes on a different dimension of meaning. As a high auric, you can spend 1 minute to sense the presence of ceridium - be it an object or creature - within 60 feet of you. At the GM's discretion, you can sense higher concentrations of ceridium from much further distances, and some materials, like lead, can disrupt this ability. Additionally, high aurics are ambidextrous and never suffer from vertigo; when you make an Agility-based check to maintain your balance or perform feats of eye-hand coordination, you gain advantage on that check.

Longevity: A high auric usually lives up to 140 years.

HUMAN

Base Speed: 30 feet

Description: Humanity's Privilege. All humans are created equal, with the operative word being "humans." You represent the dominant race on earth, and are treated accordingly. You gain advantage on all Personality-based checks, including skill checks, with a faction of your choice. Additionally, you gain 5 faction points with that faction at the beginning of your first mission.

Longevity: A human usually lives up to 90 years.

LOW AURIC

Base Speed: 30 feet

Description: Too Burly to Care. "Freak." "Tusker." "Pig face." Most humans think of you as stupid or violent, and you've experienced your fair share of derision. As the most imposing and phenotypically striking underrace, your path hasn't been easy, but has forged you into a sturdy opponent with an attitude to match. The other races can use you as cover, and if at any time you have less than half of your hit points remaining, you gain advantage on all Strength-based checks, including skill checks.

Longevity: A low auric usually lives up to 140 years.

ABILITY BONUSES

Each character in *Entromancy* is assigned ability bonuses in the categories of Strength, Agility, Will, and Personality.

STRENGTH determines your character's aptitude in feats of brawn, melee combat, and related skills.

AGILITY determines your character's aptitude in feats of dexterity, ranged combat, and related skills.

WILL determines your character's aptitude in feats of intelligence, wisdom, and related skills.

PERSONALITY determines your character's aptitude in charisma, political negotiations, and related skills.

Your character's ability bonus defines how good they are at using that ability in general, according to **"Table 1: Ability Bonuses."**

Table 1: Ability Bonuses

Bonus	Description
+0	Average ability
+1	Average ability
+2	Above average ability
+3	Above average ability
+4	Above average ability
+5	Master ability

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CLASS SKILLS

Your character's prowess and expertise are represented by *Entromancy*'s 15 skills, which are ATHLETICS, AWARENESS, DISCERNMENT, DRAMA, GRAPPLING, HACKING, HEALING, KNOWLEDGE, MANCY, NATURE, NEGOTIATION, STEALTH, THIEVERY, TUMBLING, and VEHICLES.

Your character can use any skill, and benefits from the skill bonuses indicated on your character sheet. Each class also receives a +2 bonus to certain class skills for which that class is considered to have some amount of expertise.

See **"Chapter 2: Skills"** for more information on how to use your character's skills.

FEATS

Each class has a collection of feats, which are perks from which each character within that class can benefit.

When creating a new character, select one feat from your class' list.

TALENTS AND SPELLS

Each class has a collection of talents or spells, which represent supernatural abilities that are often powered by the renewable energy source known as ceridium.

When creating a new character, select two talents or spells from one of your class' archetypes. From that point forward, you must always select a talent or spell from that archetype, unless the GM informs you otherwise.

CERIDIUM

Many talents and spells require the use of ceridium, which characters can replenish in between missions or if there are roleplaying elements that allow the players to acquire more ceridium throughout the course of a mission. Each class begins with a starting amount of ceridium, which you can share with other allies or creatures as long as you're within 5 feet of them. Because of its volatility, a creature cannot be in possession of more than 15 ceridium at one time.

See the full version of *Entromancy: A Cyberpunk Fantasy RPG* for more information on ceridium and its uses.

CLASSES

There are five base classes in *Entromancy*: NIGHT AGENT, REVOLUTIONARY, TECHNOMANCER, TERRAMANCER, and VANGUARD. Use this section as a reference for the class features on your character sheet.

NIGHT AGENT

Reaching into a pocket, I opened a small packet and slipped a ceridium capsule into my hand. I held it out in front of me and made several deft, practiced gestures, scanning the street around me to ensure that I wasn't drawing any undue attention. With a final pass of my hand, I crushed the capsule and tossed the contents over my head in a brief flash of blue. I could feel my skin tingling slightly as the spell took effect, shrouding me in a gentle mist that would hide me from all but direct eye contact.

NIGHT Agents are special agents of the highest order, members of a paramilitary force that is called upon to enforce peace among aurics and humans – sometimes using extreme measures. As a NIGHT Agent, you're skilled in espionage and magical combat, and will have to decide between the paths of shadowmancy and photomancy for your archetype.

As a NIGHT Agent, you have the following Class Features:

Ceridium: A NIGHT Agent begins each mission with 6 ceridium.
Class Skills: Athletics, Grappling, Mancy, Stealth, Tumbling
Class Equipment: Nightblade, Ceridium Pistol, Ceridium Armor, Espionage Kit

FEATS

INTO THE FRAY
When you take two move actions during your turn, you can attempt a melee attack if you end your second move action within 5 feet of a creature.

NIGHT TRAINING
Your deeds and training in the NIGHT organization have gained you a certain political cachet and allow you to pick up cues that most would miss. You have advantage on Awareness checks to spot a hidden creature, and on Discernment checks to determine whether a creature is lying. Additionally, you can use your political sway to gain advantage on all Negotiation checks when you're dealing with law enforcement.

PREEMPTIVE STRIKE
Once per round, if a creature attempts to make an attack against you, you can immediately retaliate with a melee attack if you are within 5 feet of it. Your attack is made before the creature's attack.

STUNNING DEFENSE
Once per round, when a creature hits you with a melee or ranged attack, you can halve the attack's damage against you.

SWORD MASTERY
Your skill with the nightblade has become such that it defies logic and reason. When attempting a melee attack

with your nightblade, you ignore any damage reduction or immunity held by your target.

NIGHT AGENT ARCHETYPE

Choose an archetype that defines your training in magical abilities. Your spells must come from either the **Nightpath** or **Daypath** spell lists.

NIGHTPATH SPELLS

CLOAK OF SHADOWS

Action: Move action
Range: Self
Duration: 1 encounter
Ceridium: 2

Description: Cloak yourself in shadows, adding +5 to all Stealth skill checks. Hostile creatures within 10 feet of you incur disadvantage on all attack rolls.

DOUBLE TROUBLE

Action: Move action
Range: Self
Duration: 1 encounter
Ceridium: 2

Description: Create a carbon copy of yourself that has 10 HP and appears adjacent to you. When an attack hits you, the attacker must succeed at a DC 15 Awareness skill check; otherwise, the attack hits your doppelganger instead.

ONE WITH SHADOWS

Action: Move action
Range: Self
Duration: 1 round, until the beginning of your next turn
Ceridium: 1

Description: You become the darkness and take a non-material form. While in this form you cannot make attacks, but are immune to damage and can pass through cracks big enough for your two-dimensional form. If you reform in a space too narrow for your body, you reappear instead in the nearest unoccupied space, taking 1d6 damage per 5 feet traveled.

SHADOW BOLT

Action: Combat action
Range: 120 feet
Ceridium: 2

Description: Fire a shadow arrow at one creature within 120 feet, making a spell attack. If it hits, it deals 2d6 damage, and you can teleport to an unoccupied space that you can see within 5 feet of the target.

SHADOW SIPHON

Action: Move action
Range: Melee attack
Duration: 1 encounter
Ceridium: 2

Description: You empower your nightblade with insatiable darkness. You deal 1d6 extra damage with your melee attack. You regain an amount of hit points equal to the extra damage you do.

DAYPATH SPELLS

AURA OF LIGHT

Action: Move action
Range: Self
Duration: 1 round, until the end of your next turn
Ceridium: 1

Description: You surround yourself with bolstering light. Ranged and spell attacks against you and friendly creatures within 10 feet of you have disadvantage. If they hit, they deal half damage.

BRIGHT BEING

Action: Move action
Range: Self or Touch
Duration: 1 encounter
Ceridium: 3

Description: You radiate blinding and cleansing light. While the spell is active, you cannot be targeted by ranged attacks or spells, regain 1d6 hit points at the beginning of your turn, and can take a combat action to end one spell on yourself or on one willing creature that you touch.

HALO OF POWER

Action: Move action
Range: Self
Duration: 1 encounter
Ceridium: 2

Description: You radiate a blazing aura that lashes out with loops of ionized ceridium. At the beginning of your turn, you deal 1d6 damage to all hostile creatures within 10 feet of you.

HEALING TOUCH

Action: Combat action
Range: Self or Touch
Ceridium: 1

Description: Channel restorative energy through your hands, healing yourself or one ally for 3d6 hit points.

PRISMATIC ARROW

Action: Combat action
Range: 60 feet
Ceridium: 1

Description: Cast a bolt of shimmering brilliance at one target, making a spell attack. If it hits, deal 2d8 damage, and the target incurs disadvantage on all of its rolls until the end of your next turn.

NIGHT AGENT

Player Name _____ Character Name _____

_____

Race _____ Age _____ Missions Completed _____

ABILITY SCORES

Strength: +4

Agility: +2

Will: +2

Personality: +0

SKILLS

Athletics: +6

Awareness: +2

Discernment: +0

Drama: +0

Grappling: +6

Hacking: +2

Healing: +2

Knowledge: +2

Mancy: +4

Nature: +0

Negotiation: +0

Stealth: +4

Thievery: +2

Tumbling: +4

Vehicles: +2

COMBAT

Initiative: +2

HP: 30

Melee Attack: +6

Melee Damage: 1d12+4

Ranged Attack: +4

Ranged Damage: 1d6+2

Armor Class: 16

Spell Attack: +4

Spell DC: 12

EQUIPMENT / CYBERNETICS

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FEATS

_____
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SPELLS

_____
_____
_____
_____

CERIDIUM

_____

DESTINY

_____

FACTION POINTS

Aurichome: _____

NIGHTs: _____

Unaligned: _____

Doubleshot nodded back, springing from her crouch and back into the foyer. In one smooth motion, she drew both of her long pistols, firing them twice as her leap took her horizontal. Two assassins fell as she turned her jump in to a roll, spinning and firing twice again. Two more assassins hit the ground as she rolled a second time, through another row of machines and out of sight.

Revolutionaries are often allied to Aurichome, sacrificing the comforts of the status quo for the promise of equality for all underraces. As a Revolutionary, you're trained in all manner of ranged combat, and are unparalleled in your understanding of modern vehicles.

As a Revolutionary, you have the following Class Features:

Ceridium: A Revolutionary begins each mission with 2 ceridium.
Class Skills: Athletics, Healing, Negotiation, Tumbling, Vehicles
Class Equipment: Dual Ceridium Pistols, Dagger, Medium Armor, Vehicles Kit

FEATS

FULL MATRICES
Your honed reflexes and uncanny sense of danger have saved you more than once. Once per round, when an attack hits you, make a Tumbling check, with a DC equal to the attack roll of your target. If you succeed, you take half damage, rather than full damage, from the attack.

KNOWLEDGE IS POWER
You've had to study all manner of opponents to ensure your survival. Once per round, you can make a Negotiation check against a target's AC. If you succeed, you have advantage on attack rolls against that target until the beginning of your next turn.

REVOLUTIONARY CONNECTIONS
Your networking has made the most impossible of connections probable. Double your skill bonus for all Negotiation checks with factions for which you have at least Neutral standing.

SECOND CHANCE
Once per mission, if the damage from a creature's attack will reduce your hit points to 0 or below, reduce your hit points to 1 instead.

THOUSAND YARD STARE
If you have advantage on a ranged attack, you can forgo the advantage to double your damage for that attack.

Entromancy: A Cyberpunk Fantasy RPG

REVOLUTIONARY ARCHETYPE

Choose the Revolutionary archetype that matches your training in ranged weapons. Your talents must come from either the Gunslinger or Sharpshooter talent lists.

GUNSLINGER TALENTS

DOUBLE SHOT

Description: Once per round, roll a 1d6. If the result is a 5 or higher, you can make an additional ranged attack this turn.

HIGH NOON

Description: Once per round, if one of your ranged attacks hits a target, and there is another target adjacent to the first one that you can see, you can make a separate ranged attack against the second target.

PRIVATE ESCORT

Description: You gain a +5 bonus on Vehicles skill checks when traveling with at least one more passenger. Additionally, once per round, if you or one of your passengers is hit by a ranged attack, you can make a Vehicles check *(DC 10 or at the GM's discretion)*. If you succeed, halve the attack's damage.

QUICK DRAW

Description: Your ranged attacks have advantage against targets against which you have a higher Initiative.

RUN AND GUN

Description: There's always room for acrobatics, especially during a firefight. Once per round, you can attempt a Tumbling check *(DC 10 or at the GM's discretion)* to combine a move action with a ranged attack. On a success, you can take an extra move action after your ranged attack. On a failure, you spend your move action as you normally would.

SHARPSHOOTER TALENTS

FIRE AT WILL

Description: You lay down suppressive fire, forcing your target to stay put - or else. Once per round, when you hit a target with a ranged attack, you gain advantage on ranged attack rolls against that target until the end of your next turn. If the target attempts to take a move action on its turn, you can immediately make a ranged attack against it, with advantage, as well.

SHOOT TO KILL

Requirement: Snipe
Description: Spend a move action, aiming at a target. Until the beginning of your next turn, add +4 to your ranged attack roll and damage against that target and extend your critical range against that target to 17-20. This talent replaces Snipe.

SNIPE

Description: Spend a move action, aiming at a target. Until the beginning of your next turn, add +2 to your ranged attack roll and damage against that target and extend your critical range against that target to 19-20.

SPRAY AND PRAY

Description: Sometimes a hammer will do when a screwdriver won't. Roll 1d4 and subtract the result from your attack roll, adding it to your damage roll.

TACTICAL SUPPORT

Description: You gain advantage on Initiative. Whenever you roll Initiative, you can pick one of the rolls for yourself, and an ally that can hear you can replace their Initiative roll with the other.

REVOLUTIONARY

Player Name

Character Name

Race

Age

Missions Completed

ABILITY SCORES

Strength: +2

Agility: +4

Will: +0

Personality: +2

SKILLS

Athletics: +4

Awareness: +0

Discernment: +2

Drama: +2

Grappling: +2

Hacking: +0

Healing: +2

Knowledge: +0

Mancy: +0

Nature: +2

Negotiation: +4

Stealth: +4

Thievery: +4

Tumbling: +6

Vehicles: +6

COMBAT

Initiative: +4

HP: 26

Melee Attack: +4

Melee Damage: 1d4+2

Ranged Attack: +6

Ranged Damage: 1d8+4

Armor Class: 18

Spell Attack: +2

Spell DC: 10

EQUIPMENT / CYBERNETICS

FEATS

SPELLS

CERIDIUM

DESTINY

FACTION POINTS

Aurichome:

NIGHTs:

Unaligned:

Gloric put away the digitab and produced a tiny ceridium tablet, glowing blue in the near darkness. Pinching it between his fingers, he spoke a series of binary numbers, waving his hand in front of the doorway. The magic left his hands and sought out the locking mechanism, disabling it with a click.

I felt my eyebrows raise in the gloom. Technomancer, indeed.

Technomancers are gifted to the extreme in hacking, robotics, and manipulating any type of machinery. As a Technomancer, your training allows you to get closer to the metal with feats and spells than any other class.

As a Technomancer, you have the following Class Features:

Ceridium: A Technomancer begins each mission with 10 ceridium.
Class Skills: Discernment, Hacking, Knowledge, Mancy, Vehicles
Class Equipment: Ceridium Pistol, Dagger, Light Armor, Mancy Kit

FEATS

DEVIOUS PROTOTYPE 0.1

You begin building the framework for a companion weapon, taking the form of a mobile turret, drone, or similar device. At the start of each mission, you can decide how you've modified your prototype by choosing between Assault, Defender, Explorer or Medical *(consult the "Devious Prototype" section on* **Page 36***)*.

The Devious Prototype can move and attack independently of its master, and can take basic actions on your behalf, such as delivering spells with the touch requirement. It has its own turn and actions, playing before or after you in the Initiative order. It can also transmit your voice and relay live and archived video footage to you.

Unless indicated otherwise in its statblock, the Devious Prototype has an AC of 10, 10 hit points, and its own ability bonuses. Unless empowered by other spells, it can make a ranged attack once per round as a combat action. Its speed is indicated in its statblock, based on the type of prototype you choose.

DEVIOUS PROTOTYPE 0.2

Requirement: Devious Prototype 0.1
Work on your Devious Prototype has continued, increasing its AC to 12, hit points to 12, and it can attack twice when it takes a combat action.

DEVIOUS PROTOTYPE 0.3

Requirement: Devious Prototype 0.2
Your Devious Prototype is not yet market-ready but is quickly increasing in effectiveness. It now has an AC of 14, 14 hit points, and can attack twice when it takes a combat action. Additionally, its damage increases by an additional 1d4 for each attack.

JURY-RIGGING

Requirement: Devious Prototype 0.1
You are an expert at repurposing spare parts to repair your Devious Prototype. At the end of an encounter, if one or more artificial creatures were destroyed, excluding your Devious Prototype, you can use the remains to repair your Devious Prototype. It regains 1d4 + 4 hit points. Additionally, you gain advantage on all Hacking and Vehicles checks when attempting to repair a broken device.

PINBALL WIZARD

Your constant tinkering with spells allows you to broaden their effectiveness once in a while. Once per round, you can add one target within range to any single-target Technomancy spell you cast, doubling the ceridium cost for that spell.

TECHNOMANCER ARCHETYPE

Choose the Technomancer archetype that matches your training in hacking and computers. Your spells must come from either the Combat Engineer or Net Specialist spell lists.

COMBAT ENGINEER SPELLS

FIRE DRILL

Action: Combat action
Ceridium: 1

Description: Make a ranged attack with your Devious Prototype and add your Mancy skill bonus to the roll. If it hits, double the normal damage of your Devious Prototype for the attack.

HACK AND SLASH

Action: Move action
Duration: 1 encounter
Ceridium: 2

Description: Once per round, when an attack hits you, you can respond by attempting a ranged attack with your Devious Prototype.

OVERLOAD

Action: Combat action
Range: 30 feet
Duration: 1 round, until the end of your next turn
Ceridium: 2

Description: You send a jolt of energy at a target, attempting to fry their weapon. Choose a manufactured ranged weapon, such as a firearm or a drone's integrated gun, that you can see within range. Make a spell attack against the target. If it hits, the target's ranged weapon cannot be used to attack for the duration of the spell, and the target takes 2d6 damage.

SYSTEM FAILURE

Action: Combat action
Range: 30 feet
Duration: 1 round, until the end of your next turn
Ceridium: 1

Description: You hack the systems of a machine or an artificial creature, shutting it down temporarily. Make a Hacking check, contested by the target's own Hacking check. If you succeed, the target is unable to take actions, and all attacks made against it have advantage.

WHITE HAT

Action: Move action
Range: Self
Duration: 1 encounter
Ceridium: 1

Description: Your technomancy skills allow you to augment your networking for a brief period of time. Add +5 to your Hacking skill. Additionally, you can hack a device or artificial creature in half the time usually required.

M. S. Farzan (order #32139880)

NET SPECIALIST SPELLS

BLACK HAT

Action: Move action
Range: Self
Duration: 1 encounter
Ceridium: 2

Description: Your technomancy skills are superior to all others, allowing you to augment your networking for a brief period of time. Add +10 to your Hacking skill. Additionally, you can hack a device or artificial creature in half the time usually required.

HELLO WORLD

Action: Combat action
Range: 30 feet
Ceridium: 1
Duration: 1 round, until the beginning of your next turn

Description: You quickly write an override program and give it a nudge with the tiniest bit of power. Choose one artificial creature within range and make a Hacking check, contested by the target's Hacking check. If you succeed, you take control of the target for the spell's duration. The target takes only the actions you choose, and doesn't do anything that you don't allow it to do.

NEED A RIDE

Action: Move action
Ceridium: 1

Description: If you are in a urban area, you can automatically call a standard net-enabled vehicle, such as an antigravity car or patrol boat, to your location, regardless of its locking mechanisms and current occupancy. If you are in a rural area, there is a 33 percent chance that the spell functions. The vehicle travels to you at its base speed, taking the most logical, efficient route while still abiding by local transportation laws.

OPTIMIZE VARIABLES

Action: Move action
Range: Self or Touch
Duration: 1 encounter
Ceridium: 3

Description: You optimize the gear of an ally. The ceridium cost of their spells and cybernetics is reduced by 1, to a minimum of 0, for the duration of the spell.

TRACK WITHOUT TRACE

Action: Move action
Range: Self
Ceridium: 1

Description: Your comfort with finding information on the network — with a little help from your technomancy skill — is such that only the most gifted can elude you. If a person, creature, or object is in an urban area and not purposely isolated from the network, you can attempt to determine their current location. Make a Hacking check with advantage, contested by the target's own Hacking check. If your Hacking check succeeds, you discern the target's current exact location. If it fails by 5 or more, the target detects your attempt.

TECHNOMANCER

Player Name

Character Name

Race   Age   Missions Completed

ABILITY SCORES

Strength: +0

Agility: +2

Will: +4

Personality: +2

SKILLS

Athletics: +0

Awareness: +4

Discernment: +4

Drama: +2

Grappling: +0

Hacking: +6

Healing: +4

Knowledge: +6

Mancy: +6

Nature: +2

Negotiation: +2

Stealth: +2

Thievery: +2

Tumbling: +2

Vehicles: +4

COMBAT

Initiative: +2

HP: 24

Melee Attack: +2

Melee Damage: 1d4

Ranged Attack: +4

Ranged Damage: 1d6+2

Armor Class: 16

Spell Attack: +6

Spell DC: 14

EQUIPMENT / CYBERNETICS

FEATS

SPELLS

CERIDIUM

DESTINY

FACTION POINTS

Aurichome:

NIGHTs:

Unaligned:

Alina slid from her position behind the bar, coming out of a windup and hurling a tankard end-over-end towards an advancing auric. The projectile hit him in the cheek like a wrecking ball, leaving him sprawling over a table. The assassin nearest to him fired on the Pitcher, but she spun like a dancer, feeding another glass from her left hand into her right. She came out of her turn and sent it towards him, but he lifted his gun in time to deflect it.

Terramancers have dedicated their lives towards communing with nature, drawing their inspiration from the flora and fauna around them. As a Terramancer, your proficiency with healing magic is unmatched, as is your ability to throw projectiles with deadly effect.

As a Terramancer, you have the following Class Features:

Ceridium: A Terramancer begins each mission with 10 ceridium.
Class Skills: Healing, Knowledge, Mancy, Nature, Negotiation
Class Equipment: Ceridium Orb *(Arcane Pitcher)* or Ceridium Pistol, Dagger, Light Armor, Mancy Kit

FEATS

ARCANE WARD
Your understanding of magic allows you to better defend yourself against it. You gain advantage on checks made against spells and other magical effects.

HOLISTIC HEALER
Your intuitive understanding of all life grants you advantage on Healing checks, and you can add your Nature skill bonus to your Healing checks in addition to any other bonuses. Whenever you use a spell to restore hit points to a creature, the creature regains an additional 1d6 hit points.

REFLECTIVE WARD
Prerequisite: Arcane Ward
Once per round, when you are hit by a spell or ranged attack, you can make a Mancy check, with a DC equal to the result of the attack roll. If your check is successful, the attack is reflected back at the attacker as though it originated from you, turning the attacker into the target. The spell or ranged attack retains its initial attack roll.

STRENGTH OF THE EARTH
You've entrenched yourself into the natural world, occasionally being able to draw magic from the earth itself. When you cast a spell, roll a d6. On a 5 or higher, you regain the ceridium cost of the spell.

TEAM SPIRIT
You know from experience that while one wolf is scary, an entire wolf pack is terrifying. Once per round, when an ally within your range hits a target that you can see, you can make a ranged attack against the same target.

TERRAMANCER ARCHETYPE

Choose the Terramancer archetype that matches your training with your ceridium orb or with nature magic. Your spells must come from either the Arcane Pitcher or Nature's Harbinger spell lists.

ARCANE PITCHER SPELLS

4-SEAM FASTBALL

Action: Combat action
Range: Ceridium orb's range *(standard: 30ft)*
Ceridium: 2

Description: Make a spell attack against a target, using your ceridium orb as a magic-empowered projectile. If it hits, you can make it ricochet to another target which must be within the ceridium orb's range of the previous target. The orb can hit as many as two other targets, including the original target, and you must make a separate spell attack for each target. Each time the orb hits a target it deals 2d6 extra damage, up to a cumulative 4d6. If you miss an attack, the spell ends.

7TH INNING STRETCH

Action: Combat action
Range: Self
Ceridium: 2

Description: You're able to find respite in the midst of the storm. Heal a total of 3d6 hit points between yourself and any organic creature within 5 feet of you.

KNUCKLEBALL

Action: Combat action
Range: Ceridium orb's range *(standard: 30ft)*
Ceridium: 1

Description: Make a spell attack against a target, using your ceridium orb as a magic-empowered projectile. If it hits, you deal an extra 2d6 damage. If the target is a creature, it must succeed on a Strength check against your spell DC or it can't take actions until the end of its next turn.

RELIEF PITCHER

Action: Move action
Range: Self
Duration: 1 encounter
Ceridium: 2

Description: When you make an attack with your ceridium orb or a grenade, its range is doubled, and you can decide to make a spell attack instead of a ranged attack. Your ceridium orb deals an extra +4 damage when it hits.

SLIDER

Action: Combat action
Range: Ceridium orb's range *(standard: 30ft)*
Ceridium: 2

Description: You create energy-based simulacra of your ceridium orb that continue to duplicate as they pass through cover and enemies. Your next ceridium orb attack automatically hits every creature in a line equal to your weapon's range and deals an extra 2d6 damage.

NATURE'S HARBINGER SPELLS

AWAKEN THE BEAST

Action: Move action
Range: Self or 30 feet
Duration: 1 round, until the end of your next turn
Ceridium: 1

Description: You awaken the inner beast of a creature. Choose an organic creature within range. The creature can take an extra combat action on its turn.

HEAL, PLEASE

Action: Combat action
Range: Self or 60 feet
Ceridium: 1

Description: You draw upon the forces of nature to bring healing energy to those around you. One organic creature within range that you can see regains 4d8 hit points.

NATURE'S WRATH

Action: Move action
Range: Self or 30 feet
Duration: 1 encounter
Ceridium: 2

Description: The natural world knows its allies and protects its own. Once per round, when an attack hits you or an ally within range that you can see, spectral beasts manifest to retaliate, inflicting 2d8 damage to the attacker. The beasts take forms of your choosing.

SUMMON BEAST

Action: Combat action
Range: 30 feet
Duration: 1 encounter
Ceridium: 1

Description: You roar into the ether and an animal companion responds to your call. Choose an animal from the following list to be summoned in a free 5-foot space within the spell's range: bear, bobcat, crocodile, eagle, fox, python, stag, wolf *(consult the "Animal Companions" section on* **Page 34***)*. Until the end of the spell, you gain a bonus based on the "Nature's Chosen" feature of your animal companion. You establish a telepathic link with your animal companion. Through it, the animal can understand your telepathic messages to it, and it can telepathically communicate simple emotions and concepts back to you. You cannot have more than one animal companion at any time. If your animal companion is reduced to 0 hit points or the spell ends, it disappears back into the ether.

TELLURIC CONDUIT

Action: Combat action
Range: 10-foot circle
Ceridium: 2

Description: You channel the telluric powers coursing through the earth. You and all friendly organic creatures within 10 feet of you regain 2d6 + 4 hit points.

TERRAMANCER

Player Name

Character Name

Race   Age   Missions Completed

ENTROMANCY
A CYBERPUNK FANTASY RPG

ABILITY SCORES

Strength: +0

Agility: +2

Will: +2

Personality: +4

SKILLS

Athletics: +0

Awareness: +2

Discernment: +4

Drama: +4

Grappling: +0

Hacking: +2

Healing: +4

Knowledge: +4

Mancy: +4

Nature: +6

Negotiation: +6

Stealth: +2

Thievery: +2

Tumbling: +2

Vehicles: +2

COMBAT

Initiative: +2

HP: 24

Melee Attack: +2

Melee Damage: 1d4

Ranged Attack: +4

Ranged Damage: 1d6+2

Armor Class: 16

Spell Attack: +6

Spell DC: 14

EQUIPMENT / CYBERNETICS

FEATS

SPELLS

CERIDIUM

DESTINY

FACTION POINTS

Aurichome:

NIGHTs:

Unaligned:

Tribe detached himself from the wall nearest to the caster, putting his hand on the gnome's mouth and cutting off the spell. The Vanguard withdrew a knife from some hidden place on his body, thrusting it in between the pyromancer's neck and shoulder. The mancer convulsed as Tribe pulled away, melting back into the shadows.

Vanguards thrive in the shadows, specializing in the arts of stealth and subterfuge. As a Vanguard, your skills in remaining unseen and getting the drop on your opponents are unparalleled.

As a Vanguard, you have the following Class Features:

Ceridium: A Vanguard begins each mission with 2 ceridium.
Class Skills: Drama, Hacking, Stealth, Thievery, Tumbling
Class Equipment: Dual Daggers, Ceridium Pistol, Light Armor, Espionage Kit

FEATS

COMPROMISING STRIKE
Your ability to utilize distractions allows you to deal more damage in melee combat. Add 1d8 damage to any melee attack performed against a target that is already engaged in melee combat with another character, or to any melee attack for which you have advantage, including attacks made from Stealth.

SCOUNDREL'S LUCK
At the start of a mission, roll three d20s and record each result. Throughout the mission, you can replace any check made by you or a creature that you can see with one of these rolls. You must declare your intention to do so before the roll occurs, and you can replace a roll in this way only once per round. Each roll can only be used once.

SHADOW DEALER
Your connections open doors that appear locked to others. Treat your faction standing with each faction as one level higher than your faction points would indicate, even if doing so grants you Allied faction standing with more than one faction.

SPRINT ATTACK
When opportunity strikes, you're quick to comply. Once per round, you can take a double move action and still take a combat action.

UNENDING FLOW

Requirement: Compromising Strike

Wounds you inflict bleed profusely. When you deal Compromising Strike damage to an organic creature, it starts taking 1d6 damage at the beginning of each of its turns. At the end of each of its turns, it can spend a move action to attempt to staunch the flow by making a successful Healing check *(DC 10)*. Multiple instances of Unending Flow are not cumulative.

VANGUARD ARCHETYPE

Choose the Vanguard archetype that matches your training in melee weapons. Your talents must come from either the Assassin or Shadowstalker talent lists.

ASSASSIN TALENTS

ASSASSIN'S QUARRY

Description: You've trained yourself to block out all distractions as you close in on your prey. Once per encounter, choose one creature that you can see within 60 feet of you. The first time each turn that you hit that target with a melee attack, it takes an extra 1d6 damage from the attack. If you reduce your quarry to 0 hit points, you can immediately take an extra move and combat action, even if you've already taken a move and combat action this turn.

BLOOD IN THE WATER

Requirement: Compromising Strike

Description: You're able to sense weakness and exploit it to your advantage. If you hit with a melee attack against a creature that has fewer than its maximum hit points, add your Compromising Strike damage.

FACE IN THE CROWD

Description: You've learned that the best way to remain unseen is by blending in. You gain a +6 bonus on all Drama checks when attempting to appear inconspicuous, impersonate someone, or utilize a disguise.

KILL OR BE KILLED

Description: You leave nothing to chance. If you're able to observe a creature for 1 round before engaging in combat, your first melee attack against that creature automatically hits for critical damage.

STARE DOWN

Requirement: Compromising Strike

Description: If you reduce a creature to 0 hit points with a Compromising Strike, all hostile organic creatures that can see you must make a Will check with a DC equal to your attack roll. Each creature that fails the check cannot come closer to you or target you with a spell or ranged attack until the beginning of your next turn.

SHADOWSTALKER TALENTS

HIGHWAY ROBBERY

Description: Once per round, when you hit with a melee attack, you can make a Stealth check, contested against the target's Awareness check. If you succeed, you have advantage on attack rolls against that target until the end of your next turn.

HIT AND RUN

Description: Once per round, when you reduce a creature to 0 hit points, you can take an extra move action. If you finish this move action within 5 feet of a hostile creature, you can make a melee attack.

SAND IN THE EYES

Description: If you have advantage on a melee attack, you can forgo the advantage and make a regular attack roll to attempt to stun an organic creature. If you hit, you deal damage as you normally would, and the target must succeed on a Will check with a DC equal to your attack roll. On a failure, the target cannot take combat actions until the beginning of your next turn.

SMOKE AND MIRRORS

Description: When you make a Stealth check in obscured terrain, such as smoke, mist, rain, or snow, you gain a +5 circumstantial bonus to the check.

VANISH

Description: Once per encounter, if an attack would reduce you to 0 hit points, make a Stealth check. If the result is greater than or equal to the attack roll that hit you, you can negate all of the incoming damage and immediately take a move action.

VANGUARD

Player Name   *Character Name*

Race   *Age*   *Missions Completed*

ABILITY SCORES

Strength: +0

Agility: +4

Will: +2

Personality: +2

SKILLS

Athletics: +0

Awareness: +2

Discernment: +2

Drama: +4

Grappling: +0

Hacking: +4

Healing: +2

Knowledge: +2

Mancy: +2

Nature: +2

Negotiation: +2

Stealth: +6

Thievery: +6

Tumbling: +6

Vehicles: +4

COMBAT

Initiative: +4

HP: 24

Melee Attack: +6

Melee Damage: 2d6+4

Ranged Attack: +2

Ranged Damage: 1d4

Armor Class: 18

Spell Attack: +4

Spell DC: 12

EQUIPMENT / CYBERNETICS

FEATS

SPELLS

CERIDIUM

DESTINY

FACTION POINTS

Aurichome:

NIGHTs:

Unaligned:

ANIMAL COMPANION

BEAR
ORGANIC CREATURE

Armor Class: 12 **Hit Points:** 12 **Speed:** 30 ft.

STR	AGI	WILL	PER
+2	+0	+2	+0

Skills: Athletics +6
Languages: None **Threat Level:** Light

NATURE'S CHOSEN – You may halve the damage you take; your bear takes the remaining half.
ENDURING – If damage reduces the bear to 0 hit points, it can make a Will check *(DC of 5 + the damage taken from the attack)*. On a success, the bear drops to 1 hit point instead.

COMBAT ACTIONS

CLAWS – **Melee Attack:** +4 to hit, reach 5 ft., one target.
Hit: 7 *(2d6)* damage.

BOBCAT
ORGANIC CREATURE

Armor Class: 12 **Hit Points:** 12 **Speed:** 40 ft. climb 30 ft.

STR	AGI	WILL	PER
+0	+2	+2	+0

Skills: Stealth +6
Languages: None **Threat Level:** Light

NATURE'S CHOSEN – One creature of your choice within 5 feet of your bobcat has advantage on Stealth checks.
LACERATE – When the bobcat hits an organic creature with a claw attack, the creature begins taking 1d4 damage at the beginning of its turn. On its turn, it can take a move action to attempt to stop the bleeding by making a successful Healing *(DC 10)* check. Multiple instances of Lacerate are not cumulative.

COMBAT ACTIONS

CLAW – **Melee Attack:** +4 to hit, reach 5 ft., one target.
Hit: 7 *(2d6)* damage.

CROCODILE
ORGANIC CREATURE

Armor Class: 12 **Hit Points:** 12 **Speed:** 30 ft. swim 30 ft.

STR	AGI	WILL	PER
+0	+2	+2	+0

Skills: Grappling +4, Stealth +4
Languages: None **Threat Level:** Light

NATURE'S CHOSEN – When your crocodile reduces a hostile creature to 0 hit points, you regain 2d6 hit points.
DEATH ROLL – Once per round, when the crocodile rolls a 5 or 6 on a damage die for a bite attack, it deals an extra 1d6 damage.

COMBAT ACTIONS

BITE – **Melee Attack:** +4 to hit, reach 5 ft., one target.
Hit: 7 *(2d6)* damage.

EAGLE
ORGANIC CREATURE

Armor Class: 12 **Hit Points:** 12 **Speed:** 30 ft. fly 60 ft.

STR	AGI	WILL	PER
+0	+2	+2	+0

Skills: Awareness +6
Languages: None **Threat Level:** Light

NATURE'S CHOSEN – When your eagle uses Sense Weakness against a creature, you immediately learn the creature's armor class and current hit points.

COMBAT ACTIONS

TALONS – **Melee Attack:** +4 to hit, reach 5 ft., one target.
Hit: 7 *(2d6)* damage.

MOVE ACTIONS

SENSE WEAKNESS – The eagle targets one creature it can see. The eagle adds a +5 bonus to its next attack roll made against the creature.

FOX
ORGANIC CREATURE

Armor Class: 12   **Hit Points:** 12   **Speed:** 30 ft.

STR	AGI	WILL	PER
+0	+2	+0	+2

Skills: Drama +4, Tumbling +4
Languages: None   **Threat Level:** Light

NATURE'S CHOSEN – You have advantage on Drama checks. Additionally, any attempt by a spell or device to determine whether you're telling the truth results in your favor, whether or not you're being truthful.
DODGE – Once per round, when an attack hits the fox, it can make a Tumbling check *(DC equal to the attack roll)*. If the Tumbling check succeeds, the attack misses.

COMBAT ACTIONS

BITE – **Melee Attack:** +4 to hit, reach 5 ft., one target. **Hit:** 7 *(2d6)* damage.

PYTHON
ORGANIC CREATURE

Armor Class: 12   **Hit Points:** 12   **Speed:** 30 ft.
swim 30 ft.

STR	AGI	WILL	PER
+2	+2	+0	+0

Skills: Grappling +6
Languages: None   **Threat Level:** Light

NATURE'S CHOSEN – When you hit a creature with a ranged attack, it can use either a combat action or a move action on its turn, not both.
CONSTRICT – When the python hits a creature with a bite attack, the target must make a Grappling or Tumbling check *(creature's choice)* contested by the python's Grappling check. If the python succeeds, the target has a speed of 0 until the end of its next turn and if the python moves, the target moves with it.

COMBAT ACTIONS

BITE – **Melee Attack:** +4 to hit, reach 5 ft., one target. **Hit:** 7 *(2d6)* damage.

STAG
ORGANIC CREATURE

Armor Class: 12   **Hit Points:** 12   **Speed:** 50 ft.

STR	AGI	WILL	PER
+2	+2	+0	+0

Skills: Athletics +4, Tumbling +4
Languages: None   **Threat Level:** Light

NATURE'S CHOSEN – Your speed increases by 20 feet.
CHARGE – If the stag moves at least 30 feet straight towards a target and then hits it with a ram attack on the same turn, the target takes an extra 1d6 damage.

COMBAT ACTIONS

RAM – **Melee Attack:** +4 to hit, reach 5 ft., one target. **Hit:** 7 *(2d6)* damage.

WOLF
ORGANIC CREATURE

Armor Class: 12   **Hit Points:** 12   **Speed:** 50 ft.

STR	AGI	WILL	PER
+2	+0	+2	+0

Skills: Awareness +4, Stealth +4
Languages: None   **Threat Level:** Light

NATURE'S CHOSEN – If at least one of your allies is within 5 feet of a creature that you can see, you gain advantage on attack rolls against that creature.
SCENT – The wolf can pinpoint, by scent, the location of organic creatures within 60 feet of it. It can sense the general direction of organic creatures up to 1 mile away.

COMBAT ACTIONS

BITE – **Melee Attack:** +4 to hit, reach 5 ft., one target. **Hit:** 7 *(2d6)* damage.

DEVIOUS PROTOTYPE

ASSAULT PROTOTYPE
ARTIFICIAL CREATURE

Armor Class: 10   **Hit Points:** 10   **Speed:** 30 ft.

STR	AGI	WILL	PER
+0	+2	+2	+0

Languages: None   **Threat Level:** Light

ADVANCED WEAPONRY – The prototype's ranged attack deals one extra damage die on all successful attacks.

COMBAT ACTIONS
INTEGRATED WEAPON – Ranged Attack: +4 to hit, one target within 120 feet. **Hit:** 5 *(2d4 + 1)* damage.

MOVE ACTIONS
OVERCLOCK – The prototype takes 1d4 damage and can immediately make a ranged attack.

EXPLORER PROTOTYPE
ARTIFICIAL CREATURE

Armor Class: 10   **Hit Points:** 10   **Speed** 40 ft.

STR	AGI	WILL	PER
+0	+2	+2	+0

Skills: Awareness +6, Stealth +4, Thievery +4
Languages: None   **Threat Level:** Light

ENHANCED SENSORS – The prototype has advantage on Awareness checks.

COMBAT ACTIONS
INTEGRATED WEAPON – Ranged Attack: +4 to hit, one target within 120 feet. **Hit:** 3 *(1d4 + 1)* damage.

MOVE ACTIONS
All Terrain. The prototype gains a 40 feet burrow, climb, fly or swim speed. The prototype can have only one special speed at a time but can use this action again to change it.

DEFENDER PROTOTYPE
ARTIFICIAL CREATURE

Armor Class: 10   **Hit Points:** 10   **Speed:** 30 ft.
(14 against ranged attacks)

STR	AGI	WILL	PER
+0	+2	+2	+0

Languages: None   **Threat Level:** Light

BULLET MAGNET – When an ally within 5 feet of the prototype is the target of a ranged attack, the prototype can intervene, becoming the target of the attack instead.
EXPERIMENTAL PLATING – The prototype has a +4 bonus to its AC against ranged attacks and halves the damage it takes from ranged attacks.

COMBAT ACTIONS
INTEGRATED WEAPON – Ranged Attack: +4 to hit, one target within 120 feet. **Hit:** 3 *(1d4 + 1)* damage.

MEDICAL PROTOTYPE
ARTIFICIAL CREATURE

Armor Class: 10   **Hit Points:** 10   **Speed:** 40 ft.

STR	AGI	WILL	PER
+0	+2	+2	+0

Skills: Healing +6
Languages: None   **Threat Level:** Light

EMERGENCY STASH – Once per mission, the Technomancer can gain 1d6 ceridium by spending a combat action when within 5 feet of the prototype.

COMBAT ACTIONS
INTEGRATED WEAPON – Ranged Attack: +4 to hit, one target within 120 feet. **Hit:** 3 *(1d4 + 1)* damage.
HEALING MIST – *(Costs 1 Ceridium from the Technomancer)*. All organic creatures within 5 feet of the prototype regain 6 *(3d4)* hit points.

Dublin/Pleasanton, Warm Springs 1

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2
skills

The gnome stopped and looked at me keenly. "Try to look like you belong?"

I looked around at the rest of the party, who nodded knowingly. "What's all this?" I protested.

"You look like a secret agent," Tribe said as Gloric turned and resumed walking.

I glanced down at my outfit, tight-fitting black trousers and shirt under my large overcoat, then at Alina, who snickered not unkindly. I resolved to keep my mouth shut for the encounter.

USING SKILLS

Each skill corresponds to the four core abilities according to "**Table 2: Skills.**"

Table 2: Skills

Skill	Ability
Athletics	Strength
Awareness	Will
Discernment	Personality
Drama	Personality
Grappling	Strength
Hacking	Will
Healing	Will
Knowledge	Will
Mancy	Will
Nature	Personality
Negotiation	Personality
Stealth	Agility
Thievery	Agility
Tumbling	Agility
Vehicles	Agility

The skills for which your character is proficient are determined by their class. If your character isn't proficient with a skill, that doesn't mean that they can't use it – it just indicates that they're not as well-trained in it as are other classes.

When utilizing a skill, you'll perform a skill check, attempting to achieve a target DC determined by the GM. Roll a d20 and add the value of your skill bonus *(or ability bonus if your character isn't proficient in that skill)* to see if you succeed.

Example: *Eskander is trying to sneak past a pair of guards who are patrolling in front of an Oxidium dispensary. As a NIGHT Agent, he has a +4 bonus to his Stealth skill. The GM informs him that he needs to hit a DC of 20 with his Stealth check to ensure that the guards do not become aware of his presence. He rolls an 18, adding it to his skill bonus for a total of 22, and sneaks unseen past the guards.*

AWARENESS

Awareness signifies your perceptiveness when it comes to making skill checks that rely on your senses. If you're trying to spot a camouflaged animal in a group of bushes, or listen for a potential ambush by hidden assassins, you'll have to roll an Awareness check against a creature's Stealth.

SEARCH – You can use a move action to attempt to locate a creature hiding within your line of sight by making an Awareness check contested by the target's Stealth check. If you succeed, you spot the target.

ATHLETICS

Certain physical endeavors, like sprinting, climbing, and jumping, rely on Athletics. Your ability to perform feats such as long-distance running and swimming rely upon this skill.

DISCERNMENT

Some people are born with an innate judge of character; others have to train to gain this insight. Discernment allows you to read along the lines and discover the subtext in between. When attempting to see through a creature's disguise or prevarication, roll a Discernment check.

DRAMA

Your ability to perform, disguise yourself, and entertain is represented by Drama. This skill allows you to make even the most innocuous social situations a potential stage for you to play a role to your advantage. When attempting to utilize a disguise, you'll need to roll a Drama check, contested by a target's Discernment.

GRAPPLING

Wrestling, "soft" martial arts, and brawling are all considered to be different types of Grappling. When you attempt to grapple a target, use your combat action to roll a Grappling check, contested by the target's own Grappling check. If you succeed, the target cannot move until they use a combat action to roll another Grappling check. When they do, you may make another contested Grappling check to attempt to keep them within your grip. If you succeed, they remained grappled; otherwise, they elude your grasp.

HACKING

In the digital age of *Entromancy*, your proficiency with imposing your will on the network is represented by your Hacking skill.

Some hacking-related actions, like obtaining encrypted information from the network, require a simple Hacking check, using your digitab, to complete, with a DC determined by the GM. Other actions, such as attempting to take control of a turret or break into a bank vault, are more complex.

When you want to hack a device, such as an object or artificial creature, you must first determine its accessibility and be in possession of a digitab. The three levels of accessibility are:

OPEN – You can attempt to hack the device from anywhere in the world, as long as it is net-enabled.

LIMITED – You must be within 30 feet of the device to attempt to hack it.

CLOSED – You must physically plug your digitab into the device to attempt to hack it.

In general, a Hacking check takes 1 minute *(10 rounds)* or longer, at the GM's discretion. To attempt to hack a device or artificial creature, make a Hacking check contested by the target's own Hacking check. If you succeed, you are in control of the device for the remainder of the encounter. Conversely, if the device wins the Hacking check by 5 or more, its lockdown protocol kicks in, alerting its owner, and any Hacking attempt made against it automatically fails until the device resets at the end of the encounter. If the device wins the Hacking check by 4 or less, nothing happens. You can simultaneously control a maximum number of hacked devices or artificial creatures equal to your Will ability bonus. If you exceed that limit at any time, you must immediately release one of the devices or creatures under your control.

CONTROLLING HACKED DEVICES AND CREATURES – As a combat action on each of your turns, you can command any device or creature that you've hacked if it is within range, based on the device's accessibility. If you control multiple devices, you can command any or all of them at the same time, issuing the same command to each one. You can issue a general command, such as to patrol a particular hallway or attack a specific target. Once given an order, the device or creature continues to comply until its task is complete or you no longer control it, in which case it reverts to its previous activity.

COUNTER-HACKING – If another creature attempts to take control of a device or artificial creature that you have hacked, make a contested Hacking check. Whoever wins the Hacking check is now in control of the device or artificial creature. If you both have the same result on your Hacking check, whoever has the higher Will modifier wins. If you both have the same Will modifier, attempt your contested Hacking check again.

HACKING IN COMBAT – If you attempt a Hacking check during combat, you must first make a successful contested Hacking check, and then dedicate a combat action each round to successfully continue the attempt. You can still take a move action on your turn, but if you try to do anything other than continue your Hacking attempt for your combat action, you must make another successful contested Hacking check, otherwise the attempt fails. The hack also fails if the target is ever outside your hacking's range, based on the device's accessibility. At the end of the required number of rounds, if all of your Hacking checks have been successful and you are still within range of the device's accessibility, you are in control of the device until the end of the encounter. At the GM's discretion, more sophisticated devices or complex combat scenarios could take longer to hack.

The GM is able to use or modify the Hacking DC based on **"Table 3: Hacking."** An artificial creature, such as a drone, uses the Hacking skill provided in its statblock for its Hacking checks.

Table 3: Hacking

Security Grade	Hacking Modifier	Suggested Accessibility	Device Example
None	+0	Open	Soda machine, toaster, television
Civilian	+5	Open	Digilock, car, phone, digitab, computer terminal
Military	+10	Limited	Secured digilock, cerujet, ATM
Ace	+15	Closed	Bank vault, government database, supercomputer

HEALING

Your ability to bandage wounds, attend to injuries, and understand medicine is dependent on your Healing skill. Reviving your companions from incapacitation also relies upon your Healing skill.

REANIMATE – You can use a combat action to administer first aid to an incapacitated organic creature that you can reach and attempt to reanimate it, which requires a successful Healing check *(DC 10)*. If you succeed, the creature regains 1 hit point and is no longer incapacitated.

KNOWLEDGE

Text is meaningless without context. Your understanding of lore, history, and philosophy all derive from your Knowledge, or "book smarts."

MANCY

With the discovery of ceridium, and more importantly, its potential to power millennia-old forms of arcane magic, dozens if not hundreds of quasi-formal mancy schools have rapidly developed into the arts they are today. Shadowmancy, pyromancy, terramancy, technomancy, photomancy, and of course, entromancy, represent merely a sample of the types of magical schools that have become household names in most major city centers. Your Mancy skill represents your training in the arcane arts, as well as your ability to understand the usage of ceridium in its myriad forms and contexts.

NATURE

Despite population explosion, receding habitats, and the technological saturation of most nations, the natural world still exists, albeit far away from most city centers. Your Nature skill allows you to understand nature in its purest forms, whether that means attempting to interact with animals, tracking targets through the wilderness, or otherwise.

NEGOTIATION

Silvered words and brute force both rely on Negotiation for success. Whether you're attempting to persuade a vendor or intimidate a bouncer, you'll attempt a Negotiation check, which will be contested by the target's Discernment.

STEALTH

Some say that the art of staying hidden is merely a matter of patience and timing. Your training in the shadows and ability to hide and move silently is represented by Stealth, which is contested by a creature's Awareness.

HIDE – You can use a move action to hide, making a Stealth check contested by an Awareness check of the creature*(s)* from which you are attempting to hide. If you attempt to hide in combat, you must first be in cover or completely out of sight. If your check succeeds, you are hidden and cannot be targeted by attacks or spells. If you make an attack, or are outside of cover within the line of sight of an enemy at the end of your turn, you are automatically spotted. Your attacks from Stealth are made with advantage.

THIEVERY

In an age of digitabs, drone-based security, and cyberware, it would seem as though an aptitude for good old-fashioned burglary would be obsolete. It just so happens that the doors and windows of old, overcrowded metropoles tend to still favor tried, true, and less costly methods of security. Your Thievery skill allows you to pick locks, pick pockets, and pick your way through potentially threatening, non-digital traps with ease.

TUMBLING

From front flips to combat rolls, Tumbling allows you to perform feats of acrobatics and *parkour*. Use your Tumbling skill whenever you attempt to contort your body in a way that only a gymnast - or ninja - could hope to replicate.

VEHICLES

Most vehicles interface with their owners' digitabs to operate. Your Vehicles skill allows you to make an automobile, train, boat, cerujet, or similar do what you want it to, within reason.

chapter

13

combat &
magic

I nodded absently, reaching for another ceridium capsule. Prying off a glove with my teeth, I reached out towards the device.

The auric's hand shot up and grabbed weakly at my wrist.

"You're going to kill us, man!" he protested.

"Probably!"

COMBAT PHASES, INITIATIVE & MOVEMENT

Each **ROUND** of combat is comprised of the turns of each character and/or creature involved in that round. Each round is considered to be 6 seconds of real time, with 10 rounds equaling 1 minute of combat.

The order of turns is based on a character's Initiative. To determine your character's Initiative, roll a d20 at the beginning of the combat encounter and add your Initiative bonus, which is itself based on your class' Agility bonus. A character with a higher Initiative is allowed to take their turn first. If two characters have the same Initiative, the character with the higher Agility bonus is allowed to take their turn first. If both characters have the same Agility bonus, roll Initiative for them again.

Your character can take a **MOVE ACTION** and/or **COMBAT ACTION** during each of your turns, unless there is a spell or some other factor preventing them from doing so.

Your character has a **SPEED** which determines the distance they can traverse during one round of combat. Traversing this distance during combat is considered to be a move action. Your character can take two move actions during combat by forgoing a combat action.

In general, your character can **ATTACK**, cast a spell or use a talent, or **DEFEND** as a combat action - although some spells and talents may instead require a move action or no action at all. If your character defends, they cannot make an attack during their turn, even if they have the ability to make multiple attacks each turn. Instead, they impose disadvantage against all melee and ranged attacks made against them by targets that they can see until the beginning of their next turn.

COMBAT

In *Entromancy*, each character, creature, and object has an armor class *(AC)* that is a composite of their Agility score and any bonuses or penalties from talents, spells, or other factors.

As a general rule, a character's AC is equal to 14 + their Agility bonus + any talent or spell bonuses or penalties. Character classes may have modified armor classes due to extra-mechanical bonuses such as items or armor.

When engaged in combat, a character may make a melee or ranged attack roll to attempt to hit another creature's AC. If the attack is successful, the character then rolls for the appropriate damage according to the attack, adding any damage bonuses, which is subtracted from the creature's hit point total.

> **Example:** *Vasshka is attempting to fire her ceridium pistols at a target, and has a ranged attack bonus of +6. She rolls an 11 on her attack roll, for a total of 11 + 6 = 17.*
>
> *The target has an AC of 14. Vasshka's attack hits, and she rolls 1d8+4 based on her ranged attack damage. She gets a 4 and adds 4, dealing 8 damage to her target.*

DURATION

Some feats, spells, and talents in *Entromancy* are either instantaneous or considered to be passive abilities that exist in perpetuity. Others have a **DURATION** of either a **ROUND**, **ENCOUNTER**, or **MISSION**.

For information on rounds, refer to the "Combat Phases, Initiative, and Movement" section of this chapter.

Encounters are discrete phases of your adventure, where the first encounter begins at the very start of your mission. An encounter ends when your characters leave a location where a dramatic event has occurred, and sometimes, when combat begins or has ended. The encounter evolves in one location and usually encompasses a single, specific event determined by the GM.

Your characters might, for example, spend some time scoping out a cadre of sentries, quietly preparing for a surprise attack with talents and spells, and successfully ambushing and dispatching the group, all of which would be encompassed in one encounter. Other times, the GM

may determine that your prep work, which was completed in a separate location or required certain objectives to be fulfilled, will necessitate the beginning of a new encounter when combat commences. When one encounter ends, the next encounter begins.

The flow of time within an encounter may vary greatly. It may be played out in turns of combat, it may run parallel to real time, or your GM may choose to fast-forward through parts of it, as long as the location and general events do not change.

Feats, spells, and talents that have the "mission" duration are generally persistent, but must be activated during the mission to take effect.

RANGE

Some feats, spells, and talents have a RANGE requirement, including SELF, TOUCH, or a specific distance and/or shape.

Feats, spells, and talents with the self requirement can only be applied to your character.

Feats, spells, and talents with the touch requirement can be applied to any character or target whom you can touch.

Feats, spells, and talents with a specific distance and/or shape requirement can only be applied to characters or creatures within that range and shape of your character. If your talent requires a 5-foot circle for its range, for example, its effect encompasses a circle around you, with a radius of 5 feet. If, on the other hand, your talent requires a 10-foot cone for its range, its effect emanates from an apex directly in front of you, with the base of the cone - its widest region - 10 feet away from you.

Melee weapons ordinarily have a range of up to 5 feet. Short-ranged weapons, such as ceridium shotguns and ceridium throwing orbs, can reach up to 30 feet, while medium-ranged weapons, like ceridium pistols, can reach up to 120 feet, and long-ranged weapons, such as ceridium rifles, can reach up to 500 feet.

COVER

COVER can play a vital role in a firefight, potentially protecting you from ceridium bullets and deadly spells. Trees, walls or other hard surfaces shielding at least two thirds of your body from an attacker are fit for cover. Your character can enter cover as part of a move action, moving at half your speed. While in cover, you continue to move at half your speed, and gain a +2 bonus to your AC.

INCAPACITATION

If, during the course of a mission, your character is reduced to 0 hit points, they are considered to be INCAPACITATED. An incapacitated character can be revived by a successful Healing check (DC 10) made by another creature. After a successful Healing check, your character returns to 1 hit point. Some items, such as an Oxadrenalthaline syringe, can also revive incapacitated characters.

If your character becomes incapacitated three or more times within one mission, they are considered to have taken too many injuries to proceed as normal and must take a penalty of -1 on all rolls until they receive medical attention or are able to use a rejuvenative item, such as a medkit. Each successive time your character becomes incapacitated after this point, subtract an additional -1 from all of your rolls for the remainder of the mission.

MAGIC

In the fifty or so years since ceridium's discovery, the racial makeup of the world had changed, and entire schools of magic developed, ranging from the life-affirming arts of terramancy and hydromancy to the destructive forces of pyromancy and necromancy.

Many spells require a **SPELL ATTACK**, or have a **SPELL DC**. Both are based on the spellcasting character's primary spell ability bonus. The primary ability bonus for NIGHT Agent, Technomancer, and Entromancer spells is Will, while the primary ability bonus for Terramancer and Inquisitor spells is Personality. The default primary ability bonus for non-spellcasting classes is Will. If your character has two spellcasting classes — for example, NIGHT Agent and Inquisitor - use the relevant primary ability bonus for the spell being cast.

Most spells require an action to be cast. Each individual spell that does so will indicate the type of action it takes to cast. Most offensive and healing spells will require a combat action, while spells that temporarily enhance a character's abilities in some way will usually require a move action.

A spell attack targets a creature's armor class in the same way that a normal melee or ranged attack would, whereas some spells require the creature to succeed at an ability bonus check against a spell DC to avoid - or in some cases, mitigate - the effects of the spell.

In general, a character's spell attack is equal to 2 + their primary ability bonus for a spell, and a character's spell DC is equal to 10 + their primary ability bonus for a spell. Character classes may have modified spell attacks or spell DCs due to extra-mechanical bonuses such as items or armor.

Each spell is presented as follows:

Prerequisite: If this spell has another spell, talent, or feat as a prerequisite, it will be listed here.

Action: Designates whether the spell requires a move action, combat action, or neither. If this section is absent, it signifies that the spell doesn't take an action to cast and is most likely triggered under specific conditions.

Range: The range of the spell. If this section is absent, the spell has no range limitation.

Duration: The duration of the spell. If this section is absent, the spell has an instantaneous effect.

Ceridium: The ceridium cost of the spell.

Description: A description of how to use the spell, and its effects.

Example: Damara's spell DC is 12 (based on her Will ability bonus) for Daypath spells, and 14 (based on her Personality ability bonus) for Inquisitor spells. She attempts to cast Fireball, an Inquisitor spell, against two targets within a 30-foot sphere, 60 feet in front of her. Both targets must make individual Agility checks, and have Agility bonuses of +2 and +4. The first rolls a 5, for a total of 7, while the second rolls an 11, for a total of 15. Damara's spell connects fully with the first target, but only partially with the second target. She rolls 6d6, and receives a total of 25 damage. The first target takes the full 25 damage, while the second target takes 12 damage, which is half of 25, rounded down. Damara deducts 2 from her ceridium total as the cost of the spell.

Entromancy: A Cyberpunk Fantasy RPG

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