

APEX



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APEX

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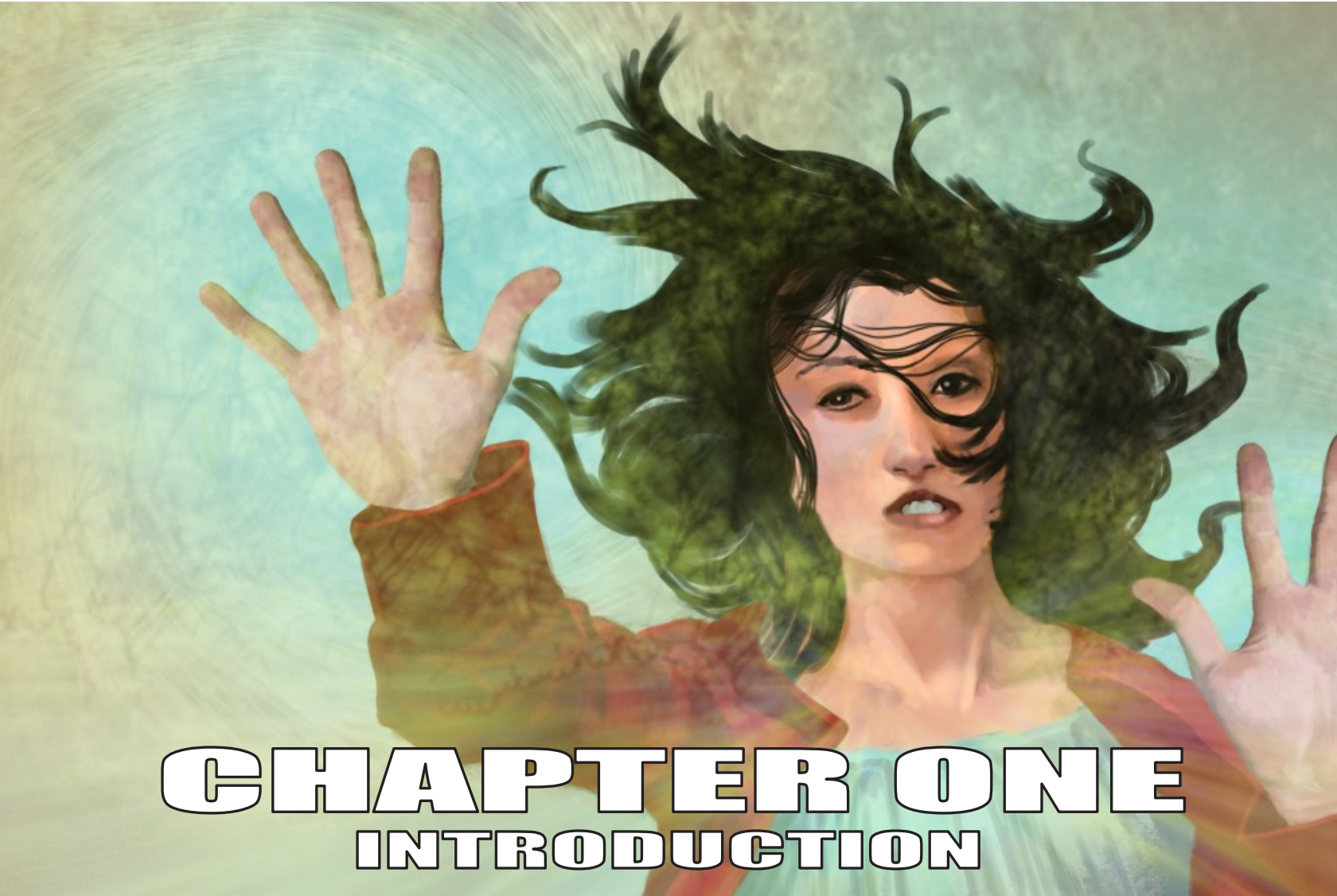
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CHAPTER ONE

INTRODUCTION

TO THE GROUND...

In the real world, the path of hero or villain is ultimately unrewarding... and its choice irrelevant.

It's often been suggested that the most powerful force in the universe is willpower—that inner strength residing in all living things which, if unrestricted, could alter the surrounding world. Normally, such power is based purely within the philosophical realm, with effects measured in economics, only relating to the physical world when passed through the hands of those possessing the machines necessary to build or destroy.

This is the cosmic balance, that which keeps everything in check. The human spirit is unbounded by dreams but must abide by the physical laws of nature. If this balance is broken, not only would people be able to accomplish feats impossible to science, but the entire universe could fall into chaos along with it.

History once spoke of individuals able to accomplish such miracles, eventually eradicated or bred out by a population too frightened of what they didn't understand. As science filled in the void left by absent gods, these gifted individuals decreased until they became all but extinct. But they never completely vanished.

Each generation, such a rare being appears with abili-

ties subtle to extreme. However, despite their desire to reveal themselves, forces continually prevent them from doing so.

Is society still not ready to accept them? Unfortunately, men of science know of these individuals and their unfortunate side effects. As one gifted (or cursed) emerges and their abilities blossom, they generate fields where the laws of the material universe break down. Even if these individuals go into hiding, or refrain from using their abilities, it doesn't prevent their influence upon the world. Despite the appeal to utilize these beings for military or even benevolent applications, the possible ramifications prove too great. The public isn't aware of these individuals, and it falls to several unconnected government agencies and fanatics to ensure the world keeps functioning under its natural laws.

Many of these outcasts remain in hiding, off the radar, ever vigilant against hunters both terrestrial and not. To many of those who know them, they're of an inferior class, referred to as migrants, pilgrims, or even skids. To others, including themselves, they are considered an improvement on the design of man, an upper echelon.

The apex.



CONTENT

Apex is a module for Dias Ex Machina's *Ultramodern5*, and requires that book in addition to the 5th Edition core rules. UM5 is a generic modern/future ruleset designed to adapt Fifth Edition rules to scenarios outside of the standard fantasy world. *Apex* comes with a basic setting for playing people who gain unnatural powers, but if you wish, you can easily adapt these rules to any homebrew setting.

By default, *Apex* is set in the modern day and utilizes only TL 0 gear. *Apex* also employs ladders. Introduced in *Ultramodern5*, ladders are chosen at character creation and affect how you play your character.

Ladders are the primary way characters acquire apex talents, which define their supernatural abilities. Apex talents are divided into a number of related themes, based on common superpowers as seen in popular media. Talents can also be gained through certain new archetypes, or for the dedicated superhero, a new character class, the chrysalis.

However, *Apex* approaches things a little different. Characters acquire apex talents which can be used to acquire talents or enhance existing talents. You acquire apex talents with your ladder, archetypes, or for the dedicated superhero, the chrysalis class.

AMETHYST

Readers will recognize similar themes between *Apex* and *Amethyst*, DEM's fantasy setting. While *Apex* is not a prequel to *Amethyst*, they do address similar themes and are compatible with each other.

If you wish to use the rules from *Apex* in a canon *Amethyst* game, the character's abilities are considered innate supernatural abilities, adhering to the setting's standard rules and limitations on such powers.

COMPATIBILITY

Despite these radical departures in character creation and growth, the fundamentals of the 5th Edition system are unchanged. Experience, level progression, feats, and ability increases are unaffected.

It is not only feasible but encouraged to use elements from any 5th Edition compatible book with *Ultramodern5* and *Apex*, including monsters, feats, races, and classes.

Apex, like *Ultramodern5*, utilizes the 5th edition (5E) of the first fantasy roleplaying game, the defining RPG of the last, current, and most likely next generation. The core books of that edition are required. This book was crafted utilizing those core 5E books and no others, as to not make the required list longer than needed.

This book creates original material within the same rules structure while also attempting to honor the original game's philosophy.

It is also possible to use these rules with Fifth Edition games that do not use the *Ultramodern5* framework, but we can't guarantee that doing so will result in equitable party balance. In these circumstances, we recommend not using the Lifepath system, and either integrating the ladder system for all players (allowing them to pick up apex talents regardless of their class) or limiting access to apex talents strictly to the chrysalis class.

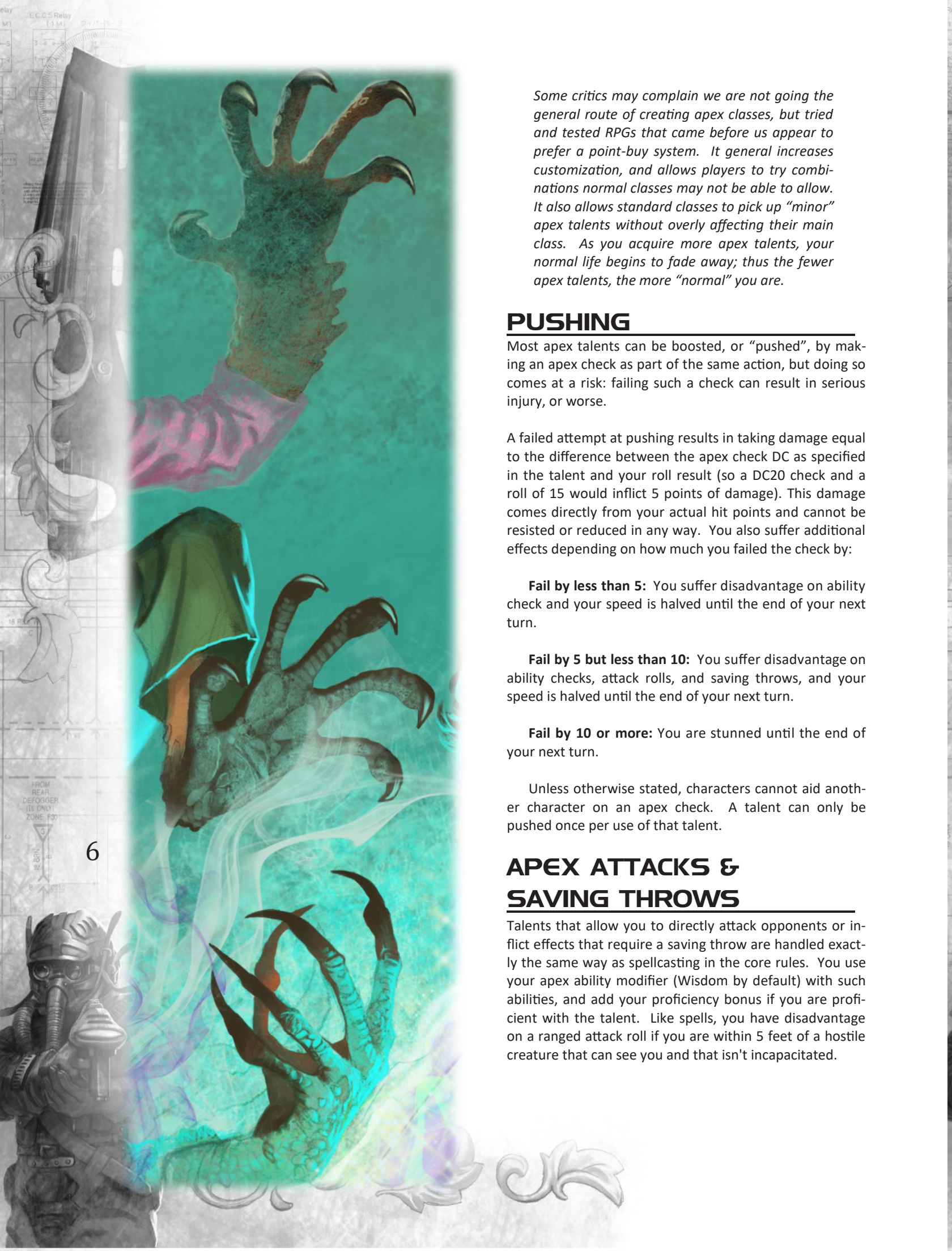
NEW RULES SUMMARY

APEX CHECK

Those who master their apex abilities are able to extend them beyond their normal limits, and even employ them in circumstances that others would not. An apex check is a Wisdom ability check (unless your ladder specifies a different ability). By default, all characters who gain their apex talents from ladders or the chrysalis class add their proficiency bonus to this check. If you gain your abilities from another source (such as a background), you can gain proficiency in apex checks for specific talents the same way you would pick up a skill or tool proficiency. Certain options may also allow an apex check to be used in place of certain skills. However, the most common use of an apex check is when pushing (see below).

APEX TALENTS

There are multiple ways to acquire apex talents, but the primary method is through your choice of an apex ladder. When you gain an apex talent, you choose from a number of thematically related abilities, as detailed in Chapter Four. How you spend your talent picks are up to you; you can choose to develop talents you already have, or pick up new ones. This allows for greater customization than having specific classes or archetypes dedicated to each talent would allow, permits and encourages players to experiment with unusual combinations, and allows standard classes to pick up minor apex talents without affecting their primary class progression. In the default setting, as you acquire more apex talents, your 'normal' life begins to fade away; thus, the fewer apex talents you possess, the less of a disruptive effect you have on mundane reality.



Some critics may complain we are not going the general route of creating apex classes, but tried and tested RPGs that came before us appear to prefer a point-buy system. It general increases customization, and allows players to try combinations normal classes may not be able to allow. It also allows standard classes to pick up “minor” apex talents without overly affecting their main class. As you acquire more apex talents, your normal life begins to fade away; thus the fewer apex talents, the more “normal” you are.

PUSHING

Most apex talents can be boosted, or “pushed”, by making an apex check as part of the same action, but doing so comes at a risk: failing such a check can result in serious injury, or worse.

A failed attempt at pushing results in taking damage equal to the difference between the apex check DC as specified in the talent and your roll result (so a DC20 check and a roll of 15 would inflict 5 points of damage). This damage comes directly from your actual hit points and cannot be resisted or reduced in any way. You also suffer additional effects depending on how much you failed the check by:

Fail by less than 5: You suffer disadvantage on ability check and your speed is halved until the end of your next turn.

Fail by 5 but less than 10: You suffer disadvantage on ability checks, attack rolls, and saving throws, and your speed is halved until the end of your next turn.

Fail by 10 or more: You are stunned until the end of your next turn.

Unless otherwise stated, characters cannot aid another character on an apex check. A talent can only be pushed once per use of that talent.

APEX ATTACKS & SAVING THROWS

Talents that allow you to directly attack opponents or inflict effects that require a saving throw are handled exactly the same way as spellcasting in the core rules. You use your apex ability modifier (Wisdom by default) with such abilities, and add your proficiency bonus if you are proficient with the talent. Like spells, you have disadvantage on a ranged attack roll if you are within 5 feet of a hostile creature that can see you and that isn't incapacitated.

Apex save DC = 8 + your proficiency bonus + your apex ability modifier

Apex attack modifier = your proficiency bonus + your apex ability modifier"

TALENTS & TIERS

In this book, a "talent" refers to a specific manifestation of an apex superpower. Talents are grouped together into eleven themes, each associated with one of the apex ladders: when a character option gives you an apex talent, most of the time it will indicate which theme that talent must come from. Most talents have multiple tiers. When you first select a talent, you start at the first tier. Thereafter, whenever a character option indicates that you gain an apex talent, you can either choose a new talent within the indicated theme (at tier 1) or improve a talent you already have in that theme to the next tier. If the option does not specify a particular theme, you can choose any talent you want."

We were going to call them powers—I wanted to call them powers—but you know, a certain edition of a certain game used the term, and I know people would start associating them, and I didn't want to have to justify that, sooo, let's just stick with talents and move on.

BEING AN APEX

Apex is the preferred name for anyone exhibiting these kinds of supernatural abilities. There is no official title as the organizations tasked with their capture, control, and/or eradication are independent, with often vastly different agendas. These abilities can manifest themselves in anyone, but usually only with people possessing a desperate need to change their life, often in an immediate, if not split-second manner. Most often, nothing comes of it, and life continues as normal (if it continues at all). But once in a while, the universe blinks, and something which shouldn't occur, does. When the universe *shifts* under the will of a powerful mind, that mind becomes permanently detached from the normal laws of nature. They gain an apex ability and will forever be classed as an apex by those seeking them out. Most often, there is no mutation, no test to confirm. The only common peculiarity of these events is that in nearly every case, the emergent apex is either alone or left alone as a result of their first manifestation.





CHAPTER TWO

CREATION

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To create an *Apex* character, follow the same process as you would for a normal *Ultramodern5* character, but instead of the core *U5* options for background, life events, and ladders, you can choose from the options that follow in this and subsequent chapters. All these options are cross-compatible with other *U5* options, so feel free to mix and match. When building a character for a game that does not use the ladder or lifepath rules from *U5*, you can still gain apex talents through backgrounds, and through the chrysalis character class (see Chapter Three).

BALANCE OR LACK THEREOF

Apex makes no attempt whatsoever to adhere to principles of game balance. Superheroes in popular media are usually not created equal, and this book is no exception. A common theme in superhero fiction is for characters with vastly differing abilities and power levels to approach a given obstacle and overcome it in completely different (often totally opposite) ways. A particular superpower may be game-breakingly useful in a particular situation and completely useless in another: other times, a player may come up with an unusual way to use their power in a way that was obviously not intended and end up sidestepping an entire encounter.

This is neither bad design nor a bug. The conceit of apex talents is that they change the playing field in unpredictable ways, and the best way of depicting that in mechanical terms is to subvert the standard of many fantasy games in making every character roughly equal in power. GMs are encouraged not to tailor scenarios exclusively with their players' talents in mind, and players are encouraged to find ways to be useful even if the situation does not directly relate to their abilities. That said, the game still needs to be fun for everyone, so don't let the prospects of unlimited power go to your heads: always bear in mind that this is a team-based hobby.

If a lack of balance is causing player friction at the table, we recommend boosting the underperforming characters with 1-2 extra proficiencies (or in extreme cases, an extra feat) rather than attempting to reduce the overperforming ones, in order not to seem to be punishing effective use of the character's abilities.

RACE

All characters are assumed to be human (unless the GM permits otherwise), and using the variant human rules presented in *Ultramodern5* (including genetic diversity, genetic benefit, and shortcomings)."



Apex characters can still gain genetic benefits as normal, but may forego the benefit to gain one additional apex talent instead.

SACRIFICE

Instead of selecting a shortcoming and gaining one additional apex talent, a player can elect a more severe sacrifice.

Select one of the following physical or mental handicaps in exchange for the listed benefit. The benefits do not equal the sacrifice so said character must really want it. If, through the events of the game, the character overcomes their weakness, they lose the additional benefit: if this causes them to no longer meet the prerequisites of a talent, they lose access to that talent until the prerequisites are restored by other means.

Blind

Glasses are useless; you are totally blind.

Benefit: You gain three apex talents.

Deaf

You're deaf, without the capacity of hearing via implants.

Benefit: You gain two apex talents.

Deformity

It's not about being ugly; someone may find your appearance desirable... in a... sideshow carnival sort of way. You have a visible deformity which makes hiding from authorities and bigots difficult. You must make skill checks and possibly have appropriate clothing to conceal your deformity. You have disadvantage with all checks involving Charisma and you cannot apply your proficiency bonus to any Charisma skills. If you still attempt any type of Charisma check, any natural roll higher than a 15 is reduced to 15.

Benefit: You gain two apex talents.

Elderly

You're old; elevator music sounds good and you lean forward in cars going uphill. You suffer a -4 penalty to all physical stats (Str, Dex, Con).

Benefit: You gain a +2 bonus to all mental stats (Int, Wis, Cha) and you gain two apex talents.

Foil

You have a natural antithesis, a common-to-rare element or force which renders your abilities inoperative. It can even inflict harm. It could be something as infrequently encountered as a specific rare earth metal or as common as water or sunlight. When near or in contact with your foil, you lose access to all apex talents and you have disadvantage with apex checks. Additionally, you can also suffer 2d4 damage at the beginning of every turn you remain in contact with your foil.

Benefit: Uncommon foils grant you one apex talent; common ones grant two; damaging ones grant an additional one.

Fragile

You're a wimp, to put it bluntly. You have half hit points at 1st level and half hit points gained every additional level. All your melee attacks inflict half damage.

Benefit: Gain two apex talents.

Metabolic Disease

You suffer from one of many non-communicable physical diseases, such as diabetes or hemochromatosis. You may look an act normal, but you better not get sneezed on. You have disadvantage on ability checks with Strength, Dexterity, or Constitution (pick two).

Benefit: You gain two apex talents.

Mute

You are unable to speak... to the satisfaction of all other characters. While you are able to get by with basic sign language among your allies, trying to get anyone else to understand you is difficult (unless you and the other party have selected a compatible signing form as a regular language).

Benefit: You gain two apex talents.

Object

Your talents may not be your own. They either channel through an artifact of some kind, which is itself can be ordinary, or the artifact itself is the source of your power. It may require attunement (and thus not be immediately usable in the hands of another), or you're only the most recent lucky (or cursed) recipient. Regardless, without the object in your possession, you have no access to your talents.

Benefit: You gain one apex talent, two if your powers can be harnessed by someone stealing your object.

Paraplegic

You are paralyzed from the waist down. You require a chair to move, with a speed of 10 feet (anyone pushing you in the chair can move it at their normal speed, but only if they use both hands). Without a chair, your speed is 0: you must make a DC 10 Strength check to move 5 feet. You also have disadvantage on Dexterity ability checks and cannot add your Dexterity bonus to AC.

Benefit: You gain three apex talents, four if you want to lose the function of your arms as well (reducing your Str and Dex scores to 3 and making you unable to move at all under your own power).

Power Limitation

Your apex talents have a condition which limits their use. If you are kinetic, perhaps you can only affect metal. If you are a string, perhaps you cannot hijack people's minds. If you are a siphon, perhaps you can only heal or



only hurt, not both. Or possibly you can only activate your talents when a particular person is holding your hand, or after eating certain foods. These conditions and their rewards cannot be fully explored in detail, and so must be left to GM discretion.

Benefit: You can gain one to two apex talents, depending on the severity of the limitation.

Simple Deficiency

Suffer a permanent -6 penalty to one ability score (after scores are assigned: min 3).

Benefit: You gain two apex talents.

Surge

The character's apex abilities are locked behind some sort of trigger, whether emotional, physical, or environmental. Said trigger could come in the form of an emotional outburst, a drug injection, or specific environment. As an action or reaction (depending on the trigger), the player surges, gaining access to all apex talents at once. The triggered talents remain in effect for two rounds at first level +1 round every additional two character levels, terminating at the end of the player's last turn.

Benefit: The character gains one additional apex talent at first level, a 2nd at 7th level, a 3rd at 14th level, and a 4th at 20th level. After using the apex surge, it cannot be used again until the character finishes a long rest.

Unintelligent

You don't suffer from a mental disorder which cripples a potent intelligence; you is just plain dumb. Your starting Intelligence must be at least 10, and is then reduced to 6 and cannot be increased above 8. You suffer a -4 penalty to both Wisdom and Charisma (minimum 6).

Benefit: You gain two apex talents and a +2 bonus to one physical attribute (Str, Dex, or Con).

LIFEPATH

An apex character can choose from the following options in addition to those presented in *Ultramodern5*.

APEX BACKGROUNDS

These backgrounds are suitable for a character whose apex abilities emerged early in life and proved so significant that they overwhelmed any other formative influences such as school or career. Apex backgrounds can complement apex ladders, but are not required in order to choose an apex ladder or class. For a more 'street level heroes' approach, you can even choose an apex background with a normal ladder, thereby limiting your power level (as you will not have access to higher tiers or be able to use your proficiency bonus with your chosen talent).

CLAIRVOYANT

One night, you had a dream. Images flashed through your head that you couldn't explain. You didn't tell your family about it; then on the news, you saw the nightmare confirmed. Even then, you might have disregarded it as coincidence. Then it occurred again, and then again. When it finally struck you while you were awake, you knew something was wrong.

Benefit: You gain one specter apex talent.

Languages: One of your choice.

Equipment: \$15 on hand.

CLICHÉD HERO

Wait, can I make fire? Yes you can. Or perhaps cold. You admitted it was awesome and considered making a costume. Then you came to your senses. One YouTube video would be a death sentence.

Benefit: You gain one shaper apex talent.

Languages: One of your choice.

Equipment: \$15 on hand.

HEALER

From that day, as a child, when you mended that bird with a broken wing, you knew you possessed a gift. Whether or not you wanted to use that gift depended on your upbringing. Whether you became a doctor or a drifter, it's an ability you simply can't escape from. People who know of you seek you out, making your ability the most dangerous to use openly.

Benefit: You gain one siphon apex talent.
Languages: One of your choice.
Equipment: \$15 on hand.

MEGA

You excel in one field, whether it be physical or mental. Everything comes naturally you. If it's in the mind, be it math, language, really hard math, anything is possible. If physical, you could always hit that ball, run faster or longer, and lift more than anyone else. They assumed you spent your life dedicated to this path, but in truth, it was something that came to you easily. They accused you of cheating or drug use, but you won every appeal, and the medals and trophies you earned remain on your mantel.

Benefit: You gain one apex talent.
Tool Proficiencies: One of your choice.
Languages: One of your choice.
Equipment: \$15 on hand.

MUTANT

There's a distinct probability you couldn't hide your "gift". It didn't appear that way at the beginning. Perhaps surgeons tried fixing you. Perhaps you ran from those mocking you into the arms of a circus. Your gift may be subtle or it may be gross, but in many ways it's a strength, and one you have learned to exploit.

Benefit: You gain one freak apex talent.
Languages: One of your choice.
Equipment: \$15 on hand.

NUKE

Everyone thought it was weird when you touched that exposed wire and didn't get hurt. They thought it was weirder when you lit a light bulb with your thumb and index finger. It stopped being a novelty act when someone you cared about was hurt. Every time you pushed your talent, the more it developed until you realized there truly was no limit of what you could do with it.

Benefit: You gain one geiger apex talent.
Languages: One of your choice.
Equipment: \$15 on hand.

SHAPESHIFTER

Everyone thought you were a good mimic. You could imitate animal calls, later upgrading to celebrities. Then there was that time when you began imitating someone and your eyes changed to their color. That was going a bit far.

Benefit: You gain one morph apex talent.
Languages: One of your choice.
Equipment: \$15 on hand.

TECHNOPATHIC

You have always had a way with machines. It was like they had a personality and could whisper to you what was

wrong. You built robots in kindergarten and particle accelerators in high school. You realized there was something odd about your talent when the machines began building themselves.

Benefit: You gain one tinker apex talent.
Tool Proficiencies: One of your choice.
Languages: One of your choice.
Equipment: \$15 on hand.

TELEKINETIC

You were never that stupid kid that stared at a penny until his nose began to bleed. At first, you didn't even notice. You were surfing the net and reached for something out of reach and it just slid into your hand. Then there was that time when you dropped something fragile and stopped it mid-air before it could break. You then let it fall... too scared to understand the implications. But you couldn't help but do it again.

Benefit: You gain one kinetic apex talent.
Languages: One of your choice.
Equipment: \$15 on hand.

TELEPATH

It started with just good instincts. You could feel someone's pain, when they were happy, even when they were lying. After a time, the voices started. Then one day, you realized those voices weren't yours.

Benefit: You gain one string apex talent.
Languages: One of your choice.
Equipment: \$15 on hand.

TELEPORTER

The instant before certain death, you blinked and found yourself somewhere else. It could have been just five feet to the left or an hour into the future, instilling doubt it was all in your head. But it wasn't, and eventually you realized your life was unbounded by any of the wall thrown up by any agency or government.

Benefit: You gain one flux apex talent.
Languages: One of your choice.
Equipment: \$15 on hand.

LIFE EVENTS

Apex characters should use the following tables in place of their regular equivalents in Ultramodern5's lifepath section.



C2—TRAGEDY

Roll 1d20

- 1-2 Injury:** You suffer a crippling wound. This could be from (1-10) an accident, or (11-20) in a battle. Roll 1d20 to determine the extent of the injury.
- 1-10:** Most of the damage is internal or psychological; most people don't notice.
- 11-12:** You have scars or burns across your body, but most can be covered by clothes. *If a critical hit is scored on you, you're stunned until the end of your next turn.*
- 13-14:** You suffered facial scars or burns. You have disadvantage with Charisma (Persuasion) checks.
- 15-16:** You developed hearing problems. You have disadvantage with any ability check that requires hearing. *If you also have the Bad Hearing shortcoming, you are completely deaf instead.*
- 17:** You developed a limp. It's noticeable and may require a cane. *Your speed is reduced by 5 feet.*
- 18:** You lost a hand. Unless cybernetics have advanced far enough, your functionality is severely reduced. *You lose the function of one hand.*
- 19:** An internal injury never fully healed. It's not visible, but it affects you. *Your hit points are reduced by 2 at 1st level, and you gain 1 hit point less every additional level gained.*
- 20:** You lost an eye, replaced with a false eye or patch. Advances in cybernetics may mitigate this penalty—otherwise, *you cannot score a critical hit.*

- 3-4 Addiction:** You developed a substance addiction. You can try to kick the habit in game (you may kick it later in life habits), but it shouldn't be easy. *If separated from your fix for more than a day, you are poisoned until your addiction is satisfied. You also can't use any apex talents.* Roll 1d20.

- 1-6:** Caffeine
7-11: Alcohol
12-14: Cannabis
15-16: Tobacco
17-18: Prescription drugs
19: Amphetamines
20: Opioids

- 5-6 Psychological Trauma:** You suffered an ordeal which left permanent emotional scars or even a behavioral addiction. Roll 1d20 to determine the trauma.
- 1-10:** You wake up every morning suddenly. You are slightly moody. You sweat on occasion in stressful situations. These are minor manifestations that don't affect you greatly, but friends notice.

11-12: You're an alcoholic. *If separated from alcohol for more than a day, you are poisoned until your addiction is satisfied. You also can't use your apex talents.*

13-14: You developed a stutter, and have issues with public speaking. *You have disadvantage with both Charisma (Persuasion) and Charisma (Intimidation) checks.*

15-16: You suffer from nightmares. Even if no one notices, it affects you. *After you wake from unconscious, you have disadvantage to ability checks and attack rolls for five minutes. While suffering a nightmare, there is a 50% chance your apex talents manifest.*

17-18: You suffer from migraines. You have disadvantage with Intelligence ability checks.

19-20: You love gambling, but this is not necessarily limited to games; you may place yourself at risk in order to achieve the same stimulus.

7-8 Lover, friend, or relative killed: Which one dies can be up to you or the GM, but it should be a lover or friend established through life events or a relative from your immediate family.
(Go to A3-Casualty, unless your apex talent accidentally killed them)

9-10 Pursued by Criminals or Hidden Society: You have crossed some very dangerous people and are now being hunted. Alternatively, your apex talents might have been discovered, and may be either required by some very dangerous people, or despised by some very dangerous people. This may continue to the present, or be resolved in the same event or a later event. Roll 1d20 to determine who hunts you.

1-6: You crossed a small gang, forcing you to avoid certain areas.

7-11: A small organization put a mark on you.

12-15: You crossed a prominent crime family or small secret order.

16-18: You ticked off a major syndicate with connections across the land.

19-20: Turns out, you cut the finger of a massive unlawful body with shell corporations and influence over governments.

11-12 Illness: You either contract a major illness or a hereditary disease rears its ugly head. You spend a time suffering from it. Pick a specific condition. Roll 1d20 to determine the affliction. Your affliction may be related to your emerging apex talents.

1-10: Stage 0—You contract an infectious disease and for a while the prognosis looked grim. Thankfully, you pulled through with only minor aftereffects.

11-14: Stage 1—You cannot fully recover from your condition and must manage it with medication. If properly dosed, no one notices your situation. *If you are denied your pill, injection, or treatment, you do not recover any Hit Dice after a long rest and cannot use any apex talents.*

15-17: Stage 2—Despite regular medication, everyone that knows you is aware you'll never be 100%. *You suffer from the Level 1 impairment, and you also have disadvantage with Constitution ability checks.*

18-19: Stage 3—Your condition is apparent to most everyone. Friends worry; strangers often keep their distance. *You suffer from the Level 1 and Level 2 impairments, and at the start of every morning, you suffer hit point loss equal to 10% of your total hit points. This can be healed through any available means.*

20: Stage 4—It's honestly a miracle you're still alive. There's no doubt that your lifespan has been reduced from an affliction that you suffer from daily. *You suffer from the Level 1, Level 2, and Level 3 impairments, and your hit points are reduced by 2 at 1st level, and you gain 1 hit point less every additional level gained.*

13-14 Pursued by the Law: From tax evasion to premeditated murder, an arrest was issued with your face and name. You and/or the GM can decide if the accusation was legitimate or not. Perhaps you were framed. Depending on the setting, it could be apex related. That aspect is up to choice (and should be assumed for the major crimes). The severity of the crime and the lengths people will go to your capture is not. Roll 1d20 to determine who pursues you.

1-6: You honestly don't know the big deal, but obviously someone does. Outside of a few police officer that know you, most others won't even bother chasing you.

7-11: It's a relatively minor offense (petty theft, drug use) in a small town, though still warranting jail time.

12-15: It's a major crime (grand theft, drug dealing), though you are relatively safe if you avoid the big cities.

16-18: The state or local militia have posted rewards for information leading to your capture. This sort of crime (individual murder, organized crime, serial robbery, sex crimes) is considered severe.

19-20: A national police force is dedicated to your capture. Information regarding you has spread to every corner of the globe. This crime is nothing less than terrorism, spree killings, or serial murder.

15-16 Debt: What you owe can be financial or personal. It could be to a government or to one person. Roll 1d20 to determine to what extent you owe.

1-6: Someone, somewhere, did you favor, something you needed at the time. This is not entirely financial, but they can call on you anytime for help.

7-11: You were saddled with incredible amounts of debt, which thankfully you have resolved in your later life. However, the stigma of that liability lingers, preventing you from taking chances financially or even getting approval for credit.

12-16: Your debt derives from some very bad decisions, decisions that you are still paying for. Your debt is \$1d6x100. When paid by a later event or in game, your debt is fulfilled.

17-18: There is not legal recourse; this is bad. You owe some powerful people a lot of money. You better appease them or make installments; otherwise you might find a price on your head. Your debt is \$1d6x1,000. When paid by a later event or in game, your debt is fulfilled.

19-20: In cash or blood, you must repay this obligation. In lieu of a very dangerous mission, your debt is massive. Your debt is \$1d6x10,000. When paid by a later event or in game, your debt is fulfilled.

17-18 Imprisonment: You've either been kidnapped or sent to prison. It is also very likely your apex talents were discovered and an organization wishing to control you managed to finally catch up. Whether or not you get out at the end is up to you or the GM. Roll 1d20 to determine the number of months served. If apex related, you never get out, and must roll a later life event as an appropriate windfall, or even by the tragedies "pursued by the law" or "pursued by criminals or hidden society." If so, you can either be released under monitoring, or most likely escape, resulting in a hunt. There is also the possibility this imprisonment was imposed because of your apex potential, and it was here where your talents emerged. Either that, or something occurred there that made you more powerful. There is a 50% chance you gain 1 apex talent—though only one can be achieved this way.

19-20 Failure: Your career has faltered. Something you have been working on for a very long time has failed miserably. You may need to reconsider your goals, perhaps even your direction in life. Roll 1d20 to determine how bad you screwed up.

- 1-7:** The failure cost you financially. You lose \$3d6x10 from starting money.
- 8-12:** You lose your current status at your employment. If you had a rank, you are demoted. If it was a corporate job, you were banished to a lower floor.
- 13-17:** You were fired outright or placed on leave. If in the military, you are busted down to private.
- 18-20:** You lose everything, your position, your rank, and any hope of following that career again. What did you do? It might have been unethical. Was it warranted, or were you framed?

C3—WINDFALL

Roll 1d20

- 1-2** **Earned Favor:** Someone appreciates your actions. You might have saved a life or offered critical advice at the right time. A debt is owed that you can call on. How you can call on this favor and how often you can be determined below. A favor can supply equipment, transportation, access, money, or even military support. Roll 1d20 for frequency and influence.

Frequency

- 1-7:** The debtor is limited to what she can accomplish by herself.
- 8-13:** You can call of them for a single favor a level, or one big favor that will resolve the obligation.
- 14-18:** You can call on them, big or small, but you are limited to six favors total.
- 19-20:** You can call on them, big or small, but are limited to two favors per level.

Influence

- 1-6:** The debt is owed by a single person who can or will only supply oneself.
- 7-11:** The debtor can bring in a small group, like a gang, retinue, or a few employees.
- 12-15:** The debtor will bring in dozens of people if necessary, calling on the right people for the right job.
- 16-18:** The debtor has power and influence across hundreds, and can call on favors as well.
- 19-20:** The debtor will move heaven and earth to appease you and may be able to do so. You want an army?

Identity

- 1-5:** A relative nobody but who obviously has connections you don't know about.
- 6-9:** The military or police commander.
- 10-12:** A lord, small-town mayor, or the president of small company.
- 13-15:** The patriarch or matriarch of a major crime family.

- 16-17:** The president of a corporation. In medieval times, a duke or baron.
- 18-19:** Royalty or the president of a multinational corporation.
- 20:** This person runs a country.

3-4

Informant: Differentiated from favor, this is a connection that supplies information or their skill when called upon. This is probably someone you helped or a friend in a position of access. An informant has one dominant skill, rolled with a +8 bonus—this check has advantage. You can call on an informant once a week. The informant will never put oneself at risk and won't have access to anything outside of what's around.

Roll 1d20 for identity and skill.

- 1-2:** Professor. Intelligence (History)
- 3-4:** Scientist. Intelligence (Nature/Sciences)
- 5-6:** Doctor. Wisdom (Medicine)
- 7-8:** Hacker. Intelligence (Computer Use)
- 9-10:** Engineer. Intelligence (Engineering)
- 11-12:** Priest. Intelligence (Religion)
- 13-14:** Entertainer. Charisma (Performance)
- 15-16:** Charlatan. Charisma (Deception)
- 17-18:** Private Investigator. Intelligence (Investigation)
- 19-20:** Survivalist. Wisdom (Survival)

5-6

Wealth: What a stroke of luck, you've come into some money. Don't spend it all at once. Roll 1d20 for amount.

- 1-7:** It wasn't much, a tax refund probably. You gain \$3d6x10.
- 8-13:** You received a bonus, a commission, or a bank error in your favor. You gain \$6d6x10.
- 14-18:** You've had a good night gambling, or finished a long-term project. Maybe you won a contest. You gain \$1d4x1000.
- 19-20:** This is nothing short of a lottery win, inheritance, or a bank heist. However, the money is put aside for a rainy day. You gain the following bonuses when achieving the listed level: 1st level - \$500; 5th level - 2,500; 10th level - \$10,000; 15th level - \$55,000.

7-8

Apex / Combat Training: You find a martial-arts / weapons teacher or stumble across someone willing to train your apex talents. Each time you gain this windfall, you learn an additional tier. Select Combat or Apex tiers.

Combat Tier 1: You gain 1d4 weapon proficiencies.

Combat Tier 1: You gain 1d4 weapon proficiencies.

Combat Tier 2: You gain a +2 bonus to initiative.

Combat Tier 3: Your speed increases by +5 feet.

Combat Tier 4: You gain 1 feat.

Apex Tier 1: When pushing apex, if you fail your check, you reduce your final role by 3 when calculating consequence.

Apex Tier 2: You gain 1 apex talent.

Apex Tier 3: When pushing apex, if you fail your check, you reduce your final role by 3 (6 total) when calculating consequence.

Apex Tier 4: You gain 1 apex talent.

9-10

Education Grant: People believe you're smart and throw money your way in order to develop your skills further. Each time you gain an education grant, you gain proficiency in one skill or tool of your choice as well as one additional language.

11-12

Recognition: You have been bestowed a well-deserved award, perhaps a gilded trophy. Maybe a medal. This doesn't assume a contest. If in the military, you receive medals; you don't win them. If in academia, you receive acknowledgement for a peer-reviewed paper which has advanced your field. *You have advantage on Charisma (Persuasion) checks with other people in the same field that know of your achievements.*

13-14

Apex Emergence: One of two possibilities occur. Firstly, your talents manifested early, and what occurred was an unexpected surge in power, probably dramatic, perhaps coinciding with the revelation to others that you are special. Secondly, your talents hadn't emerged at all, and suddenly express themselves in an extraordinary fashion. This type of emergence is generally non-destructive, or if it is, has minor collateral effects. *You gain 1 apex talent. Only 1 apex talent can be acquired this way.*

15-16

Reputation / Rank: If in the military, you achieve a promotion. If on contract, you are able to raise your prices based on reputation alone. You are given more authority, influence over underlings or employees. This may have reaching aftereffects in the game. *You have advantage on Charisma (Intimidation) checks with other people under your command or influence.*

17-18

Recovery: You recover from one effect from the Tragedy table you are suffering from (chosen by you or the GM).

19-20

Personal Treasure: You discovered, were bequeathed, or were given something of value: something you treasure more than most other things and would never sell even if you were starving to death (not that you would get anything, as selling it would only net you 1/10 its original value). Select one item worth \$5,000 or less as your item.





CHAPTER THREE

GROWTH

LADDERS

Introduced in *Ultramodern5*, a ladder grants minimal features at character creation but develops at subsequent levels. Ladders grant access to special abilities, feats, enhancement bonuses, resources, and alternate power choices at the listed levels.

16

At 1st level, you can select a ladder. You gain the ladder's 1st-level feature, and can choose to gain its additional features instead of choosing an ability score increase or a feat at 4th, 8th, 12th, 16th, and 19th levels. In essence, ladders are a collection of similarly themed feats with an additional benefit when selected at 1st level.

You do not have to select the ladder's additional features at their listed levels if you would rather gain the normal ability score increase or a different feat. However, all ladder features must be taken in order: you can't skip a feature if you want a later one, and not choosing all the features prevents you from being able to achieve the apex of the ladder. Most ladder features include an ability score increase, so there is little incentive not to take them.

Unlike classes, which fill specific roles, ladders are

based on what you are and how you live your life. These include various mental and physical disciplines as well as natural talents. Although some classes and ladders obviously complement each other, any ladder can be combined with any class. Each ladder also includes a number of **ladder gains**, which are additional benefits meant to compensate for the lack of magic items in standard *Ultramodern5*. If your game includes magical items, alien artifacts, or the like, disregard these gains.

FLUX

Key Abilities: Intelligence, Wisdom

When you look reality in the eye, it blinks. If there is a God or celestial will which shaped the universe, it did not intend you to be a part of it. You break the cosmos's most cherished laws... at least that's what some people think. Regardless of your views on creation or the lack thereof, you're simply a human who believes that the universe should play fair. Everything works because the universe is built upon a foundation of infallible rules involving physics, biology, and chemistry. After mankind realized the world was made up of more than just four elements, these laws were discovered. Then we looked closer and found these same rules disregarded, replaced with new ones to govern the very small. The universe cheats; it sets rules and then goes about breaking them. You simply ignore that limitation which demands you



conform to the laws of space-time. You can move from location to location without making the transition. You can create rips in the universe, slow down time, or even travel to a future or past event. The risk lies in ensuring you don't end up somewhere where you're not supposed to.

LADDER FEATURES

As a flux, you gain all the following ladder features at character generation.

TALENTED FLUX

You gain one flux apex talent.

SLOW-MO

Beginning when you choose this ladder at 1st level, you can use Wisdom or Intelligence in place of Dexterity for attack and damage rolls with ranged attacks. Select Intelligence or Wisdom as your primary apex ability.

PERSONAL COSMOS

You gain proficiency with apex checks and attacks.

LADDER FEATS

CLOCKSMITH

At 4th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary flux ability, which has a maximum value of 22.

Additionally, you also gain one flux apex talent.

TICK

At 8th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary flux ability, which has a maximum value of 22.

Additionally, you also gain one flux apex talent.

TOCK

At 12th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary flux ability, which has a maximum value of 22.

Additionally, you also gain one flux apex talent.

RELATIVE TIME SLIP

At 16th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary flux ability, which has a maximum value of 22.



Additionally, you also gain one flux apex talent.

TEMPORAL LORD

At 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary flux ability, which has a maximum value of 22.

Additionally, you also gain one flux apex talent.

LADDER GAINS

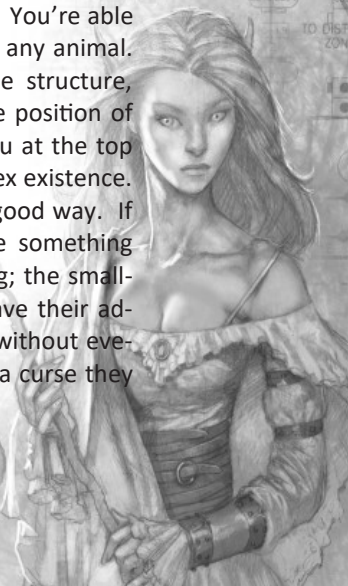
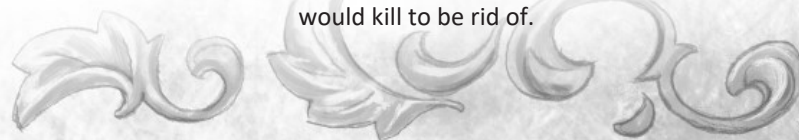
You gain one additional flux apex talent at 5th, 11th, and 17th level.

FREAK

Key Abilities: Dexterity / Strength

You're an abomination, something that probably should have been stifled at birth. Granted, some of your abilities are hidden, with some only emerging under stress, but others are permanent, making you resemble something suited in the back tent of a sideshow carnival. You're able to modify your body in ways not reflective of any animal. This includes the manipulation of your bone structure, your muscles, even altering your size and the position of your limbs. This has unfortunately placed you at the top of the list of the hunted by those aware of apex existence. You stand out easily in a crowd and not in a good way. If you were a morph, there would at least be something exotic about you. Alas, very little is appealing; the smallest consolidation is that these deformities have their advantages, though many freaks live their lives without every knowing or understanding it. To most it's a curse they would kill to be rid of.

17



LADDER FEATURES

As a freak, you gain all the following ladder features at character generation.

TALENTED FREAK

You gain one apex freak talent.

FLESH IS STRONG

Beginning when you choose this ladder at 1st level, you can use Strength in place of Dexterity for all attack and damage rolls with ranged weapons. You cannot use this ability with thrown explosives. Select Strength or Dexterity as your primary apex ability.

IN THE HEART

You gain proficiency with apex checks and attacks.

LADDER FEATS

DAMNED MUTANT

At 4th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary freak ability, which has a maximum value of 22.

Additionally, you also gain one freak apex talent.

WEIRDO

At 8th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary freak ability, which has a maximum value of 22.

Additionally, you also gain one freak apex talent.

GROTESQUE

At 12th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary freak ability, which has a maximum value of 22.

Additionally, you also gain one freak apex talent.

ANOMALY

At 16th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary freak ability, which has a maximum value of 22.

Additionally, you also gain one freak apex talent.

MONSTROSITY

At 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your

choice by 1. You can't increase an ability score above 20 using this feature except for your primary freak ability, which has a maximum value of 22.

Additionally, you also gain one freak apex talent.

LADDER GAINS

You gain one additional freak apex talent at 5th, 11th, and 17th level.

GEIGER

Key Abilities: Intelligence, Wisdom

As a geiger, you're not one that merely controls the abilities of apex, you are made of it. You consider yourself the embodiment of the undefined, paranormal power which others tap—unlimited human spirit and its capacity to alter the universe around it. This manifests itself as direct energy manipulation. Not only can you generate varying levels of radiation, you can also focus it into directed energy bursts, effectively turning you into a walking nuclear reactor. You could light a city if you wanted. Because your capacity to control energy has no limit, it can also expand to boosting others with apex abilities, making them more powerful. Alternately, you can also neuter nearby apexes, suppressing their powers and evening the playing field. Unlike other apexes, your abilities have made you wanted by all sides in the conflict. However, they also know you to be the most dangerous, as some consider you a walking atomic weapon.

LADDER FEATURES

As a geiger, you gain all the following ladder features at character generation.

APEX CAPACITOR

You gain the *apex capacitor* talent.

FINE TUNED

You gain proficiency with apex checks and attacks.

RADIOLOGY

Beginning when you choose this ladder at 1st level, you can also use Intelligence or Wisdom as your modifier to AC instead of Dexterity, and as your spellcasting ability (if you cast spells). Select either Intelligence or Wisdom as your primary apex ability.

LADDER FEATS

PRONOUNCED "NUCLEAR"

At 4th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary geiger ability, which has a maximum value of 22.

Additionally, you also gain one geiger apex talent.

KERMA

At 8th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary geiger ability, which has a maximum value of 22.

Additionally, you also gain one geiger apex talent.

BECQUEREL

At 12th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary geiger ability, which has a maximum value of 22.

Additionally, you also gain one geiger apex talent.

COULOMB

At 16th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary geiger ability, which has a maximum value of 22.

Additionally, you also gain one geiger apex talent.

FALLOUT

At 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary geiger ability, which has a maximum value of 22.

Additionally, you also gain one geiger apex talent.

LADDER GAINS

You gain one additional geiger apex talent at 5th, 11th, and 17th level.

KINETIC

Key Abilities: Dexterity, Wisdom

A master of telekinesis, as a kinetic, you're able to project your mind onto the physical realm. This began with parlor tricks, lifting a coin or throwing a dice in your favor. The objects got heavier, the manipulation more intricate. Eventually, the very forces you exerted on these objects became objects themselves, able to be thrown or even held, the latter known as kinetic shields. These barriers can accelerate attacks or shield you from them. Despite the laws of physics you break every day, you still claim to be its disciple, able to transfer incoming kinetic energy to your advantage. Who know, perhaps one day, you'll even learn how to fly.

LADDER FEATURES

As a kinetic, you gain all the following ladder features at character generation.

BODY CANNOT FIGHT WITHOUT THE MIND

Select either Dexterity or Wisdom as your primary apex ability.

YOU NEED TO THINK TO MOVE

You gain proficiency with apex checks and attacks.

MOVER

You gain the *mover* kinetic talent.

LADDER FEATS

ZERO PHYSICAL INTERACTION

At 4th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary kinetic ability, which has a maximum value of 22.

Additionally, you also gain one kinetic apex talent.

TORSION FIELD

At 8th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary kinetic ability, which has a maximum value of 22.

Additionally, you also gain one kinetic apex talent.

TRUE MAGICIAN

At 12th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary kinetic ability, which has a maximum value of 22.

Additionally, you also gain one kinetic apex talent.

POPULAR CULTURE ICON

At 16th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary kinetic ability, which has a maximum value of 22.

Additionally, you also gain one kinetic apex talent.

PARANORMAL CHALLENGE WINNER

At 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your

choice by 1. You can't increase an ability score above 20 using this feature except for your primary kinetic ability, which has a maximum value of 22.

Additionally, you also gain one kinetic apex talent.

LADDER GAINS

You gain one additional kinetic apex talent at 5th, 11th, and 17th level.

MORPH

Key Abilities: Dexterity, Strength, Constitution

You've always been confused when people separate humans from animals. When someone acts like an animal, how is that any different than being one? Humans are not detached from the rest of nature; they're all part of the same ecosystem, even when surrounded by forests of pipe and steel. It's all just rungs on a ladder, but humans like to believe that they're on a completely different ladder while in reality they're only a rung or two above the gibbon. Hidden in our DNA are the building blocks of a thousand different species, and for you, one of them has been brought to the surface. You are able to instantly call upon the strengths of this beast, exhibiting traits obviously inhuman; with time, you may even be able to take on this creature's full form. You're not some B-movie werewolf, cursed by the lunar cycle. This is a part of you--something you've suspected since birth and have embraced as part of your soul. Of course, that all could be cliché and what you *really* are is someone possessing a biological advantage bearing a coincidental similarity to another animal. Because when you strip out the stereotypes, there is no animal in nature which can do what you can do.

LADDER FEATURES

As a morph, you gain all the following ladder features at character generation.

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TALENT MORPH

You gain one apex morph talent.

TOO STRONG

Beginning when you choose this ladder at 1st level, you can use Strength or Dexterity for all attack and damage rolls. Select either Strength or Dexterity as your apex ability.

MORPH SPHERE

You gain proficiency with apex checks and attacks.

LADDER FEATS

ANIMAL-LIKE

At 4th level, you can increase one ability score of your

choice by 1. You can't increase an ability score above 20 using this feature except for your primary morph ability, which has a maximum value of 22.

Additionally, you also gain one morph apex talent.

THERIANTHROPE

At 8th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary morph ability, which has a maximum value of 22.

Additionally, you also gain one morph apex talent.

SHIFT

At 12th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary morph ability, which has a maximum value of 22.

Additionally, you also gain one morph apex talent.

MANIMAL

At 16th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary morph ability, which has a maximum value of 22.

Additionally, you also gain one morph apex talent.

MUNDIS

At 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary morph ability, which has a maximum value of 22.

Additionally, you also gain one morph apex talent.

LADDER GAINS

You gain one additional morph apex talent at 5th, 11th, and 17th level.

PHENOM

Key Abilities: Any

You possess a talent most people believe to be miraculous. However, these same people often discount your ability as still falling within the confines of plausibility, little did they know you either hold back (or have yet to unlock) your full potential. Your ability is the hardest to identify with there being no obvious indication of apex abilities. You don't glow; lightning doesn't fly from your hands; you can't control peoples' minds; you are simply exceptional in one given attribute, whether it be brute

force, a sense of awareness, or an unmatched charisma. Your talent is one most people believe to be miraculous, but these same people often discount your ability as still falling within the confines of plausibility. Little do they know that you either hold back, or have yet to unlock, your full potential. With little obvious sign of your super-humanity, you can easily exploit your talents for personal gain, moving you into a position of respect in sports, business, or the military. You might even embrace such a life, disregarding more noble uses of your talent. Or you might roam the night streets in a mask, beating up lowlifes that the law won't touch.

LADDER FEATURES

As a phenom, you gain all the following ladder features at character generation.

APEX

Gain one phenom talent.

IN THE MIND

You gain proficiency with apex checks.

FOCUS YOUR TALENTS

You can use your highest ability score in place of any other ability score of the same type (physical or mental) for attack and damage rolls. Your highest ability score is your primary phenom ability.

LADDER FEATS

WUNDERKIND

At 4th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary phenom ability, which has a maximum value of 24.

Additionally, you also gain one phenom apex talent.

PRODIGY

At 8th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary phenom ability, which has a maximum value of 24.

Additionally, you also gain one phenom apex talent.

WORKING MEMORY

At 12th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary phenom ability, which has a maximum value of 24.

Additionally, you also gain one phenom apex talent.

GIFTED

At 16th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary phenom ability, which has a maximum value of 24.

Additionally, you also gain one phenom apex talent.

MISUNDERSTOOD & EXCEPTIONAL

At 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary phenom ability, which has a maximum value of 24.

Additionally, you also gain one phenom apex talent.

LADDER GAINS

You gain one additional phenom apex talent at 5th, 11th, and 17th level.

SHAPER

As a shaper, you're a master of elements; at least that's what comics would like to claim. In truth, what you really do is affect thermodynamics, either towards the extremely cold or towards the extremely hot. It's all about levels of entropy and if you had enough influence you could expand your power to even prevent the heat death of the universe. You can alter these levels through a seemingly limitless internal furnace. Stars can fade and die--and do so over millions of years--as they are compelled to follow the laws of physics: laws you effortlessly ignore. When subtle, you can boil or freeze a cup of water, a party trick you've toyed with for years. From holding a flame in your hand to erecting walls of ice, you're only limited by your imagination and your nerve to see how far you can push yourself.

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LADDER FEATURES

As a shaper, you gain all the following ladder features at character generation.

IT'S ALL IN THE WRISTS

You gain proficiency with apex checks and attacks.

NECESSARY MANIPULATION

Select either Dexterity, Strength, or Wisdom as your shaper apex ability.

NOVELTY ACTS

You gain the *novelty acts* talent.



LADDER FEATS

ELEMENTAL FOCUS

At 4th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary shaper ability, which has a maximum value of 22.

Additionally, you also gain one shaper apex talent.

ELEMENT STARTER

At 8th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary shaper ability, which has a maximum value of 22.

Additionally, you also gain one shaper apex talent.

ENERKINETIC

At 12th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary shaper ability, which has a maximum value of 22.

Additionally, you also gain one shaper apex talent.

BENDER

At 16th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary shaper ability, which has a maximum value of 22.

Additionally, you also gain one shaper apex talent.

EVOCATOR

At 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary shaper ability, which has a maximum value of 22.

Additionally, you also gain one shaper apex talent.

LADDER GAINS

You gain one additional shaper apex talent at 5th, 11th, and 17th level.

SIPHON

Key Abilities: Wisdom, Constitution

It would be nice to believe those gifted to be healers would assume such a role, concealing their talent behind a PhD, but most of them are equally talented in inflicting pain. Every trauma they relieve is one they could put right back. Of course, there are those that never use their tal-

ents to cause harm. There are those that take their gift into the worst of hells to bring kindness to the needy. Many others are just greedy, bestowing their power onto only those with deep pockets. Siphons can save lives or take them, depending often on their mood. What's not widely shared is that their power is based on the exchange of energy, and when healing, siphons must give of their own. This can have long term effects, moderated by feeding on victims. By siphoning energy from those willing or not, you're able to bestow that on others or yourself. Beyond just healing injuries, it can also make certain individuals, including yourself, more powerful. No other ability carries with it such risk of corruption. It only takes that one logical conclusion that in order to save life, you must also take it—that your own gift permits you to be judge over who lives and dies. Some people have found balance between these two extremes. Where do you stand?

LADDER FEATURES

As a siphon, you gain all the following ladder features at character generation.

DHAMPYR

Beginning when you choose this ladder at 1st level, you can use Wisdom or Constitution for all attack and damage rolls. Select either Wisdom or Constitution as your apex ability.

VAMPIRIC WILL

You gain proficiency with apex checks and attacks.

SPIRITUAL CAPACITOR

You gain the *spiritual capacitor* talent.

HEALTHY BODY / HEALTHY MIND

At 4th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary siphon ability, which has a maximum value of 22.

Additionally, you also gain one siphon apex talent.

LADDER FEATS

ABSORBER

At 8th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary siphon ability, which has a maximum value of 22.

Additionally, you also gain one siphon apex talent.

STITCHER

At 12th level, you can increase one ability score of your

choice by 1. You can't increase an ability score above 20 using this feature except for your primary siphon ability, which has a maximum value of 22.

Additionally, you also gain one siphon apex talent.

PSYCHIC HEALER

At 16th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary siphon ability, which has a maximum value of 22.

Additionally, you also gain one siphon apex talent.

ODIC MASTER

At 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary siphon ability, which has a maximum value of 22.

Additionally, you also gain one siphon apex talent.

LADDER GAINS

You gain one additional siphon apex talent at 5th, 11th, and 17th level.

SPECTER

Key Abilities: Wisdom, Intelligence

As a specter, you are able to predict the future with an alarming degree of accuracy through an unconscious perception of the bellwether and domino effects. You may not understand why someone will do something, only that they will do it. What's important to understand, and which you still might not, is that these visions are not set in stone. You are not viewing the future, only one possible future based on existing actions, actions which may instantly change upon your knowledge of them, meaning future events are always in flux. You may not believe in determinism as you have personally seen your predictions not come true after you attempted to change them.

This talent began as simple déjà vu; but yours began to develop until being able to predict future events in perfect clarity. Manifestations first came in the form of visions you had to interpret until they eventually evolved into a constant anticipation of the future, occasionally prompting you to change things simply to see events you couldn't predict.

Additionally, as a specter, you are able to shift your vision to see through different eyes or through something that has no capacity to see. You can read an object's history: who has touched it, and when. You can even com-



mune with the dead, or project your eyes to virtually any point on Earth or any point in history, assuming you have a connection to that place or time.

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LADDER FEATURES

As a specter, you gain all the following ladder features at character generation.

TALENTED SPECTER

You gain one apex specter talent.

DEFINING ABILITY

You gain proficiency with apex checks and attacks.

ALWAYS KNOW WHERE TO BE

Beginning when you choose this ladder at 1st level, you can also use Intelligence or Wisdom as your modifier to



AC instead of Dexterity, and as your spellcasting ability (if you cast spells). Select either Intelligence or Wisdom as your primary apex ability.

LADDER FEATS

DOMINANT CHARACTERISTIC

At 4th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary specter ability, which has a maximum value of 22.

Additionally, you also gain one specter apex talent.

IN THE MIND

At 8th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary specter ability, which has a maximum value of 22.

Additionally, you also gain one specter apex talent.

PRESCIENCE

At 12th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary specter ability, which has a maximum value of 22.

Additionally, you also gain one specter apex talent.

SECOND SIGHT

At 16th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary specter ability, which has a maximum value of 22.

Additionally, you also gain one specter apex talent.

THIRD EYE

At 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary specter ability, which has a maximum value of 22.

Additionally, you also gain one specter apex talent.

LADDER GAINS

You gain one additional specter apex talent at 5th, 11th, and 17th level.

STRING

Key Abilities: Wisdom

Beyond just instinct, you always could spot a liar. You knew if someone was interested in someone else. You

would finish sentences and win at every poker game. As your abilities developed, you began to pick up surface thoughts, intentions, past sins which gripped those with anxiety. Eventually, you were able to read someone's life, every memory they cherished or suppressed. You could manipulate those memories, erase or modify them at will. And yet, that wasn't the end of it. You became a puppeteer, controlling someone's mind or shaping their personality in such a way that they would do anything in your name. You could make the world a better place, or kill without being traced... perhaps both.

LADDER FEATURES

As a string, you gain all the following ladder features at character generation.

TALENTED STRING

You gain one apex string talent.

MINDSPEAKER

You gain proficiency with apex checks and attacks.

BODY CANNOT FIGHT WITHOUT THE MIND

Beginning when you choose this ladder at 1st level, select either Intelligence or Wisdom as your primary apex ability. You can use Intelligence or Wisdom as your primary spellcasting ability.

LADDER FEATS

IRONCLAD MIND

At 4th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary string ability, which has a maximum value of 22.

Additionally, you also gain one string apex talent.

BRAINHACKER

At 8th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary string ability, which has a maximum value of 22.

Additionally, you also gain one string apex talent.

PUPPET WITH A SOUL

At 12th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary string ability, which has a maximum value of 22.

Additionally, you also gain one string apex talent.

NEUROSPASTA

At 16th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary string ability, which has a maximum value of 22.

Additionally, you also gain one string apex talent.

MARIONETTE

At 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary string ability, which has a maximum value of 22.

Additionally, you also gain one string apex talent.

LADDER GAINS

You gain one additional string apex talent at 5th, 11th, and 17th level.

TINKER

Key Abilities: Intelligence

More than any other apex, as a tinker, you understand your ability, its source, and what it can do. Part of your talent is in the comprehension of that which confounds others. Most of the time, this ability is focused on understanding machines, offering you the means to build anything from scratch from electronic circuits to robots, even in a time when robots still reside in science fiction. However, this capability can also extend to organic machines as well, even to the extent of replicating other apex powers. That would come later after years of tearing open electronic devices to the ire of your parents. Your computers were more powerful; your car drove faster. With the slightest touch, you could perceive the placement of circuits and processors, and through a subtle use of telekinisis, alter them to your advantage. As a result, of all apex abilities, yours is the most difficult to discover, as you're the only one who doesn't generate electromagnetic interference when presenting the extremes of your natural talent.

LADDER FEATURES

As a tinker, you gain all the following ladder features at character generation.

TALENTED TINKER

You gain one apex tinker talent.

READ A BOOK

You gain proficiency with apex checks and attacks.

THINK STRAIGHT ABOUT THIS

You can use Intelligence for all attack and damage rolls. Intelligence is your primary apex ability.

LADDER FEATS

GEARHEAD

At 4th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary tinker ability, which has a maximum value of 22.

Additionally, you also gain one tinker apex talent.

NERD-HERDER

At 8th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary tinker ability, which has a maximum value of 22.

Additionally, you also gain one tinker apex talent.

POINDEXTER

At 12th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary tinker ability, which has a maximum value of 22.

Additionally, you also gain one tinker apex talent.

PROPELLERHEAD

At 16th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary tinker ability, which has a maximum value of 22.

Additionally, you also gain one tinker apex talent.

NERDGASM

At 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary tinker ability, which has a maximum value of 22.

Additionally, you also gain one tinker apex talent.

LADDER GAINS

You gain one additional tinker apex talent at 5th, 11th, and 17th level.





CLASSES

There is only one new class and one new archetype, all focusing on developing your natural apex talents. Like ladders, they only offer you the ability to gain more apex talents. Those whose apex talents are not their most defining feature should choose a class from *Ultramodern5* or another Fifth Edition compatible class. The chrysalis class and evolved archetype are only for those apex characters whose talents utterly define their life, with no room to spare for anything else.

CHRYSALIS

You were just a regular joe with a regular job. You don't believe yourself upwardly mobile. It if wasn't for your abilities, you'd be just another drone plodding along in an ordinary life. But you are special. You are a beautiful and unique snowflake. You're not the same decaying organic matter as everything else. You are not what you buy. You are not your job. You are the peak of human evolution, the apex. You have stopped trying to deny your talents. In fact, you've embraced them, forsaking anything else, even if by choice. Perhaps you've been running since a child, or maybe you emerged late, blossoming from your office cubicle fully formed like Athena from Zeus. The god comparison is probably apt. You may think yourself superior. You may think yourself above those defined by their belongings or their pay grade. No matter how you define a normal person, whether begging for change on the streets, or trading stocks in a financial market, they are all slaves to a system they insist must function as is. It could be an economical or a social system but it's unlikely to be

one you would empathize with. Whether you're one of the hunters or the hunted, you operate beyond the rules of regular society. In every way, you are extraordinary, both in your abilities and in the conditions that apply to you. If you were to lose your edge, you would fall back to being an ordinary person, another cog in a machine.

CLASS FEATURES

As a chrysalis, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per chrysalis level

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

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier chrysalis level after 1st

Special: You can reduce your Hit Dice to 1d6 to gain 1 apex talent. Consequently, your hit points gained at 1st level are reduced to 6 + your Constitution modifier, and your hit points at higher levels decrease to 1d6 (or 4). Regardless of multiclassing or feats taken, your Hit Dice cannot be higher than 1d6. Additionally, You can reduce your Hit Dice to 1d4 to gain 1 additional apex talent (2 total). Your hit points gained at 1st level are reduced to 4 + your Constitution modifier, and your hit points at higher levels decrease to 1d4 (or 3). Regardless of multiclassing or feats taken, your Hit Dice cannot be higher than 1d4.

PROFICIENCIES

Armor: Light armor

Weapons: All simple weapons

Saving Throws: Select any two ability scores

Skills: Select any four skills.

Special: You can reduce your skill proficiencies to only two and gain one apex talent. You can remove your proficiency bonus to both your saving throws and receive one apex talent.

EQUIPMENT

You start with the following equipment in addition to the equipment granted by your background:

- \$300 in gear.

APEX TALENTS

Starting at 1st level, you begin developing your apex talents. You receive two apex talents. You gain one additional apex talent at 2nd, 5th, 6th, 9th, 10th, 13th, 14th, 17th, and 20th level.

NATURALLY PROFICIENT

You gain proficiency with apex checks and attacks.

ARCHETYPE

At 3rd level, you choose an archetype from the archetype chapter. The archetype you choose grants you features at 3rd level and again at 7th, 11th, 15th, and 18th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EVOLVED ARCHETYPE

This is no longer a hobby. There's no turning back. You've dedicated yourself to the path. Whether that leads to hero or villain is up to you. You have come so far, reached farther than you thought possible, unlocking abilities you could only dream of. And now all that concerns you is seeing how powerful you can truly become. The question still remains, how much humanity will you sacrifice to find your upper limit?

SYNERGY

This archetype works with any *Ultramodern5* class, but some apex talents fit certain classes better than others:

Flux: Grounder, Gunslinger, Infiltrator, Martial Artist

Freak: Grounder, Heavy, Martial Artist, Sniper

Level	Proficiency Bonus	Apex Talents	Special
1	+2	2	Apex Talents, Naturally Proficient
2	+2	3	
3	+2	3	Archetype feature
4	+2	3	Ability Score Improvement
5	+3	4	
6	+3	5	
7	+3	5	Archetype feature
8	+3	5	Ability Score Improvement
9	+4	6	
10	+4	7	
11	+4	7	Archetype feature
12	+4	7	Ability Score Improvement
13	+5	8	
14	+5	9	
15	+5	9	Archetype feature
16	+5	9	Ability Score Improvement
17	+6	10	
18	+6	10	Archetype feature
19	+6	10	Ability Score Improvement
20	+6	11	

Geiger: Face, Gunslinger, Marshal, Techie

Kinetic: Gunslinger, Heavy, Infiltrator, Martial Artist

Morph: Heavy, Infiltrator, Martial Artist, Sniper

Phenom: Any, depending on talent choice

Shaper: Gunslinger, Marshal, Medic, Techie

Siphon: Face, Marshal, Martial Artist, Medic

Specter: Face, Infiltrator, Marshal, Sniper

String: Face, Infiltrator, Medic, Techie

Tinker: Face, Grounder, Infiltrator, Techie

PROFICIENCIES

You gain proficiency with apex checks and attacks.

EVOLVED APEX

Beginning when you choose this archetype at 3rd level you gain one apex talent. You gain one additional apex talent at 7th, 11th, 15th, and 18th level.





CHAPTER FOUR

TALENTS

Call them what you will -- superpowers, miracles, “gifts”—apex talents are abilities that are not remotely possible in the real world. These talents are presented within a customizable framework that allows all characters, regardless of chosen class, access to the full range of apex abilities. Within this framework, each player has broad leeway to develop her abilities as she sees fit rather than being locked into a predetermined path.

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When acquire a talent for the first time, you start at tier 1; selecting that talent again increases its tier. Several talents, and specific tiers of talents, have a minimum character level requirement, but otherwise tiers are not directly linked to character level: for instance, if you happen to have four talent choices available to you as a 1st-level character, you could start play with the *combat teleport* talent at tier 4. Some talents list a starting tier higher than tier 1: if you wish to select this talent, you must have at least one other talent from the same thematic group at the tier immediately below the new talent's starting tier (for instance, to select the geiger talent *nuclear accelerator*, you would have to possess at least one other geiger talent at tier 2 first).

You can only select a specific tier (including the base) once unless stated otherwise.

ALTER

Talents with the alter keyword indicate a change of shape or status. Most have a specific duration, indicated in the talent's description. You can only have one alter talent active at a time: using a second automatically ends the first.

CONCENTRATION

Some apex talents require you to maintain concentration in order to keep the talent active, just like you would with spells in a magical setting. If you lose concentration, the talent's effect ends. If a talent must be maintained with concentration, that fact appears in its entry, and the talent specifies how long you can concentrate on it. You can end concentration at any time (no action required). Normal activity, such as moving and attacking, doesn't interfere with concentration. The following factors can break concentration:

- Attempting another talent requiring concentration. (you can't concentrate on two talents at once)
- Whenever you take damage while you are concentrating on a talent, you must make an apex ability check to maintain your concentration. The DC equals 10 or half the damage you take, whichever number is higher. If you take damage from multiple sources, you make a separate check for each source of damage.



Flux Talents	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Tier 6	Tier 7	Tier 8	Tier 9	Tier 10
Bullet-Time	1	1	1	1	6	—	—	—	—	—
Combat Teleport	1	1	1	1	7	13	19	—	—	—
Displacement Sever	—	1	1	5	10	15	—	—	—	—
Enlarge Jump Gate	—	—	1	2	3	4	5	6	10	15
Focus Time	—	—	1	2	3	4	—	—	—	—
Gate Rush	—	—	1	2	4	8	—	—	—	—
Gate Shield	—	1	1	2	6	12	—	—	—	—
Gate Vortex	—	—	1	2	4	8	—	—	—	—
Improved Reaction Time	1	3	—	—	—	—	—	—	—	—
Jumper	1	1	1	3	6	12	—	—	—	—
Long-Range Teleport	1	1	2	5	10	15	—	—	—	—
Mirror, Mirror	—	—	—	5	10	15	20	—	—	—
Nick Of Time	—	1	2	3	4	5	8	—	—	—
Orange / Blue	1	1	3	6	12	—	—	—	—	—
Partial Teleport	—	1	1	3	—	—	—	—	—	—
Spastic Teleport	—	—	1	2	4	8	—	—	—	—
Time Freeze	—	—	—	—	—	6	12	18	—	—
Time Lapse	1	1	1	2	3	6	—	—	—	—

- You lose concentration if you are incapacitated or if you die.

The GM might also decide that certain environmental phenomena, require you to succeed on a DC 10 apex ability check to maintain concentration on a talent.

Selecting talents can be a bit confusing, but it basically works like this—you can select any tier 1 talent. If you want to select the next tier of that same talent, you simply select that talent again. If a talent's starting tier is not tier 1 (like if it's tier 2 or tier 3), then you must select talents in the same group until you can select a later tier. For example, the flux on this page has seven tier 1 talents. If you wanted time freeze, you would have to be at least 6th level, but you would also need to have at least one other flux talent of tier 5 or higher. You can't just have five other talents—one has to be powerful enough to grant you access to tier 6 talents. However, it could be time-lapse or it could be orange/blue. It could even be time lapse until tier 2, spastic teleport from tier 3 to 5 and then time freeze at tier 6.

FLUX TALENTS

Flux talents deal with the manipulation of spacetime, manifesting itself in two practical forms: teleportation and temporal manipulation. You can choose to focus on one of these or embrace them both, although even one who can manipulate time will find it difficult to be an expert in everything. A burgeoning time master might get her start with *bullet-time*, while a newly awakened teleporter might begin with *jumper*. Tier 1 talents are limited to only seven, and this should define your character's concept for the rest of his or her life.

BULLET-TIME

Tier 1

You pull apart the universe to give you a few precious moments.

1st Level (Tier 1): As a bonus action, your speed increases by 10 feet until the end of your turn. After you use this talent, you cannot use it again until you finish a short or long rest.

1st Level (Tier 2): You can use *bullet-time* twice before being required to finish a short or long rest.

1st Level (Tier 3): Your bonus to speed increases to 20 feet.

1st Level (Tier 4): You can choose to gain a standard action instead of a speed bonus when you use *bullet-time*.

6th level (Tier 5): You can use *bullet-time* three times before being required to finish a short or long rest.

Push (DC 20): You gain one additional use of *bullet-time*. You can only do this once before being required to finish a short or long rest.



COMBAT TELEPORT

Tier 1

You quickly change locations to gain a better vantage.

1st Level (Tier 1): During your normal movement, you can turn part (or all) of that movement into a teleport. You gain a teleportation pool of 10 feet, which you draw on to convert normal speed into teleport speed. While you cannot exceed your normal speed in this way, you can choose more efficient routes (such as a straight line from the ground to a high platform) or totally impossible ones (such as through a barred gate). You can transport only yourself and any gear you are carrying. Your pool refills when you take a short or a long rest.

1st Level (Tier 2): Your teleportation pool increases to 20 feet.

1st Level (Tier 3): Your teleportation pool increases to 40 feet.

1st Level (Tier 4): Your teleportation pool increases to 60 feet.

7th Level (Tier 5): Your teleportation pool increases to 80 feet.

13th Level (Tier 6): Your teleportation pool increases to 100 feet.

19th Level (Tier 7): Your teleportation pool is unlimited.

DISPLACEMENT SEVER

Tier 2

You pull a target halfway through your gate and then terminate the jump.

1st Level (Tier 2): As a bonus action, you teleport five feet and attempt to pull a target you are grappling with you. If the target has 10 hit points or less, it is killed and split in two, with half of the body remaining behind at the origin point (alternatively, you can choose to remove one of the target's limbs instead, causing them to become unconscious from shock). After you use this talent, you cannot use it again until you finish a short or long rest.

1st Level (Tier 3): If the target has 20 hit points or less, it is killed and split in two. If not, it suffers 4d6 + your apex ability damage.

5th Level (Tier 4): If the target has 30 hit points or less, it is killed and split in two. If not, it suffers 6d6 + your apex ability modifier damage.

10th Level (Tier 5): If the target has 40 hit points or less, it is killed and split in two. If not, it suffers 4d10 + your apex ability slashing damage.

15th Level (Tier 6): If the target has 50 hit points or less, it is killed and split in two. If not, it suffers 5d10 + your apex ability slashing damage.

Push (DC 15): Increase your tier by 1 for this action.

Push (DC 20): Increase your tier by 2 for this action.

Push (DC 20): Regain the use of *displacement sever*.

ENLARGE JUMP GATE

Tier 3

You focus on your personal gate to take more than just you. Perhaps you pull a friend or a car or maybe even a house.

1st Level (Tier 3): Before you use another teleport talent, you touch one willing Small or smaller creature or one object. When you teleport, the target teleports with you.

2nd Level (Tier 4): The target can be Medium or smaller.

3rd Level (Tier 5): You can teleport up to two targets.

4th Level (Tier 6): One target can be Large.

5th Level (Tier 7): One target can be Huge.

6th Level (Tier 8): One target can be Gargantuan.

10th Level (Tier 9): You can teleport any creatures or objects within 10 feet of you.

15th Level (Tier 10): You can teleport any creatures or objects within 20 feet of you.

Push (DC 20): Increase your tier by 1 for this action.

Push (DC 25): Increase your tier by 2 for this action.

FOCUS TIME

Tier 2

You pull from within to shape the universe for a brief moment.

1st Level (Tier 2): Use a bonus action and spend one Hit Die. You gain no hit points. Instead, you gain an action you must use before the end of your next turn. Once you use this talent, you cannot use it again until you finish a short or long rest.

2nd Level (Tier 3): You can use this talent twice before being required to finish a short or long rest.

3rd Level (Tier 4): You can use this talent three times before being required to finish a short or long rest.

4th Level (Tier 5): You can use this talent four times before being required to finish a short or long rest.

Push (DC 15): You do not have to spend a Hit Die to activate *focus time*.

GATE RUSH

Tier 3

You create a compression of time-space in front of your jump which then discharges in front of your opponent.

1st Level (Tier 3): As a bonus action, you can attempt a *gate rush* when you teleport within 5 feet of a Medium or smaller target. The target makes a Dexterity saving throw: on a failed save, it takes 1d6 + apex ability modifier force damage and is pushed 20 feet, or half damage and movement on a successful one. If the target hits an obstruction, it suffers an additional 1d6 bludgeoning damage and is knocked prone. After you use this talent, you cannot use it again until you finish a short or a long rest.

2nd Level (Tier 4): You can use this talent twice before being required to finish a short or long rest. The damage dice also increases to 2d6 and you push the target 30 feet.

4th Level (Tier 5): You can use this talent three times before being required to finish a short or long rest. The damage dice also increases to 3d6 and you push the target 40 feet.

8th level (Tier 6): You can use this talent four times before being required to finish a short or long rest. The damage dice also increases to 4d6 and you push the target 50 feet.

Push (DC 15): You deal an additional 1d6 force damage.

Push (DC 20): You deal an additional 2d6 force damage.

GATE SHIELD

Tier 2

Usually, your gate appears a split second before and after a teleport. You've learned to keep it up for quick and powerful shield.

1st Level (Tier 2): After you use another teleportation talent, use a bonus action to gain resistance to fire, acid, and cold until the start of your next turn. After you use this talent, you cannot use it again until you finish a short or long rest.

1st Level (Tier 3): You also gain resistance to bludgeoning, slashing, and piercing from nonmagical weapons.

2nd Level (Tier 4): You can use this talent twice before being required to finish a short or long rest. Additionally, the range of *gate shield* expands to cover all targets within 5 feet of you as well.

6th level (Tier 5): You can use this talent three times before being required to finish a short or long rest.

12th level (Tier 6): You can use this talent an unlimited number of times.

Push (DC 10): You sustain the shield for one additional turn. You can continue to sustain the shield by making additional apex checks on each of your turns (as a free action), but each time, the DC increases by 2. You cannot sustain the shield on non-consecutive turns.

GATE VORTEX

Tier 3

Instead of teleportation, your space-time gate explodes in a violent fashion in front of you.

1st Level (Tier 3): As an action, you send out a wave and air burst in every direction. You disengage from all targets that have reach on you. Additionally, each creature within 5-feet of you makes a Dexterity saving throw. A target takes 2d6 + apex ability modifier force damage on a failed save, half damage on a successful one. After you use this talent, you cannot use it again until you finish a short or long rest.

2nd Level (Tier 4): You can use this talent twice before being required to finish a short or long rest. The damage dice also increases to 4d6 and targets are pushed 5 feet.

4th Level (Tier 5): You can use this talent three times before being required to finish a short or long rest. The

damage dice also increases to 6d6 and you push the target 10 feet..

8th level (Tier 6): You can use this talent four times before being required to finish a short or long rest. The damage dice also increases to 8d6 and you push the target 15 feet.

Push (DC 15): If all targets save successfully, you recover the use of *gate vortex*.

Push (DC 25): You must have *gate vortex* at tier 6 to attempt this check. If you succeed, the gate you formed goes... bad. It turns dark and twisted and refuses to go away. If demons emerge from it, you'll have some explaining to do, assuming you're ever seen again. The range of the effect increases to 30 feet around you, the push distance is doubled, and the damage dice are doubled. If the target is killed, it is removed from the universe and cannot be recalled or resurrected by any means: nobody but you will even remember it ever existed. At the start of your next turn, there is a 50% chance that the effect repeats itself against all targets still in range; otherwise the rift closes, with you inside it. You reappear 2d6 hours later in a random, relatively safe location.

IMPROVED REACTION TIME

Tier 1

You are naturally fast at everything.

1st Level (Tier 1): You gain a +1 bonus to your AC and Dexterity saving throws while not wearing heavy armor.

3rd Level (Tier 2): Your bonus to AC and Dexterity saving throws improves to +2.

JUMPER

Tier 1

You stare at a location, and with the same effort required to snap your fingers, you create a miniature space fold, cross the expanse, and revert space to normal. Easy.

1st Level (Tier 1): As an action, you and any items you carry (but no creatures) disengage from all targets in reach and teleport to any 5-foot space within 30 feet. After you use this talent, you cannot use it again until you finish a short or long rest.

1st Level (Tier 2): You can use *jumper* twice before being required to finish a short or long rest.

1st Level (Tier 3): The range for *jumper* increases to 50 feet, and you can use *jumper* three times before being required to finish a short or long rest.

3rd Level (Tier 4): You can interrupt the teleport once at any point in order to gain line of sight to another square to finish the teleport.

6th Level (Tier 5): The range for *jumper* increases to 60 feet.

12th level (Tier 6): You gain unlimited uses of *jumper*.



LONG-RANGE TELEPORT

Tier 1

You concentrate on a photo or a place you have been before and faster than buying a plane ticket, you're there.

1st Level (Tier 1): As an action, you teleport up to one mile, after which you gain one level of exhaustion.

1st Level (Tier 2): You can teleport up to 10 miles.

2nd Level (Tier 3): You can teleport up to 100 miles.

5th Level (Tier 4): You can teleport up to 1,000 miles.

10th level (Tier 5): You can teleport to anywhere on the same planet.

15th (Tier 6): You can teleport to anywhere you have an image of.

Push (DC 15): Increase your tier by 1 for this action.

Push (DC 20): Increase your tier by 2 for this action.

MIRROR, MIRROR

Tier 4

Everyone else is seeing double.

5th level (Tier 4): As a bonus action, another you shows up from six seconds in the future with identical character statistics as the current you. The duplicate shares current hit points, Hit Dice, and abilities, but otherwise acts independently. The duplicate has a full turn it takes after your turn has passed. At the end of its turn, the original you goes into the past (along with all gear, carried or dropped) to complete the time loop, and the future you continues. If either you is killed, the dead vanishes into the paradox and the other you loses half your remaining hit points and Hit Dice. After you use this talent, you cannot use it again until you finish a short or long rest.

10th Level (Tier 5): You can use this talent twice before being required to finish a short or long rest. Alternatively, you can have a duplicate remain for an additional turn.

15th Level (Tier 6): You can use this talent three times before being required to finish a short or long rest. Alternatively, you can have a duplicate remain for up to two additional turns.

20th Level (Tier 7): Instead of one turn, each time you use *mirror, mirror*, the duplicate remains for one minute (or persists for an additional minute).

NICK OF TIME

Tier 2

The instant before you are struck, you appear elsewhere.

1st Level (Tier 2): As a reaction to being hit by a non-critical attack, but before you take damage, you disengage from all targets and teleport 5 feet. After you use this talent, you cannot use it again until you finish a short or long rest.

1st Level (Tier 3): You can use this talent twice before being required to finish a short or long rest.

2nd Level (Tier 4): You can teleport up to 15 feet instead of 5.

3rd Level (Tier 5): You can use *nick of time* three times being required to finish a short or long rest.

4th level (Tier 6): You can use *nick of time* if you expend a Hit Die as part of the same action (recovering no hit points).

8th level (Tier 7): Your teleportation is so far, you appear in two places—until the end of your next turn, you have advantage on the target that triggered *nick of time*.

ORANGE / BLUE

Tier 1

Now you're thinking with blatant violations of the laws of space-time.

1st Level (Tier 1): As an action, you create two gates within 30 feet of each other, at least one of which must be within 30 feet of you. Once placed, they cannot be moved. Any Medium creature that enters one of the gates emerges from the other. Using *orange/blue* requires a free hand, and you cannot use any other teleportation talents while the gates are active. The gates last until the start of your next turn; if you use *orange/blue* again at the beginning of the same turn, you can sustain the previous gates without closing them.

1st Level (Tier 2): The maximum distance between the gates increases to 60 feet.

1st Level (Tier 3): The maximum distance between the gates increases to 100 feet.

3rd Level (Tier 4): The maximum distance between the gates increases to 200 feet.

6th Level (Tier 5): Large targets can pass through the gates.

12th level (Tier 6): The maximum distance between the gates increases to 400 feet.

Push (DC 15): Increase your tier by 1 for this action.

Push (DC 20): Increase your tier by 2 for this action.

PARTIAL TELEPORT

Tier 2

The space is too small for you to fit. You erect a miniature gate with just enough room for a limb. Don't close it.

1st Level (Tier 2): As an action, you create a miniature gate barely large enough for an arm, leg, or a head, which you can fit through. The other gate can be any fixed location within 30 feet you have a clear image of. If you move out of range, the gate closes. If you are only moving a limb, you may also be blind unless you have line of sight on the destination. If you end *partial teleport*, any limbs currently on the other side of the gate are automatically retracted first. The gates last until the start of your next turn; if you use *partial teleport* again at the beginning of the same turn, you can sustain the previous gates without closing them.

1st Level (Tier 3): Instead of being a fixed position, the other gate moves with you, always remaining the same distance away as when you activated it. If this would cause it to move through solid matter, the effect automatically ends.

3rd Level (Tier 4): You can use your movement to move your gate.

SPASTIC TELEPORT

Tier 3

You grab the target and the next thing they know, they are falling to their imminent death.

1st Level (Tier 3): As an action, you can attempt to teleport a target to an unsafe height. Select a Medium sized or small target in reach; the target makes a Dexterity saving throw. If the target fails, it is teleported 1d6 x 10 feet directly above the ground. The creature then suffers appropriate falling damage (1d6 bludgeoning damage for every 10-feet it fell). The maximum falling damage from this attack is 6d6 regardless of distance fallen. After you successfully use this talent, you cannot use it again until you finish a short or long rest.

2nd Level (Tier 4): You can use this talent twice before being required to finish a short or long rest. The height also increases to 2d4x10.

4th Level (Tier 5): You can use this talent three times before being required to finish a short or long rest. The height also increases to 2d6x10.

8th level (Tier 6): You can use this talent four times before being required to finish a short or long rest. The height also increases to 2d8x10.

Note: If the target falls into a hazardous substance or location, any additional damage is at the GM's discretion.

Push (DC 20): Increase the fall distance by 1d4x10 ft.

TIME FREEZE

Tier 6

You take a moment to appreciate the... well... moment.

6th Level (Tier 6): Either as a bonus action or a reaction, you stop time for five (relative) seconds, allowing you to take another full turn. Time moves only for you: all other creatures are considered paralyzed. If you inflict damage on any creature or attempt to move it or place it in danger, the effect immediately ends. After you use this talent, you cannot use it again until you finish a long rest.

12th level (Tier 7): Instead of one turn (5 seconds), you can freeze time for up to one minute.

18th level (Tier 8): Instead of one minute, you can freeze time for up to one hour.

Push (DC 20): If *time freeze* is about to expire naturally (as opposed to ending prematurely), you can make an apex check as a free action to sustain it for an equal amount of time.

TIME LAPSE

Tier 1

You create a momentary and localized temporal shift to outmaneuver your enemy.

1st Level (Tier 1): As a reaction to being hit with an attack, your AC increases by +2 against the triggered attack.

1st Level (Tier 2): As a reaction to being subjected to

an effect that requires a Dexterity saving throw, you have advantage on that save.

1st Level (Tier 3): The bonus to AC increases to +3.

3rd Level (Tier 4): If you use *time lapse* for a Dexterity saving throw, instead of taking half damage on a success, you take no damage, and only half damage if you fail.

4th Level (Tier 5): The bonus to AC increases to +4.

6th level (Tier 6): If you use *time lapse* to increase your AC and you are still hit, you suffer only half damage.



Freak Talents	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Tier 6	Tier 7	Tier 8	Tier 9	Tier 10
Actual Wings	1	1	2	3	6	12	—	—	—	—
All Hands	1	1	1	5	10	—	—	—	—	—
Aquatic	1	1	1	1	3	—	—	—	—	—
Bone Blade	1	1	1	1	1	1	3	6	13	—
Bone Shield	1	1	1	1	5	10	15	—	—	—
Choppers	1	1	1	3	5	10	12	—	—	—
Clay	1	1	1	1	1	3	6	9	12	15
Digitigrade	1	1	3	6	9	12	—	—	—	—
Iron Nails	1	1	1	1	1	5	7	10	15	—
Juggernaut	1	1	1	1	2	2	4	8	12	—
Knuckle Spines	1	1	1	3	5	7	10	15	17	—
Metalform	1	1	2	3	5	8	10	15	—	—
Natural Nose	1	1	1	2	3	—	—	—	—	—
Rhinohide	1	3	5	7	10	—	—	—	—	—
Silvercaps	1	1	5	10	—	—	—	—	—	—
Tail	1	2	5	7	—	—	—	—	—	—
Wicked Tongue	1	1	2	3	—	—	—	—	—	—

FREAK TALENTS

Freak talents, unlike others, are all tier 1, meaning they can all be selected at character creation. It's probably a good idea to have a visual concept of your character before proceeding, as nearly all freak talents are permanent visible deformities. Several talents directly conflict or produce near-identical effects, such as *bone blade* and *knuckle spines*. It is not advised that you combine too many freak talents, even compatible ones, as the concatenation of bizarre features will make you very distinctive indeed.

ACTUAL WINGS

Tier 1

Friggin' wings—you have wings.

1st Level (Tier 1): You gain wings which cannot be concealed easily. You gain a fly speed of 20 feet. You have disadvantage to any checks to conceal your wings. You operate as any normal creature with flight—you must rest 1 hour for every 3 hours you fly, and you can't fly for more than 9 hours per day.

1st Level (Tier 2): Your fly speed increases to 30 feet.

2nd Level (Tier 3): Your fly speed increases to 40 feet.

3rd Level (Tier 4): Your fly speed increases to 50 feet.

6th Level (Tier 5): Your fly speed increases to 60 feet.

12th level (Tier 6): Your fly speed increases to 70 feet.

ALL HANDS

Tier 1

You may be a damn dirty ape.

1st Level (Tier 1): Your feet are articulate. Your speed is reduced by 5 feet. You are omnidextrous and you can hold weapons with any limb.

1st level (Tier 2): You gain a climb speed equal to your normal speed.

1st Level (Tier 3): You have advantage with all grap-

ple checks, both attempting and escaping.

5th Level (Tier 4): If you are able to make more than one melee attack with an action, you can make one additional melee attack with disadvantage as part of the same action.

10th Level (Tier 5): You no longer have disadvantage with your additional melee attack.

AQUATIC

Tier 1

Some say you can talk to fish. You have slightly scaly skin and may even develop gills.

1st Level (Tier 1): Swimming doesn't cost you extra movement, and you have advantage with Strength (Athletics) checks made to climb or swim.

1st Level (Tier 2): You have gills and can breathe underwater. You gain a swim speed of 20 feet.

1st Level (Tier 3): Your swim speed increases to 30 feet.

1st Level (Tier 4): Your swim speed increases to 40; you have webbed feet and hands. Good luck concealing that.

3rd Level (Tier 5): You have developed sonar. Underwater, you have advantage with all Wisdom (Perception) checks, and you cannot be surprised. You can see invisible targets underwater within 60 feet of you. As an action, you render all non-aquatic creatures underwater within 30 feet of you deaf until the end of your next turn. You have advantage with Dexterity (Stealth) checks while underwater.

BONE BLADE

Tier 1

From beneath your skin, you extend a sharpened piece of bone which you can immediately employ as a weapon. Even when retracted, bony protrusions can be seen.

1st Level (Tier 1): As an action, you extrude a weap-

on from your wrist that functions like a dagger in every respect. The blade can remain attached or be broken off, but requires a free hand to wield either way. If removed from your body, the dagger disintegrates after one minute. Extruding the blade damages clothing or armor over the extrusion site unless the article is specially designed to accommodate it (at a cost increase of 10%). After you use this talent, you cannot use it again until you finish a short or a long rest.

1st Level (Tier 2): You can extend a *bone blade* twice before being required to finish a short or long rest. Alternately, you can extend one from each arm as a single action.

1st Level (Tier 3): *Bone blade* is reduced to a bonus action.

1st Level (Tier 4): Your *bone blade* can function as a shortsword, or as a javelin (if detached).

1st Level (Tier 5): You can extend a *bone blade* three times before being required to finish a short or long rest. You still can extend only two as a single bonus action.

1st Level (Tier 6): Extruding your *bone blades* take no action. Your blades gain the AP property.

3rd Level (Tier 7): You can extend *bone blade* as many times as you wish, though you can only detach as many as 4 + your level blades being required to finish a short or long rest to regenerate them.

6th Level (Tier 8): As an action you can make two attacks using your *bone blades*. These can be either ranged attacks or melee attacks.

13th Level (Tier 9): As an action you can make three attacks using your *bone blades*. These can be either ranged attacks or melee attacks.

BONE SHIELD

Tier 1

You expand one of your arm bones to emerge as a shield to defend against attack. It doesn't have to look pretty, it only has to work. Even when retracted, bony protrusions can be seen.

1st Level (Tier 1): As an action, you create a shield attached to your arm, which grants a +1 shield bonus to AC. Extruding the shield damages clothing or armor over the extrusion site unless the article is specially designed to accommodate it (at a cost increase of 25%). The shield disintegrates if you are reduced to 0 hit points, when you finish a long rest, or when you dismiss it as a bonus action. After you use this talent, you cannot use it again until you finish a long rest.

1st Level (Tier 2): You can use this talent twice before being required to finish a long rest.

1st Level (Tier 3): *Bone shield's* benefit increases to a +2 bonus to AC.

1st Level (Tier 4): You can use this talent three times before being required to finish a long rest.

5th Level (Tier 5): While *bone shield* is in effect, you have resistance to damage from ranged weapon attacks.

10th Level (Tier 6): While *bone shield* is in effect, any critical hit against you becomes a normal hit.

15th Level (Tier 7): *Bone shield's* benefit increases to a +3 bonus to AC.

CHOPPERS

Tier 1

Your opponent wasn't expecting you to use your teeth. Your jaw is slightly elongated and your teeth... what big teeth you've got.

1st Level (Tier 1): Your bite is a natural melee weapon. It inflicts 1d4 piercing damage. It has the finesse property.

1st Level (Tier 2): The damage die increases to 1d6.

1st Level (Tier 3): The damage die increases to 1d8.

3rd level (Tier 4): You can use your natural melee weapon to make a single attack as a bonus action.

5th Level (Tier 5): If you hit with a bite attack, and if the target is your size or smaller, you can grapple the target. While grappled, you can only use the bite attack on your grappled target.

10th Level (Tier 6): As an action you can make two attacks using your choppers.

12th level (Tier 7): Your bite gains the AP property.

Push (DC 20): A successful hit with your *choppers* becomes a critical hit.

CLAY

Tier 1, Concentration

It's like you're made out of plastic, rubber, or some other kind of other flexible material. You look normal until you fall unconscious, then it looks like you're melting.

1st Level (Tier 1): Spend 30 feet of movement to add 5 feet to your reach until the start of your next turn.

1st Level (Tier 2): When you use *clay*, add 5 feet to your reach (total 10 feet) until the start of your next turn. You can also grab or manipulate an object or willing person up to 20 feet away (this is not the same as combat reach).

1st Level (Tier 4): *Clay* only costs 15 feet of movement to use.

1st Level (Tier 4): You can grab or manipulate an object or willing person up to 40 feet away (this is not the same as combat reach).

1st Level (Tier 5): When you use *clay*, add 5 feet to your reach (total 15 feet) until the start of your next turn. You can also grab or manipulate an object or willing person up to 60 feet away (this is not the same as combat reach).

3rd Level (Tier 6): *Clay* no longer requires movement to use.

6th Level (Tier 7): You can grab or manipulate an object or willing person up to 80 feet away (this is not the same as combat reach).

9th Level (Tier 8): As an action, you make yourself—though not your clothing, armor, weapons, or other belongings on your person—look different until one minute passes or until you stop concentration. You can seem 1 foot shorter or taller and can appear thin, fat, or in be-

tween. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your apex check. After you use this talent, you cannot use it again until you finish a long rest.

12th Level (Tier 9): Your ability to disguise yourself improves. It now lasts up to five minutes. After you use this talent, you cannot use it again until you finish a long rest.

15th Level (Tier 10): Your ability to disguise yourself improves. It now lasts up to one hour. After you use this talent, you cannot use it again until you finish a long rest.

Push (DC 15): Increase your tier by 1 for this action.

Push (DC 20): Increase your tier by 2 for this action.

DIGITIGRADE

Tier 1

Your legs are not shaped like a normal human. You walk entirely on your toes, with long ankles and short upper legs. This is very noticeable.

1st Level (Tier 1): You have advantage on Strength (Athletics) checks when performing a jump.

1st Level (Tier 2): Your speed increases by 5 feet.

3rd Level (Tier 3): Your Strength is counted as +4 when calculating a jump.

6th level (Tier 4): You can reduce a fall by 30 if you are not incapacitated.

9th Level (Tier 5): As an action, you perform a long jump or high jump, doubling your Strength score (including tier 3's +4 bonus before multiplying) when calculating distance. This distance is not limited by your speed. If your speed is still higher, you jump your speed instead.

12th Level (Tier 6): You have advantage on Dexterity (Stealth) checks when attempting to move silently.

IRON NAILS

Tier 1

These don't crack. They are also long and resemble silver.

1st Level (Tier 1): Climbing doesn't cost you extra movement, and you have advantage with Strength (Athletics) checks when climbing.

1st Level (Tier 2): Claws extend—you are able grab onto basically anything. You have a climb speed of 20.

1st Level (Tier 3): Your hands become natural melee weapons. They inflict 1d4 slashing or piercing damage. They have the finesse and light property.

1st Level (Tier 4): Your climb speed increases to 30 feet.

1st Level (Tier 5): Damage dice increases to 1d6.

5th Level (Tier 6): You have advantage with grapple checks.

7th Level (Tier 7): As an action you can make two attacks using your *iron nails*.

10th level (Tier 8): Your claws gains the AP property.

15th Level (Tier 9): As an action you can make three attacks using your *iron nails*.

JUGGERNAUT

Tier 1

Do you know who I am?

1st Level (Tier 1): Increase your weight by 100 lbs. You have advantage on saving throws against poison, and you have resistance against poison damage.

1st Level (Tier 2): Increase your weight by 100 lbs. You gain additional hit points equal to your apex ability modifier.

1st level (Tier 3): Increase your weight by 100 lbs. You have advantage on attempts to shove someone or resist being shoved.

1st Level (Tier 4): Increase your weight by 100 lbs. When you spend a Hit Die to regain hit points, the die size increases by 1 step--1d6 (or 4) > 1d8 (or 5) > 1d10 (or 6) > 1d12 (or 7) > 2d8 (or 8). This has no effect on your current or future hit point maximum.

2nd Level (Tier 5): Increase your weight by 100 lbs. Your movement is not reduced when traveling through difficult terrain. If you move into an obstacle, as long as the obstacle is not a creature, you inflict damage on the obstacle equal to your apex ability score.

2nd Level (Tier 6): Increase your weight by 100 lbs. You gain additional hit points equal to your apex ability modifier. Each time you gain a new level, roll your Hit Die twice and take the higher value.

4th Level (Tier 7): Increase your weight by 100 lbs. You are immune to disease. You have resistance to non-magical bludgeoning damage.

8th Level (Tier 8): You have advantage on Strength checks and Strength saving throws.

12th Level (Tier 9): You become a Large creature.

KNUCKLE SPINES

Tier 1

For some reason, you are extremely popular in a fight.

1st Level (Tier 1): As a bonus action, you extrude or retract sharpened spines from your knuckles. While exposed, your unarmed strikes inflict 1d4 slashing or piercing damage: if they already inflict 1d4 or more damage, the spines grant +1 to damage. You cannot grab anything while the spines are exposed. Extruding the spines damages clothing or armor over the extrusion site unless the article is specially designed to accommodate them (at a cost increase of 10%).

1st Level (Tier 2): Damage dice increases to 1d6, or if they already inflict 1d6 damage, +2 damage. Your unarmed strikes also have the finesse and light properties.

1st Level (Tier 3): If you suffer a fall and are near a wall, you can reduce your fall by up to 50 feet.

3rd level (Tier 4): You can use your spines to make a single attack as a bonus action.

5th Level (Tier 5): If you roll the maximum result on a damage die while using your spines, you gain a +1 bonus

to damage.

7th Level (Tier 6): As an action you can make two attacks using your *knuckle spines*.

10th level (Tier 7): Your spines gains the AP property.

15th Level (Tier 8): As an action you can make three attacks using your spines.

17th Level (Tier 9): When a ranged weapon attack hits you while your spines are exposed, you can use your reaction to reduce the damage by 1d10 + your Dexterity modifier. If you reduce the damage to 0, the ranged attack is deflected.

METALFORM

Tier 1, Alter, Concentration

In an act defiant to subtlety, you crystallize your skin to be resistant to any damage. Even under normal light, you glisten like a badly written vampire.

1st Level (Tier 1): As an action, your skin hardens, and becomes virtually impenetrable. You gain resistance to fire, acid, and cold until the end of your next turn. If you have any other freak abilities involving extending spines or bones, these talents do not function while *metalform* is in effect. If you are struck by as many critical hits as your apex ability modifier while *metalform* is in effect, this talent ends. After you use this talent, you cannot use it again until you finish a short or long rest.

1st Level (Tier 2): You also gain resistance to bludgeoning and slashing from nonmagical weapons while *metalform* is in effect. *Metalform* is also reduced to a bonus action.

2nd Level (Tier 3): You also gain resistance to piercing from nonmagical weapons while *metalform* is in effect.

3rd Level (Tier 4): You can use *metalform* twice before being required to finish a long rest.

5th Level (Tier 5): When you use *metalform*, the effect lasts for one minute or until you stop concentration.

8th Level (Tier 6): While *metalform* is in effect, you have advantage with Strength checks.

10th Level (Tier 7): You can use *metalform* three times before being required to finish a long rest.

15th Level (Tier 8): *Metalform* is permanent. Your normal life is over. If you use another alter talent to suppress it, *metalform* automatically reasserts itself when that talent's duration ends.

NATURAL NOSE

Tier 1

Everybody stinks, probably because of your big nose.

1st Level (Tier 1): You can make Constitution (Perception) checks.

1st Level (Tier 2): You can make Constitution (Insight) checks.

1st Level (Tier 3): You can make Constitution (Deception) checks.

2nd Level (Tier 4): You have advantage with Consti-

tution (Perception).

3rd Level (Tier 5): You have advantage with Constitution (Insight) checks.

RHINOHIDE

Tier 1

You are not pretty looking—your skin is of leather, and it's nearly impossible to cut.

1st Level (Tier 1): You have resistance to slashing damage from nonmagical weapons.

3rd Level (Tier 2): You have resistance to piercing damage from nonmagical weapons.

5th Level (Tier 3): When struck with a critical hit, you suffer only normal damage.

7th Level (Tier 4): You are immune to cold.

10th Level (Tier 5): You are immune to fire.

SILVERCAPS

Tier 1

This is a classic eyeshine, but it didn't cost you 20 menthol kools to get it. If someone shines a light at you, everyone notices.

1st Level (Tier 1): You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. Your eyes glow (pick a color).

1st Level (Tier 2): The range of your darkvision increases to 100 feet.

5th Level (Tier 3): You gain truesight 10.

10th Level (Tier 4): You gain truesight 20.

TAIL

Tier 1

Honestly, you think everyone should have one of these.

1st Level (Tier 1): You gain a prehensile tail. It counts as a hand. It is not easy to conceal.

2nd Level (Tier 2): You have advantage with Dexterity (Acrobatics) checks.

5th Level (Tier 3): Your tail has a 10-foot reach.

7th level (Tier 4): You gain a +1 bonus to your AC and Dexterity saving throws while not wearing heavy armor.

WICKED TONGUE

Tier 1

It's more than just a way with words

1st Level (Tier 1): You gain a prehensile tongue. It can't hold weapons, but it does count as a free hand for grab attempts and retrieving objects. It can reach up to 5 feet square.

1st Level (Tier 2): Your prehensile tongue can reach up to 10 feet. You have advantage with grapple attempts.

2nd Level (Tier 3): Your prehensile tongue can reach up to 20 feet.

3rd Level (Tier 4): Your prehensile tongue can reach up to 30 feet.

Geiger Talents	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Tier 6	Tier 7	Tier 8	Tier 9	Tier 10
Anti-Apex Field	1	1	4	6	—	—	—	—	—	—
Apex Capacitor	1	1	1	1	2	3	4	6	12	—
Cancer Man	—	—	1	3	5	7	—	—	—	—
Cherenkov Surge	—	1	1	3	6	12	—	—	—	—
Collider	1	1	1	1	2	6	10	14	18	—
Conductive Surge	—	1	1	—	—	—	—	—	—	—
Electrostatic Bolt	—	—	3	6	9	12	15	18	—	—
Human Reactor	—	1	2	3	—	—	—	—	—	—
Malignant Pulse	—	1	5	9	13	17	—	—	—	—
Nuclear Accelerator	—	—	1	4	8	12	16	—	—	—
Nuclear Discharge	—	1	1	1	3	6	10	14	—	—
Particle Beam	—	—	1	1	1	4	8	12	16	—
Photodisintegration	—	—	1	4	8	16	—	—	—	—
Reactor	—	2	4	6	8	—	—	—	—	—
Tuning Flux	—	1	2	4	8	12	—	—	—	—
Wireless Recharge	—	—	1	6	11	—	—	—	—	—

GEIGER TALENTS

Geiger talents are based around energy manipulation, both spiritual energy and straight-up radiation. There are only a handful of tier 1 talents, each one implying a tone for the rest of the character's growth. *Anti-apex field* is about denying other apex talents, while *collider* is a straight-up energy beam. Finally *apex capacitor* is based around energy absorption and redirection, and is a recommendation regardless of any path.

ANTI-APEX FIELD

Tier 1, Concentration

You emanate a massive harmonic wave to disrupt any attempt by anyone to do anything extraordinary... except for the one you are doing right now. It levels the playing field, even to the extent of people reverting to their normal selves.

1st Level (Tier 1): As an action, you create a field in a 10-foot radius around you that lasts for one minute or until you stop concentrating. Any creatures within cannot use apex talents (other than you sustaining this one) while within the field. When the effect ends, you cannot use it again until you finish a long rest.

1st Level (Tier 2): The radius of *anti-apex field* increases to 20 feet.

4th Level (Tier 3): The radius of *anti-apex field* increases to 40 feet.

6th Level (Tier 4): The radius of *anti-apex field* increases to 80 feet.

Push (DC 15): Increase your tier by 1 for this action.

APEX CAPACITOR

Tier 1

You absorb incoming energy meant to harm and convert it into a force you control.

1st Level (Tier 1): As a reaction to getting hit with a melee or ranged attack, the damage inflicted is stored in an internal energy reservoir. You can store a maximum

number of damage points equal to your apex ability modifier: excess damage is dealt normally. The damage points can be used to augment other geiger talents. Any damage remaining stored when you finish a short or long rest is expunged.

1st Level (Tier 2): The base size of your capacitor is two times your apex ability modifier.

1st Level (Tier 3): You can absorb damage from area effects including explosives.

1st Level (Tier 4): The base size of your capacitor is three times your apex ability modifier.

2nd Level (Tier 5): If struck by an area effect which targets you and other creatures/objects, you can absorb the damage inflicted on other targets. If you absorb all the damage suffered to all targets, all other effects of the attack are nullified.

3rd Level (Tier 6): The base size of your capacitor is four times your apex ability modifier.

4th Level (Tier 7): You can absorb energy from falling damage and crashing vehicles. If you absorb all the damage from a crash, the vehicle stops in front of you.

6th Level (Tier 8): The base size of your capacitor is five times your apex ability modifier.

12th Level (Tier 9): The base size of your capacitor is six times your apex ability modifier.

Push (DC 15): Until the end of your next turn, the amount of damage you can store is doubled. If the stored damage exceeds your normal maximum at the end of your next turn, you immediately take the excess as damage (which cannot be avoided by any means). You can continue to push each turn as a bonus action to sustain the expanded value.

Special: If you have any damage resistance, you can choose to store damage points before applying your resistance.

CANCER MAN

Tier 3

Instead of focusing your energy inward, you use it to regenerate your own cells.

1st Level (Tier 3): As a bonus action, you can spend any amount of damage from your *apex capacitor* to recover an equal number of hit points. After you use this talent, you can't use it again until you finish a long rest.

3rd Level (Tier 4): You recover additional hit points equal to your apex ability modifier when using *cancer man*.

5th Level (Tier 5): You can use this talent twice before being required to finish long rest.

7th Level (Tier 6): You can use this talent three times being required to finish a long rest.

CHERENKOV SURGE

Tier 2

You augment your attack with a burst of blinding energy.

1st Level (Tier 2): As a part of a hit you make with another geiger talent, you channel additional damage from *apex capacitor* up to twice your apex ability modifier and add it to the damage roll. The target is also blinded until the end of your next turn. After you use this talent, you cannot use it again until you finish a short or long rest.

1st Level (Tier 3): You channel additional damage equal to four times your apex ability modifier.

3rd Level (Tier 4): You can use this talent twice being required to finish a long rest.

6th Level (Tier 5): You can channel all stored damage.

12th Level (Tier 6): You can use *Cherenkov surge* three times being required to finish a short or long rest.

COLLIDER

Tier 1

You hold a growing sphere of high-energy particles, building its potency until finally released.

1st Level (Tier 1): This talent requires a free hand. As an action, you can make a ranged apex attack with collider against a single target up to 50 feet away. The attack inflicts 1d6 + your apex ability modifier force damage. You can instead choose to supercharge collider as an action, increasing the damage with your next collider attack by your apex ability modifier. You can charge collider twice before making the attack, but this must occur on consecutive turns. A charged sphere will not lose its charge until you attack with it, you dismiss it (as a free action), or you become unconscious.

1st Level (Tier 2): The range of *collider* increases to 100 feet.

1st Level (Tier 3): Increase the damage die of *collider* to 1d8.

1st Level (Tier 4): You can charge *collider* three times before making the attack.

2nd Level (Tier 5): Increase the damage die of *collid-*

er to 1d10.

6th Level (Tier 6): If you have two free hands, you can make two attacks as part of one *collider* action. You must keep track of how long each hand is charging (as you can now launch one while charging the other).

10th Level (Tier 7): The range of *collider* increases to 200 feet.

14th Level (Tier 8): If collider is charged to max, when you launch an attack, all targets within 5-feet of the impact point must make a Dexterity saving throw, taking half the direct damage on a failed save, or one-quarter as much on a successful one.

18th Level (Tier 9): You can charge *collider* for six turns. At max, the blast radius around the target increases to 10 feet.

Push (DC 15): Charge collider one additional time, up to the maximum. You can attempt this twice per sphere.

CONDUCTIVE SURGE

Tier 2

You are basically a walking battery—your hair may even stand on end.

1st level (Tier 2): You are able to use the Help action to help allies with their apex checks.

1st Level (Tier 3): The targeted ally gains a +5 bonus to apex checks from the Help action.

ELECTROSTATIC BOLT

Tier 3

You generate a massive electric charge, not just from your hands, but from every limb and digit. You'd better not being standing in water.

3rd level (Tier 3): This talent requires two free hands. As an action, you expel a 30-foot cone of lightning. Any number of targets within that area must make a Dexterity saving throw or take lightning damage depending on the number of targets (half damage on a successful save): 4d6 + apex ability modifier for one target, -1d6 per each additional target. For every 10 damage you channel from your apex capacitor, you can increase the base damage by +1d6, to a maximum of +3d6. After you use this talent, you cannot use it again until you finish a short or a long rest.

6th Level (Tier 4): You can use this talent twice being required to finish a short or long rest.

9th level (Tier 5): The base damage increases by 2d6.

12th Level (Tier 6): You can use this talent three times being required to finish a short or long rest.

15th Level (Tier 7): The base damage increases by 2d6.

18th Level (Tier 8): You can use this talent four times being required to finish a short or long rest.



HUMAN REACTOR

Tier 2

What kills most is pleasant to you.

1st Level (Tier 2): You are immune to radiation damage. If you suffer radiation damage, you can either be healed of the amount inflicted, or the damage can be used to fill your *apex capacitor*.

2nd Level (Tier 3): You have resistance to force damage. You can ignore this resistance when filling your *apex capacitor*.

3rd Level (Tier 4): You have resistance to radiant damage. You can ignore this resistance when filling your *apex capacitor*.

MALIGNANT PULSE

Tier 2

You send out an electrical burst which does more than just shock the target.

1st Level (Tier 2): This talent requires a free hand. As an action, you make a ranged apex attack against one target within 50 feet of you. If you hit, the target takes 3d6 + apex ability modifier force damage, and the target cannot use any apex talents until the end of your next turn. If the target is sustaining an apex talent (including permanent talents), it takes an additional 3d6 + apex ability damage at the beginning of its next turn. On your following turn, while malignant pulse is in effect, you can repeat this talent on the same target. If you miss on this second attack or you let the talent expire, you cannot use this talent again until you finish a short or long rest.

5th Level (Tier 3): Increase damage to 6d6 for both effects, and the target (if your size or smaller) is pushed 10 feet.

9th Level (Tier 4): Increase damage to 8d6 for both effects, and the target (if your size or smaller) is pushed 20 feet.

13th Level (Tier 5): You can use this talent twice before being required to finish a short or long rest.

17th Level (Tier 6): Increase damage to 10d6 for both effects, and the target (if your size or smaller) is pushed 30 feet and is stunned until the beginning of your next turn.

NUCLEAR ACCELERATOR

Tier 3

You attempt to control the flailing beam of ionized radiation which you created. Just don't cross the streams.

1st Level (Tier 3): You must have both hands free. As an action, you make one ranged apex attack each to two targets within 5 feet of each other that are both within 30 feet of you. If you hit, the target suffers 3d6 + apex ability modifier force damage. You can channel 5 damage from your *apex capacitor* to increase the damage by +1d6 (max +2d6). After you use this talent, you cannot use it again until you finish a short or long rest.

4th Level (Tier 4): Increase base damage to 4d6, and you can use this talent twice before being required to

finish a short or long rest.

8th Level (Tier 5): Increase base damage to 5d6, and range increases to 50 feet.

12th Level (Tier 6): You can channel 5 damage from your *apex capacitor* to increase the damage by +1d6 (max +6d6).

16th Level (Tier 7): You can target up to four creatures and each target can be up to 10 feet from another.

Push (DC 20): Target one additional creature within range.

NUCLEAR DISCHARGE

Tier 2

You release a stream of photons to the target. From where is up to you.

1st Level (Tier 2): This talent requires a free hand. As an action, you make a ranged apex attack against a single target within 50 feet. If you hit, the target suffers 1d6 + apex ability modifier force damage. You can channel additional damage from your *apex capacitor* up to your apex ability modifier.

1st Level (Tier 3): Increase the range of *nuclear discharge* to 100 feet.

1st Level (Tier 4): Increase the damage die of *nuclear discharge* to 1d8.

3rd Level (Tier 5): You can channel additional damage from your *apex capacitor* up to twice your apex ability modifier.

6th Level (Tier 6): If you have two free hands, you can attempt a second attack as part of the same action.

9th Level (Tier 7): Increase the damage die of *nuclear discharge* to 1d10.

12th Level (Tier 8): Instead of two attacks, you can attempt a single attack with both hands against one target. You have advantage with this attack. If you hit, you deal double damage, and you can channel additional damage from your *apex capacitor* up to four times your apex ability modifier.

PARTICLE BEAM

Tier 3

You like being called an atom smasher. It's inaccurate, but you don't care. You channel the cosmos and hope you don't create a black hole.

1st Level (Tier 3): This talent requires a free hand. As an action, you make a ranged apex attack against a single target within 30 feet. If you hit, the target suffers 3d6 + your apex ability modifier force damage, and if the target is Medium sized or small, it is pushed to the end of this attack's range. If the target hits an obstruction, it is knocked prone. After you hit with this talent, you cannot use it again until you finish a short or long rest.

1st Level (Tier 4): You can channel additional damage from your *apex capacitor* up to your level.

1st Level (Tier 5): The range of *particle beam* increases to 50 feet.

4th Level (Tier 6): Increase base damage to 4d6, and

you can use this talent twice before being required to finish a short or long rest.

8th Level (Tier 7): If you have both hands free, you can create a larger beam—base damage increases to 6d6 and the target is pushed 75 feet.

12th Level (Tier 8): You can use this talent three times before being required to finish a short or long rest, and any obstacle (not a creature) hit by the target takes damage equal to the initial hit. If destroyed, the target continues being pushed.

16th Level (Tier 9): You can use this talent four times before being required to finish a short or long rest.

Push (DC 20): Increase the damage die to a d8.

Push (DC 25): Increase the damage die to a d10.

PHOTODISINTEGRATION

Tier 3

High powered gamma radiation creates a controlled miniature endothermic reaction in the target. Any more, and you could create a miniature star.

2nd Level (Tier 3): As an action, you emit a sphere of energy in a 30 foot radius. Each creature caught inside must make a Dexterity saving throw. On a failed save, a creature takes 1d6 + your apex ability modifier force damage, and is blinded until the end of your next turn. On a successful save, it takes half damage and isn't blinded. You can channel additional damage from your *apex capacitor* up to your level to each target that fails the save. After you use this talent, you cannot use it again until you finish a short or long rest.

4th Level (Tier 4): Base damage increases to 2d6, and killed targets are disintegrated.

8th Level (Tier 5): Base damage increases to 4d6 and range increases to a 40-foot radius.

16th Level (Tier 6): Base damage increases to 6d6 and range increases to a 50-foot radius.

Push (DC 15): You can use *photodisintegration* again on your next turn. You can only do this once before being required to finish a short or long rest.

Push (DC 25): You must have *photodisintegration* at tier 6 to attempt this check. If you succeed, you start meltdown: on your next turn, the attack repeats, adding a cumulative +10 ft. to its radius (maximum 100 ft) and +1d6 damage. This continues until you succeed on another DC 25 apex check to end meltdown, until five minutes have passed, or until you become unconscious. After using meltdown, you cannot use *photodisintegration* for one week.

REACTOR

Tier 2

You charge the nuclei of your own internal furnace.

2nd Level (Tier 2): As an action, you fill your *apex capacitor* to maximum. After you use this talent, you cannot use it again until you finish a long rest.

4th Level (Tier 3): You can use this talent twice being required to finish a long rest.

6th Level (Tier 3): *Reactor* is reduced to a bonus action.

8th Level (Tier 4): You can use this talent three times being required to finish a long rest.

TUNING FLUX

Tier 2

You tweak an ally's power, pushing her to accomplish something needed for the moment. Too bad it's not permanent. And you may not want tell them about any side effects.

1st Level (Tier 2): As an action, you touch an ally. The target adds your proficiency bonus to her next apex check. After you use this talent, you cannot use it again until you finish a long rest.

2nd Level (Tier 3): You also add your apex ability bonus to the target's next apex check.

4th Level (Tier 4): You can use this talent twice being required to finish a long rest.

8th Level (Tier 5): The target gains double your apex ability bonus.

12th Level (Tier 6): This talent is reduced to a bonus action.

Push (DC 20): You do not expend a use of this talent. Each time you attempt this check, the DC increases by 5 until you complete a long rest.

WIRELESS RECHARGE

Tier 3

Touching your skin is like licking a battery.

1st Level (Tier 3): As an action, touch a single M or B cell (see *Ultramodern5*). If the cell has limited uses, it is charged up by 50%. If its use is unlimited, it is fully recharged. After you use this talent, you cannot use it again until you finish a long rest.

6th Level (Tier 4): You can use this talent twice being required to finish a long rest.

11th Level (Tier 5): When you touch a cell, the cell is fully recharged.

Push (DC 20): Recharge an H cell or equivalent battery. If you fail, the talent is not expended, but you cannot use it again until you finish a short rest.



Kinetic Talents	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Tier 6	Tier 7	Tier 8	Tier 9	Tier 10
Accelerator	—	1	2	3	6	12	—	—	—	—
Bullet Bending	1	1	1	1	2	4	8	16	—	—
Cube	—	—	1	2	4	8	—	—	—	—
Kinetic Assault	—	1	1	2	4	6	12	16	—	—
Kinetic Buffer	—	1	1	3	6	9	12	15	18	—
Kinetic Wing	—	—	1	1	2	4	6	10	14	—
Kinetic Resistance	—	1	1	—	—	—	—	—	—	—
Mover	1	1	1	1	1	1	1	5	10	15
Press	—	—	1	2	6	10	—	—	—	—
Pressure Cushion	—	1	1	2	3	5	—	—	—	—
Pusher	—	1	1	5	10	15	19	—	—	—
Ragdoll	—	—	2	4	6	12	—	—	—	—

KINETIC TALENTS

The kinetic is adept at psychokinesis--the power to move objects with your mind, ranging from fine-tuning microscopic particles to dropping boulders on people. As such, there are only two tier 1 talents, *bullet bending* and the much more common *mover*, the latter being required for the *accelerator* talent.

ACCELERATOR

Tier 2

You hurl a hopefully heavy and probably expensive object to your enemy. Let's hope it wasn't something you owned.

1st Level (Tier 2): As an action, you throw an unattended object within 30 feet or one that you are currently manipulating with *mover* at a target within 30 feet of you. Make a ranged apex attack against the target. The bludgeoning damage is dependent on the weight of the object thrown (less than 2 lbs = 1d4; 3-5 lbs = 1d6; 6-10 lbs = 1d8; 11-20 lbs = 1d10; 20-30 lbs = 1d12; 31-40 lbs = 2d6; 41-60 lbs = 2d8; 61+ lbs = 2d10). Add your apex ability modifier to damage. The GM will determine what kind of suitable objects are nearby: unless she specifies that there are no objects at all, assume an unlimited number of <2 lb. objects.

2nd Level (Tier 3): The range of *accelerator* increases to 50 feet and the damage die increases by one step 1d4 > 1d6 > 1d8 > 1d10 > 1d12 > 2d6 > 2d8 > 2d10.

3rd Level (Tier 4): The range of *accelerator* increases to 100 feet and the damage die increases by one step.

6th Level (Tier 5): You can accelerate two objects as part of the same action.

12th Level (Tier 6): You can accelerate three objects as part of the same action.

BULLET BENDING

Tier 1

Witnesses swear that bullet just went around a corner.

1st Level (Tier 1): If you can attempt a line of effect from you to a target up to 100 feet away making one change of direction, you can attempt a ranged missile

attack following that path. If the change of direction circumvents a target's cover, ignore that cover. Once you bend a missile this way, and it hits, you cannot bend another until you finish a short or long rest. You can only bend one missile at a time, not a volley or a burst. You still suffer from attack penalties if you cannot see the target.

1st Level (Tier 2): You can use *bullet bending* twice before being required to finish a short or long rest, and the range increases to 200 feet. Each missile can only be bent once.

1st Level (Tier 3): You can use *bullet bending* three times before being required to finish a short or long rest, and the range increases to 500 feet.

1st Level (Tier 4): You can use *bullet bending* four times before being required to finish a short or long rest, and the range increases to 1000 feet.

2nd Level (Tier 5): You can use *bullet bending* five times before being required to finish a short or long rest.

4th Level (Tier 6): You can bend each missile twice—each turn counts as one use of *bullet bending*.

8th Level (Tier 7): As long as you know approximately where the target is within a 15 foot cube, you suffer no attack penalties for not knowing where the target is when using this talent.

16th Level (Tier 8): You gain unlimited uses of this talent.

CUBE

Tier 3

You create a static field of force which entraps the target.

1st Level (Tier 3): As an action, make a ranged apex attack against a creature one size larger than you or smaller within 15 feet. If you hit, the target is grappled. Your enemy can attempt to escape on its turn, contested by your apex check. You can maintain the grapple as long as you are within range and line of sight of the target. You cannot move *cube*. After you successfully use this talent, you cannot use it again until you finish a long rest.

2nd Level (Tier 4): The range of *cube* increases to 30 feet, and if the target is your size or smaller, it has disadvantage when attempting to escape. You can also use this

talent twice before being required to finish a long rest.

4th Level (Tier 5): You can move the *cube* by using your movement, though you don't have to actually move yourself. You can also use this talent three times before being required to finish a long rest.

8th Level (Tier 6): The range of *cube* increases to 50 feet. You can also use this talent four times before being required to finish a long rest.

KINETIC ASSAULT

Tier 2

Your melee attack is amplified by a pressure wave generated by your mind.

1st Level (Tier 2): If you hit with a unarmed melee attack, you gain a +1 bonus to damage. The extra damage is force, and only one hit per attack action can benefit.

1st Level (Tier 3): The bonus to damage increases to +2.

2nd Level (Tier 4): *Kinetic assault* can also push a target 5 feet. If the target hits an obstruction, it takes an additional +2 points of damage.

4th Level (Tier 5): The bonus to damage increases to +3.

6th Level (Tier 6): Two melee attacks per attack action can benefit from *kinetic assault*.

12th Level (Tier 7): The bonus to damage increases to +4.

16th Level (Tier 8): The bonus to damage increases to +4 or your apex ability modifier (whichever is higher).

KINETIC BUFFER

Tier 2

You generate an invisible shield to deflect incoming fire.

1st Level (Tier 2): This talent requires a free hand. As a reaction to being hit by a ranged attack, you erect a barrier that grants resistance to bludgeoning and slashing damage from non-magical sources until the end of your next turn (including against the hit that triggered the reaction). If *kinetic buffer* is in effect at the start of your next turn, you can use a bonus action to sustain it for one additional turn. After this talent ends, you cannot use it again until you finish a short or long rest.

1st Level (Tier 3): You can sustain *kinetic buffer* for two additional turns. You also have resistance to piercing damage from non-magical weapons.

3rd Level (Tier 4): The barrier becomes a 5-foot-radius sphere centered on you. You can select which targets in range benefit from the buffer.

6th Level (Tier 5): You can sustain *kinetic buffer* for three additional turns.

9th Level (Tier 6): You gain a +1 bonus to AC while *kinetic buffer* is in effect.

12th Level (Tier 7): If a Large or smaller vehicle with a speed of 100 feet or slower collides into the shield, its speed is reduced to zero and suffers crashing damage.

15th level (Tier 8): Your bonus to AC with *kinetic buffer* increases to +2.

18th Level (Tier 9): Your bonus to AC with *kinetic buffer* increases to +4.

Push (DC 20): As a bonus action, you sustain *kinetic buffer* for one additional turn.

KINETIC WING

Tier 3

You focus all your energy beneath you. If you concentrate hard enough, perhaps you can even fly.

1st Level (Tier 3): When you attempt a Strength (Athletics) or Dexterity (Acrobatics) check, you gain a bonus to your check equal to your apex ability modifier. After this talent ends, you cannot use it again until you finish a long rest.

1st Level (Tier 4): You also have advantage with any Strength (Athletics) or Dexterity (Acrobatics) check benefiting from *kinetic wing*.

2nd Level (Tier 5): You can use this talent twice being required to finish a long rest.

4th Level (Tier 6): In addition to the above benefits, you gain a fly speed of 20. You need both hands free while using *kinetic wing* this way. After flying up to 60 feet, you cannot use this talent again until you finish a long rest.

6th level (Tier 7): Your fly speed increases to 30, and you can fly up to 90 feet before being required to finish a long rest.

10th Level (Tier 8): Your fly speed increases to 40, and you can fly up to 120 feet before being required to finish a long rest.

14th Level (Tier 9): You can use *kinetic wing* unlimited times with no limits on flying distance.

KINETIC RESISTANCE

Tier 2

1st Level (Tier 2): You can use your apex check to escape from grapples instead of Dexterity (Acrobatics) or Strength (Athletics).

1st Level (Tier 3): If using your apex check to escape from a grapple, double your ability score modifier.

MOVER

Tier 1

A flick of the wrist and you can affect something beyond your reach.

1st Level (Tier 1): As an action, until the start of your next turn, you can manipulate an object within 10 feet of you as if you were physically touching it. You can lift up to 10 lbs. If you are able to lift it, you can slide the object up to 10 feet as part of this action, or as a bonus action. If the object is a weapon (a knife or gun), then you are counted as wielding the weapon. Your Strength and Dexterity scores for purposes of manipulating the item with *mover* are 10 or your apex ability score (whichever is lower). If the target actively resists manipulation, this talent automatically fails, but if another person is attempting to manipulate the same target, make an opposed apex vs.

Strength (Athletics) (physical opponent) or apex vs. apex (rival kinetic) check. After using *mover* on an object, you only require a bonus action to sustain it on additional turns, though it still cannot be moved out of range without it dropping.

1st Level (Tier 2): Your Strength and Dexterity scores with *mover* increase to 12 or your apex ability score (whichever is lower), and you can lift up to 30 lbs. The range of *mover* increases to 20 feet.

1st Level (Tier 3): You can move up to two objects simultaneously, but both must remain in range of you, and their total weight cannot exceed your capacity. If the objects are weapons, you can use them for two-weapon fighting (you can designate either weapon as your 'off hand' when you make the attack). The range of *mover* increases to 30 feet.

1st Level (Tier 4): Your Strength and Dexterity scores with *mover* increase to 14 or your apex ability score (whichever is lower), and you can lift up to 40 lbs. The range of *mover* increases to 40 feet.

1st Level (Tier 5): Your Strength and Dexterity scores with *mover* increase to 16 or your apex ability score (whichever is lower), and you can lift up to 80 lbs. The range of *mover* increases to 60 feet.

1st Level (Tier 6): You can move up to four objects simultaneously, but they all must remain in range of you, and their total weight cannot exceed your capacity.

1st Level (Tier 7): The initial use of *mover* now only requires a bonus action.

5th Level (Tier 8): Your Strength and Dexterity scores with *mover* increase to 18 or your apex ability score (whichever is lower), and you can lift up to 160 lbs.

10th Level (Tier 9): Your Strength and Dexterity scores with *mover* increase to 20 or your apex ability score (whichever is lower), and you can lift up to 320 lbs.

15th Level (Tier 10): Your Strength and Dexterity scores with *mover* increase to 22 or your apex ability score (whichever is lower), and you can lift up to 600 lbs.

Push (DC 15): Increase your tier by 1 for this action.

Push (DC 20): Increase your tier by 2 for this action.

44 PRESS

Tier 3

Your target feels like it just got hit with a bus... from orbit.

1st Level (Tier 3): As an action, you make a ranged apex attack against one target your size or smaller within 30 feet. If you hit, the target is grappled until the start of your next turn. As part of the same action, you can exert pressure on it, inflicting 2d8 + apex ability modifier damage. If a target is already grappled or restrained, you can use *press* with a bonus action. The target can attempt to escape on its turn, but if it still is grappled at the start of your next turn, you can repeat *press*. After the target breaks free, you cannot use this talent again until you finish a short or long rest.

2nd Level (Tier 4): Increase damage die to 3d8, and you can use this talent twice before being required to finish a short or long rest.

6th Level (Tier 5): Increase damage die to 4d8, and you can use this talent three times before being required to finish a short or long rest.

10th Level (Tier 6): Increase damage die to 5d8, and the range of *press* increases to 60 feet.

PRESSURE CUSHION

Tier 2

You're falling towards certain death. You hold out your hands in some foolish hope it will help you. Oddly, it does.

1st Level (Tier 2): You must have both hands free to use this talent, but can drop what you are holding as a free action when you activate it. As a reaction (or as part of an action) if you are falling, reduce 50 feet from the fall. After you employ this talent, you cannot use it again until you finish a long rest.

1st Level (Tier 3): You can now reduce fall distance by 80 feet, and you can use this talent twice being required to finish a long rest.

2nd Level (Tier 4): You can now reduce fall distance by 160 feet.

3rd Level (Tier 5): You expand your cushion out 10 feet in every direction, slowing anyone nearby as well.

5th Level (Tier 6): You have no limited fall distance. You can slow yourself even if falling from orbit.

PUSHER

Tier 2

Nothing terribly elegant about it, you just propel your enemy away from you.

1st Level (Tier 2): As an action, you make a ranged apex attack against one target your size or smaller within 10 feet of you—unlike other talents, you do not have disadvantage if you are within 5 feet of a hostile creature that can see you and that isn't incapacitated. If you hit, the target is pushed 10 feet. If the target hits an obstruction, it suffers 1d6 bludgeoning damage for each 5 feet of movement it cannot take. Add your apex ability modifier to damage. If the target would be pushed off a cliff or into some similar hazard, the push stops at the edge.

1st Level (Tier 3): The target is pushed 15 feet.

5th Level (Tier 4): You can target one creature larger than you, or two creatures your size or smaller (but not the same creature twice).

10th level (Tier 5): Targets are pushed 20 feet.

15th Level (Tier 6): You can target two creatures larger than you, or three creatures your size or smaller (but not the same creature twice) as part of the same action.

19th Level (Tier 7): Targets are pushed 20 feet.

Push (DC 15): Increase your tier by 1 for this action.

Push (DC 20): Increase your tier by 2 for this action.

Morph Talent	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Tier 6	Tier 7	Tier 8	Tier 9	Tier 10
Active Camouflage	1	1	2	4	8	—	—	—	—	—
All Fours	1	2	3	4	6	12	—	—	—	—
Animus	1	2	3	4	6	8	10	12	15	—
Behemoth	1	1	1	3	6	10	14	16	—	—
Bloodhound	1	1	3	—	—	—	—	—	—	—
Daimon Shift	1	3	5	7	10	—	—	—	—	—
Furious Charge	1	2	3	—	—	—	—	—	—	—
Fylgja	1	1	1	2	3	4	—	—	—	—
Illogical Frenzy	1	1	2	3	4	5	12	18	—	—
Marked	1	1	2	3	4	—	—	—	—	—
Molecular Compression	1	1	1	3	5	7	9	11	—	—
Monster Mash	1	2	3	—	—	—	—	—	—	—
Natural Claws	1	1	1	1	3	5	8	10	15	—
Powered Lungs	1	3	5	12	—	—	—	—	—	—
Psychotic Leap	1	3	5	—	—	—	—	—	—	—
Rejuvenation Reactor	2	3	4	10	—	—	—	—	—	—
Regenesis	1	2	4	6	8	10	12	18	—	—
Righting Reflex	1	1	1	1	—	—	—	—	—	—
Stubborn Feet	1	1	2	—	—	—	—	—	—	—
Tapetum Lucidum	1	1	—	—	—	—	—	—	—	—
Theriophily	1	1	1	1	2	3	4	5	—	—

RAGDOLL

Tier 3

You wrap your ethereal claws around a target and it falls directly under your will. You own it now.

2nd Level (Tier 3): As an action, you make a ranged apex attack against one target your size or smaller within 20 feet. If you hit, you grapple the target (if the target is already restrained by an apex talent, this requires only a bonus action. As part of the same action, you can push, pull, slide, or lift the target up to 20 feet. If it hits an obstruction, it suffers 1d6 bludgeoning damage for each 5-feet of movement it cannot take (total 4d6), plus your apex ability bonus. The target can attempt to escape on its turn, but if it is still grappled at the start of your next turn, you can repeat *ragdoll*. After the target breaks free, you cannot use this talent again until you finish a short or long rest.

4th Level (Tier 4): You can move the target up to 30 feet. You can have your target strike multiple obstructions, but the total damage inflict cannot exceed 6d6.

6th Level (Tier 5): You move the target up to 40 feet. You can have your target strike multiple obstructions, but the total damage inflict cannot exceed 8d6.

12th level (Tier 6): You can move the target up to 50 feet. You can have your target strike multiple obstructions, but the total damage inflict cannot exceed 10d6.

Push (DC 15): Increase your tier by 1 for this action.

Push (DC 20): Increase your tier by 2 for this action.

MORPH TALENTS

Morph talents are similar to freak talents, except where freak talents are permanent physical (and visible) mutations, morph talents involve some form of physical transformation. Morph talents may end up being permanent visible manifestations, but these are a choice made by the character. Beyond that, morph and freak talents are very similar, and some talents share abilities in both fields. As such, all morph talents are tier 1.

ACTIVE CAMOUFLAGE

Tier 1, Concentration

Whether it be a natural ability of your skin or an acute sense of your surroundings, hiding has never been difficult for you.

1st Level (Tier 1): As part of the attempt, add your apex ability modifier to your Dexterity (Stealth) check. If Dexterity is your apex ability, double its value. Once you use this talent, the bonus remains in effect until the end of your next turn, but then you cannot use it again until you finish a long rest. If you make a melee or ranged attack from your hiding position, you are still considered to be hiding.

1st Level (Tier 2): You can use *active camouflage* twice before being required to finish a long rest. You can sustain this talent for up to one minute.

2nd Level (Tier 3): You can use *active camouflage* three times being required to finish a long rest. Additionally, if you spend an action while against a wall or obstacle, you can render yourself invisible until you move, make an attack, or you stop concentration. This counts as a use of *active camouflage*.

4th Level (Tier 4): You can use *active camouflage* four times being required to finish a long rest.

8th Level (Tier 5): You have unlimited uses of *active camouflage*, but after the effect ends, you cannot use it again for one minute.

ALL FOURS

Tier 1

Your spine makes a slight adjustment and you become a much faster runner.

1st Level (Tier 1): As a bonus action, you gain a +5 bonus to speed. When you employ this on your turn, you have disadvantage with any ranged attacks until the start of your next turn.

2nd Level (Tier 2): While on *all fours*, you have advantage on Dexterity saving throws.

3rd Level (Tier 3): Your bonus to speed increases to +10.

4th Level (Tier 4): While on *all fours*, you have advantage on Dexterity (Acrobatics) checks.

6th Level (Tier 5): Your bonus to speed increases to +15.

12th level (Tier 6): Your bonus to speed increases to +20.

ANIMUS

Tier 1, Alter

The line between human and beast begins to blur.

1st Level (Tier 1): As an action, you channel your inner beast. Until the end of your next turn, you have disadvantage on Charisma ability checks (except for Intimidation) as well as all Intelligence checks as your physical properties change. Your appearance is visibly bestial (the details are up to you, but these are consistent between uses). You gain additional abilities based on your dominant attribute. At the end of each of your turns while this talent is in effect, make a DC 15 saving throw using your apex ability score. If you succeed, the effect persists until the end of your next turn. You may not voluntarily fail the save. After one minute, the effect ends regardless of the save. Once this talent expires, you cannot use it again until you finish a long rest.

Dexterity: You gain a +5 bonus to speed, a +1 bonus to AC, and you have advantage to Dexterity saving throws and ability checks.

Strength: You gain a +2 bonus to all damage rolls, a +1 bonus to AC, and you have advantage with Strength saving throws and ability checks.

2nd Level (Tier 2): You gain additional benefits when using *animus*.

Dexterity: You can use the Disengage action for free, and you cannot fail Dexterity saving throws.

Strength: You gain temporary hit points equal to your apex ability modifier + your level. You also regain 2d4 Hit Dice.

3rd Level (Tier 3): Gain one of the following benefits when using *animus*.

Dexterity: Your speed increases by 5.

Strength: Increase the damage dice of any natural or

melee weapons you wield by one step (1d4 > 1d6 > 1d8 > 1d10 > 1d12 > 2d6 > 2d8 > 2d10).

4th Level (Tier 4): You can use *animus* twice being required to finish a long rest.

6th Level (Tier 5): You have advantage to the saving throw to sustain *animus*, and you can end *animus* voluntarily as a bonus action.

8th Level (Tier 6): Gain one of the following benefits when using *animus*.

Dexterity & Strength: Your bonus to AC when using *animus* increases to +2.

10th Level (Tier 7): You can use *animus* three times being required to finish a long rest. You can also spend a Hit Die (regaining no hit points) to sustain *animus* for an additional turn without making a save.

12th Level (Tier 8): After activating this talent, it can last up to one minute before you are required to start making saves.

15th Level (Tier 9): *Animus* lasts up to one minute before you are required to start making saves, and each save grants another minute, up to a maximum of 10 minutes.

BEHEMOTH

Tier 1, Alter

You are able to change your basic biological makeup to make yourself extremely resistant to damage.

1st Level (Tier 1): As an action, you gain a number of temporary hit points equal to twice your Constitution modifier + your level. Until you lose all these temporary hit points, you gain the following benefits:

—Your weight is doubled.

—You have advantage with Constitution saving throws and when resisting forced movement.

When you finish a short or long rest, any remaining temporary hit points are lost. After you use this talent, you cannot use it again until you finish a long rest.

1st Level (Tier 2): You gain the following effects while *behemoth* is in effect:

—You gain +10 temporary hit points.

—You are also immune to being poisoned.

—You reduce two levels from any exhaustion you suffer from upon activation.

—Your weight is x4 normal.

1st Level (Tier 3): You gain the following effects while *behemoth* is in effect:

—You gain +10 temporary hit points (+20 total). —

You gain a +1 bonus to AC.

—Your weight is x6 normal.

—Your speed is reduced by 5 feet.

—You reduce four levels from any exhaustion you suffer from upon activation.

3rd Level (Tier 4): You gain the following effects while *behemoth* is in effect:

—You gain +20 temporary hit points (+40 total). —

Your weight is x10 normal.

—You cannot be moved by any forced effect, even if struck by a vehicle.

6th level (Tier 5): You gain the following effects while *behemoth* is in effect:

—You gain +20 temporary hit points (+60 total). — Your weight is x20 normal.

10th Level (Tier 6): While *behemoth* is in effect, you grow one size category larger.

14th Level (Tier 7): You gain +20 temporary hit points (+80 total) when you use *behemoth*.

16th level (Tier 8): Use any number of Hit Dice; the total value is added to temporary hit points.

Push (DC 20): Increase your tier by 1 for this action.

BLOODHOUND

Tier 1

They don't call it a detective's nose for nothing.

1st Level (Tier 1): You can add your apex ability modifier to Wisdom (Survival) checks.

1st Level (Tier 2): You can add your apex ability modifier to Wisdom (Perception) checks.

3rd Level (Tier 3): You have advantage with Wisdom (Survival) checks.

DAIMON SHIFT

Tier 1, Alter, Concentration

It's not a pleasant process to watch, and you may require a new set of clothes if you didn't think ahead.

1st Level (Tier 1): As an action, you alter your physical form to take on the appearance of a generic natural beast your size whose challenge rating is equal to or less than your level. Your statistics, including mental ability scores, are replaced by the statistics of the chosen beast. You retain your alignment and personality. You assume the hit points of its new form. When you revert to your normal form, you return to the number of hit points you had before transforming. If you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. As long as the excess damage doesn't reduce your normal form to 0 hit points, you are not knocked unconscious. You are limited in the actions you can perform by the nature of the new form, and you can't speak, use other apex talents, cast spells, or take any other action that requires hands or speech. Your gear falls to the ground, and must be retrieved later. You can't activate, use, wield, or otherwise benefit from any equipment. *Daimon shift* persists until you stop concentrating or five minutes pass. After this talent ends, you cannot use it again until you finish a long rest.

3rd Level (Tier 2): The challenge rating of the creature can be your level +1.

5th Level (Tier 3): You may increase or decrease the size of the animal you change into by one category.

7th Level (Tier 4): The challenge rating of the creature can be your level +1 (+2 total).

10th Level (Tier 5): *Daimon shift* can last up to one hour.

Push (DC 25): Once between long rests, you can attempt an apex check as an action to initiate *daimon shift*



a second time.

FURIOUS CHARGE

Tier 1

Like a wild animal, you charge towards your enemy.

1st Level (Tier 1): When you use the Dash action, you can attempt a single melee attack at the end of your movement.

2nd Level (Tier 2): When you use the Dash action, your speed increases by +5 until the end of the action; if you hit with your attack, you deal +2 damage

3rd Level (Tier 3): When you hit a target your size or smaller using the Dash action, you knock it prone.

FYLGJA

Tier 1

You share a soul with another creature. It's part of you.

1st level (Tier 1): You gain a beast companion that has been with you through life, living longer than such a creature should. It is trained to fight alongside you. Choose a beast that is no larger than Medium and that has a challenge rating of 1/4 or lower. Add your proficiency bonus to the beast's AC, attack rolls, and damage rolls, as well as to any saving throws and skills it is proficient in. Its hit point maximum equals its normal maximum or four times your level, whichever is higher. The beast obeys your commands as best as it can. It takes its turn on your initiative, though it doesn't take an action unless you command it to. You are not required to verbally command the beast vocally—the connection is telepathic and near instantaneous (no action required by you)—this applies to move and possible actions. If your companion dies, you are stunned for 1d4 turns and suffer 2 levels of exhaustion. The spirit of your companion travels to another creature of the same type which arrives 1d6 days later.



1st Level (Tier 2): The challenge rating of the beast can be 1/2 or lower. You can only select this tier at 1st level.

1st Level (Tier 3): The challenge rating of the beast can be 1 or lower. You can only select this tier at 1st level.

2nd Level (Tier 4): You can see through your beast's eyes and vice-versa by using an action to channel your vision.

3rd Level (Tier 5): As an action, you can shunt any hit points from you to your companion in order to heal your companion of lost hit points.

4th Level (Tier 6): Shunting hit points takes a bonus action and you can shunt hit points in either direction.

Push (DC 15): When you spend a Hit Die, your companion recovers the hit points instead of you.

ILLOGICAL FRENZY

Tier 2, Alter

You've stopped listening to reason. The best thing your allies can do is give you a direction and step back.

1st Level (Tier 2): When a creature scores a critical hit against you or an ally, or an ally is reduced to zero hit points, you can enter a frenzy as a reaction. While in *illogical frenzy*, you gain the following benefits if you aren't wearing heavy armor:

- You have advantage on apex ability checks (including apex checks) and apex ability saving throws.

- When you make a melee weapon attack, you gain a +2 bonus to the damage.

- You have resistance to bludgeoning, piercing, and slashing damage.

Your frenzy lasts for 1 minute, ending early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your frenzy on your turn as a bonus action. Once you used this talent, you cannot use it again until you finish a long rest.

1st Level (Tier 2): The damage bonus increases to +3.

2nd Level (Tier 3): You can use *illogical frenzy* twice before being required to finish a long rest.

3rd Level (Tier 4): You can use *illogical frenzy* three times before being required to finish a long rest.

4th Level (Tier 5): The damage bonus increases to +4.

6th Level (Tier 6): You can use *illogical frenzy* four times before being required to finish a long rest.

12th Level (Tier 7): You can use *illogical frenzy* five times before being required to finish a long rest.

18th Level (Tier 8): The damage bonus increases to +5.

MARKED

Tier 3

Of all the opponents to target, you're the one that somewhat stands out.

1st Level (Tier 3): As an action, you roar and get everyone's attention. All enemies within 20 feet of you have disadvantage on attack rolls that don't include you as a

target until the end of your next turn. Once you use this talent, you cannot use it again until you finish a short or long rest.

1st Level (Tier 2): The range of *marked* increases to 40 feet.

2nd Level (Tier 3): Any creature you hit with a melee attack is affected by *marked* until the end of your next turn. This is different than tier 3's talent and is always in effect.

3rd Level (Tier 4): *Marked* is reduced to a bonus action.

4th Level (Tier 5): When you roar, the range of *marked* is extended to 60 feet, and you can use *marked* twice before being required to finish a short or long rest.

Push (DC 20): You recover the use of *marked*. You can only do this once between rests.

MOLECULAR COMPRESSION

Tier 1, Concentration

You change your atomic density, decreasing your size.

1st Level (Tier 1): As an action, you become a Small creature. The effect lasts until the end of your next turn. You can sustain the effect with an action, but if the effect ends, you cannot use it again until you finish a long rest. Clothes and gear shrink with you.

1st Level (Tier 2): Although still requiring an action to use, you only need a bonus action to sustain this talent.

1st Level (Tier 3): While small, you can move through the space of any creature that is of a size larger than yours.

3rd level (Tier 4): You now can reduce your size to Tiny.

5th Level (Tier 5): You can use *molecular compression* twice before being required to finish a long rest. It also only requires concentration to sustain.

7th Level (Tier 6): You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

9th Level (Tier 7): You can use *molecular compression* three times before being required to finish a long rest.

11th Level (Tier 8): You have advantage with Dexterity (Stealth) checks.

MONSTER MASH

Tier 2

You bob and weave through combat with the grace of a cat.

1st Level (Tier 2): When using the Disengage action, you can move 5 feet.

2nd Level (Tier 3): When using the Disengage action, you can move to any space within 5 feet of a target that is 5 feet away.

3rd Level (Tier 3): When using the Disengage action, you can still move up to half your speed.

NATURAL CLAWS

Tier 1

With a simple flex, you undergo a partial transformation, and your claws emerge.

1st Level (Tier 1): As a bonus action, you extend or retract your claws. While exposed, your unarmed strikes inflict 1d4 slashing damage: if they already inflict 1d4 or more damage, the claws grant +1 to damage. Extending claws damages gloves if wearing them unless they are specially designed to accommodate it (at a cost increase of 10%).

1st Level (Tier 2): While your claws are exposed, your unarmed strikes inflict 1d6 damage, or if they already inflict 1d6 damage, +2 damage. Your unarmed strikes also have the finesse and light properties.

1st Level (Tier 3): While your claws are exposed, you can add your apex ability modifier to your grapple attempts. Climbing doesn't cost you extra movement, and you have advantage with Strength (Athletics) checks when climbing.

1st Level (Tier 4): You can switch damage type from slashing to piercing when using claws. You have a climb speed of 30.

3rd Level (Tier 5): You have advantage with grapple checks.

5th Level (Tier 6): While your claws are exposed, your unarmed strikes inflict 1d8 damage, or if they already inflict 1d8 damage, +3 damage.

8th Level (Tier 6): If you have two free hands, you can make two melee attacks with your natural claws with a single action.

10th Level (Tier 7): If you score a critical hit with your claws, the target must make a Constitution saving throw or take an additional 1d10 poison damage and become poisoned for 1 minute. Once you inflict poison damage, you cannot again until you finish a long rest.

15th Level (Tier 8): You can use your claws to make a single attack as a bonus action.

POWERED LUNGS

Tier 1

It's almost like a dragon's breath... Almost.

1st Level (Tier 1): You can use your action to exhale volcanic ash. Each creature in a 15 foot cone must make a saving throw. A creature takes 2d6 + your apex ability modifier damage on a failed save, and half as much damage on a successful one. After you use your *powered lungs*, you can't use it again until you complete a short or long rest.

Note: When you select this talent, choose one of the following energy types—acid, lightning, fire, poison, cold, thunder.

3rd Level (Tier 2): The damage increases to 3d6 and expands out to a 20-foot cone.

5th Level (Tier 3): The damage increases to 4d6 and expands out to a 25-foot cone.

12th Level (Tier 4): The damage increases to 5d6 and

expands out to a 30-foot cone.

Push (DC 20): Increase your tier by 1 for this action.

PSYCHOTIC LEAP

Tier 1

You would look like someone flying if your legs and arms weren't all pointing forward.

1st Level (Tier 1): You have advantage with Strength (Athletics) checks when performing a jump. You double the distance of any long jump and high jump.

3rd Level (Tier 2): Treat your Strength as being 4 higher for purposes of determining jump distances.

5th Level (Tier 3): As an action, make a long jump or a high jump, doubling your effective Strength score when calculating distance. This distance is not limited by your speed. If you are making a long jump and you have speed left over after doubling your Strength, you jump your speed instead.

REJUVENATION REACTOR

Tier 1

Wounds knit in seconds, almost as if someone had cast a spell on you.

2nd Level (Tier 1): As an action, you can spend up to 1/4 of your Hit Dice (min 1) to recover hit points. Once you use this talent, you cannot use it again until you finish a long rest.

3rd Level (Tier 2): When using *rejuvenation reactor*, for each Hit Die spent, you recover additional hit points equal to your apex ability modifier.

4th Level (Tier 3): You can spend up to 1/2 your Hit Dice, and you can use this talent twice before being required to finish a long rest.

10th Level (Tier 4): When using *rejuvenation reactor*, you can roll each Hit Die twice and take the higher value, and you can use this talent three times being required to finish a long rest.

Push (DC 20): As a bonus action, you can attempt to recover a use of *rejuvenation reactor*. Each time you attempt this, whether or not you succeed, the DC increases by 5 (cumulative) until you complete a long rest.

REGENESIS

Tier 1, Alter

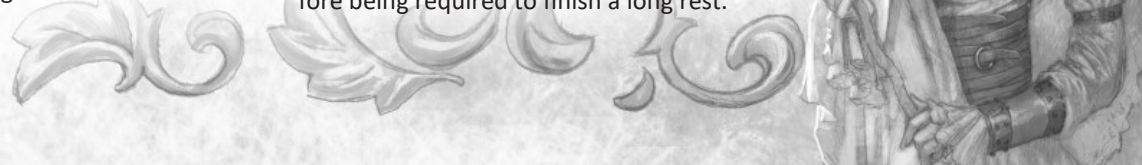
Your injuries knit in seconds to the shock of those around. You assure them it still hurts like hell.

1st Level (Tier 1): As an action, you begin *regensis*—you regain 1 hit point at the start of your turn. You do not regenerate if reduced to 0 hit points. *Regensis* lasts 1 minute. Once this talent expires, you cannot use it again until you finish a long rest.

2nd Level (Tier 2): Your regeneration increases to 2 hit points.

4th Level (Tier 3): *Regensis* lasts for five minutes instead of 1.

6th level (Tier 4): You can use this talent twice before being required to finish a long rest.



8th Level (Tier 5): Your regeneration increases to 3 hit points.

10th level (Tier 6): You still regenerate when reduced to 0 hit points; you only die if you start your turn with 0 hit points and don't regenerate (if your regeneration is suppressed by some means, such as the anti-apex field talent).

12th level (Tier 6): Your regeneration increases to 4.

18th level (Tier 7): *Regenesi*s is permanent

RIGHTING REFLEX

Tier 1

That's right, you land like a cat.

1st Level (Tier 1): Use a reaction (or as part of an action) if you are falling to reduce the fall distance by 20 feet.

1st Level (Tier 2): You can now reduce fall distance by 40 feet.

1st Level (Tier 3): You can now reduce fall distance by 80 feet.

1st Level (Tier 4): You can now reduce fall distance by 160 feet.

Push (DC 15): Increase your tier by 1 for this action.

STUBBORN FEET

Tier 1

It's almost like you are anchored in a spot

1st Level (Tier 1): If your feet are touching the ground, you cannot be knocked prone, and you reduce all forced movement (like shoving) effects by 10 feet.

1st Level (Tier 2): If your feet are touching the ground, you reduce all forced movement effects by 40 feet.

2nd Level (Tier 3): As long as you are not unconscious, you cannot be moved against your will by any means.

TAPETUM LUCIDUM

Tier 1

You have superior night vision, though the image can sometimes be blurred.

1st Level (Tier 1): You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

1st Level (Tier 2): The range of your darkvision increases to 100 feet.

THERIOPHILY

Tier 1, Alter, Concentration

You are no monster, and unlike others like you, fitting in has never been a real issue, especially when you can look like anyone.

1st Level (Tier 1): As an action, you make yourself—though not your clothing, armor, weapons, or other belongings on your person—look different until the end of

your next turn. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your apex check. You can use a bonus action to sustain *theriophily* until the end of your next turn (five minutes total). Once finished, you cannot use this talent until you finish a long rest.

1st Level (Tier 2): You can use *theriophily* twice being required to finish a long rest.

1st Level (Tier 3): You have proficiency with all Charisma skills.

1st Level (Tier 4): Each use of *theriophily* can last up to one hour, and only requires concentration to sustain.

2nd Level (Tier 5): You can add your apex ability modifier to Charisma skill checks.

3rd Level (Tier 6): You can use *theriophily* three times being required to finish a long rest.

4th Level (Tier 7): *Theriophily* lasts until you voluntarily end the effect or are reduced to 0 hit points.

5th Level (Tier 8): You can use *theriophily* at-will.

Phenom Talent	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Tier 6	Tier 7	Tier 8	Tier 9	Tier 10
All Upstairs	1	1	1	1	—	—	—	—	—	—
Comic Book-Like Stamina	1	1	1	—	—	—	—	—	—	—
Dash Plus	1	1	1	1	2	3	6	9	12	—
Freight Train	1	1	2	—	—	—	—	—	—	—
Glossia	1	1	1	—	—	—	—	—	—	—
Implausible Aim	1	1	1	3	5	7	10	13	—	—
Interception	—	2	3	5	7	8	9	10	—	—
Limber & Lithe	1	5	7	9	—	—	—	—	—	—
Natural Skill	1	1	1	1	—	—	—	—	—	—
Impossible Improvisation	1	1	1	2	4	6	—	—	—	—
Skill Focus	1	2	3	4	5	6	10	—	—	—
Sportsman-Like Strength	1	1	1	6	12	—	—	—	—	—
Unnatural Instinct	1	1	—	—	—	—	—	—	—	—

PHENOM TALENTS

Phenom talents are borderline normal... at least at the beginning. They start as especially powerful abilities within the realm of a normal world. It is only later where they begin to act paranormal, and can no longer be dismissed as ordinary. Like freak and morph, the phenom talents are by a majority tier 1, and it is assumed they are acquired either at birth or develop later post-puberty.

ALL UPSTAIRS

Tier 1

"Really? You don't know this? It's common knowledge where I'm from."

1st Level (Tier 1): You are proficient with all Intelligence-based skills.

1st Level (Tier 2): You have advantage with any attempts to recall lore or history.

1st Level (Tier 3): You are proficient with all Intelligence checks and saving throws.

1st Level (Tier 4): When attempting to recall lore or history, treat any result of 15 or less as a 15.

COMIC BOOK-LIKE STAMINA

Tier 1

"Couldn't there be someone the opposite of me, at the other end, a person who can't be hurt like the rest of us?"

1st Level (Tier 1): You are immune to all disease.

1st Level (Tier 2): You are immune to being poisoned.

1st Level (Tier 3): You ignore the effects of level 1 and level 2 exhaustion.

DASH PLUS

Tier 1

Running, ALL THE TIME!

1st Level (Tier 1): When you use the Dash action, you gain a +5 foot bonus to speed. If you use Dash again as your next action, this bonus is cumulative up to +10.

1st Level (Tier 2): The +5 foot bonus with consecutive Dash actions is cumulative to +20 feet.

1st Level (Tier 3): The +5 foot bonus with consecutive

Dash actions is cumulative to +30 feet.

1st Level (Tier 4): The speed bonus when you use a Dash action is +10 feet instead of +5 feet.

2nd Level (Tier 5): The +10 foot bonus with consecutive Dash actions is cumulative to +40 feet.

3rd Level (Tier 6): The +10 foot bonus with consecutive Dash actions is cumulative to +50 feet.

6th Level (Tier 7): On the second consecutive Dash action, the speed bonus increased from +10 feet to +20 feet. On the third consecutive Dash action, the speed bonus increased from +20 feet to +30 feet, to a maximum of +60 feet. This bonus with consecutive Dash actions is cumulative to +60 feet.

9th Level (Tier 8): Spend a Hit Die as part of your movement to increase your base speed bonus by +30 feet until the end of your turn. The bonus with consecutive Dash actions is cumulative to +90 feet.

12th Level (Tier 9): The bonus with consecutive Dash actions is cumulative to +120 feet. As a bonus action, you can set your speed bonus immediately to 120 feet—this lasts for one minute or until you stop. Once you use this bonus action, you cannot again until you finish a long rest.

Push (DC 20): Double your speed boost for this Dash action.

FREIGHT TRAIN

Tier 1

The more you fight, the better you become.

1st Level (Tier 1): You gain a +1 bonus to damage rolls. Each time you hit, this bonus increases by 1 to a maximum of 3. This reverts back to +1 if you miss or don't hit a target until the end of your next turn.

1st Level (Tier 2): The max damage bonus is +5.

2nd Level (Tier 3): If you reach a +5 damage bonus, your next hit is a critical hit.

GLOSSIA

Tier 1

You have a knack for instantly learning and interpreting nearly any spoken language.

Prerequisite: Intelligence must be your apex ability score.



1st Level (Tier 1): You know a number of additional traditional human languages equal to your Intelligence modifier +1.

1st Level (Tier 2): You know a number of additional languages equal to your Intelligence modifier +1. These can include animal tongues and computer language.

1st Level (Tier 3): You can use an action and learn any language you are currently exposed to.

IMPLAUSIBLE AIM

Tier 1

Through crowds, in smoke, in a car, blindfolded, you still make the shot, and the next, and then the next...

1st Level (Tier 1): As a bonus action, you gain telescopic vision, allowing you to ignore all range penalties until the end of your turn. Once you use this talent, you cannot use it again until you finish a short or long rest.

1st Level (Tier 2): While *implausible aim* is in effect, the ranges of your weapons are all doubled.

1st Level (Tier 3): You can also make Wisdom (Perception) checks to spot even fine details at distances of up to a mile.

3rd Level (Tier 4): You have a +1 bonus with attacks beyond normal range (this is always in effect).

5th Level (Tier 5): You gain a +1 bonus to attack (+2 total with attacks beyond normal range).

7th Level (Tier 6): As a bonus action, set your next attack roll to 20. Once you use this talent, you cannot use it again until you finish a short or long rest.

10th Level (Tier 7): You can use your tier 6 talent twice being required to finish a short or long rest.

13th Level (Tier 8): You can use your tier 6 talent three times being required to finish a long rest.

Push (DC 20): You recover a use of this talent; you can only do this once before being required to finish a long rest.

IMPOSSIBLE IMPROVISATION

Tier 1

You should not have been able to learn how to use that, at least not that quickly.

1st Level (Tier 1): If you are in physical possession of a tool, as an action you can gain proficiency with that tool for five minutes. Once you use this talent, you cannot use it again until you finish a long rest.

1st Level (Tier 2): *Impossible improvisation* lasts for one hour when activated.

1st Level (Tier 3): *Impossible improvisation* lasts for as long as you are possession of the tool, or one hour, whichever is longer.

2nd Level (Tier 4): When you select a tool, you remain proficient with it until you finish a long rest.

4th Level (Tier 5): You are no longer just proficient—you can use your apex ability modifier with any ability check with your selected tool.

6th Level (Tier 6): You can maintain two tool proficiencies at a time with this talent.

INTERCEPTION

Tier 2

Either you calculate trajectories and vectors or it's magic. You just shot a bullet out of the air. However you did it, it was awesome.

2nd Level (Tier 2): As a reaction when you are hit by a ranged weapon attack and are wielding a ranged weapon, expend one attack's worth of ammunition from your weapon to reduce the damage of the triggering attack by $1d10 + \text{your apex ability modifier} + \text{your level}$. If you reduce the damage to 0, you deflect the missile harmlessly away. You can only use interception against a single missile, not a volley or an area attack.

3rd Level (Tier 3): If you reduce the damage to 0, you can deflect the enemy missile to another target within 10 feet of you—make a ranged attack using your apex ability modifier + your proficiency bonus. If you hit, you inflict half the damage that would have been inflicted on you.

5th Level (Tier 4): You can use *interception* against attacks directed to any target within 10 feet of you.

7th Level (Tier 5): If you reduce the damage to 0, you can deflect the enemy missile to another target within 30 feet of you.

8th Level (Tier 6): You can attempt *interception* against thrown explosives. In this case, make a ranged attack against the save DC of the area attack. If you succeed, you destroy the explosive at the source before it is thrown. If you roll a critical hit, the explosive detonates at the source, forcing the attacker to suffer its own attack (assuming this is possible). You must have line of site on the attacker to make this reaction.

9th Level (Tier 7): When attempting *interception*



against thrown explosives, you can deflect them the same way as missile attacks.

10th Level (Tier 8): You can use *interception* against attacks directed to any target within 20 feet of you, and if you reduce the damage to 0, you can deflect the enemy missile to another target within 40 feet of you.

LIMBER & LITHE

Tier 1

You have the medals—the best of the craft. No one moves like you do.

1st Level (Tier 1): You gain a +1 bonus to your AC and Dexterity saving throws while not wearing heavy armor.

5th Level (Tier 2): When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

7th Level (Tier 3): You gain a +2 bonus to your AC and Dexterity (instead of +1) saving throws while not wearing heavy armor.

9th level (Tier 4): When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

NATURAL SKILL

Tier 1

You don't even need to try.

1st Level (Tier 1): Select one skill you are proficient with. You automatically succeed at all tasks with that skill with a DC equal or less than your skill modifier + 10, even if you would normally have disadvantage on the roll.

1st Level (Tier 2): Either select one additional skill for use with this talent, or one previously selected skill automatically succeeds on tasks with a DC equal or less than your skill modifier + 15.

1st Level (Tier 3): Either select one additional skill for use with this talent, or one previously selected skill automatically succeeds on tasks with a DC equal or less than your skill modifier + 15.

1st Level (Tier 4): Either select one additional skill for use with this talent, or one previously selected skill automatically succeeds on tasks with a DC equal or less than your skill modifier + 15.

SKILL FOCUS

Tier 1

You are good—you are really good... at one thing.

1st Level (Tier 1): Select one skill you have proficiency with. You double your proficiency bonus with the skill.

2nd Level (Tier 2): Your previously selected skill gains a +2 bonus.

3rd Level (Tier 3): You can compress your focus, doubling your total result on one ability check with your chosen skill. Once you use this talent, you cannot benefit from *skill focus* until you finish a long rest.

4th Level (Tier 4): You can compress your focus twice before being required to finish a long rest.

5th Level (Tier 5): Your previously selected skill gains a +2 bonus (+4 total).

6th Level (Tier 6): You can spend a Hit Die, regaining no hit points, to give your skill focus a +20 bonus.

10th Level (Tier 7): If you roll less than 20 on your skill focus, increase the result to 20.

SPORTSMAN-LIKE STRENGTH

Tier 1

It's not your fault being the biggest and the strongest. You don't even exercise.

1st Level (Tier 1): Your carrying capacity is your Strength Score multiple by 20. You are only encumbered at 10 times your Strength score and heavily encumbered when in excess of 20 times your Strength score.

1st Level (Tier 2): You gain a +2 bonus with all melee damage rolls.

1st Level (Tier 3): Your carrying capacity is your Strength Score multiple by 30. You are only encumbered at 20 times your Strength score and heavily encumbered when in excess of 30 times your Strength score.

6th level (Tier 3): Your Strength score increases by 2 as does your maximum for that score.

12th level (Tier 4): Your Strength score increases by 2 as does your maximum for that score.

UNNATURAL INSTINCT

You just know. You can't explain it. Must be something you just picked up.

1st Level (Tier 1): When targeting enemies benefiting from cover, you reduce total cover to three quarters cover, and ignore half-cover benefits.

1st Level (Tier 2): You do not suffer the effects of being blinded. You cannot choose this tier if you have taken the Blind sacrifice.



Shaper Talent	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Tier 6	Tier 7	Tier 8	Tier 9	Tier 10
Bottled Thermodynamic Transfer	—	1	6	9	12	—	—	—	—	—
Blood Tell	—	—	4	9	13	16	—	—	—	—
Entropic Burst	—	—	3	5	7	9	—	—	—	—
Dynamic Tempest	—	1	1	4	8	12	16	—	—	—
Element Restraint	—	1	1	5	—	—	—	—	—	—
Entropic Crucible	—	1	1	1	1	1	—	—	—	—
Expanding Phase Transition	—	1	5	7	10	—	—	—	—	—
Frozen Creation	—	1	1	1	2	4	8	10	—	—
Magic Touch	—	1	1	2	5	10	15	—	—	—
Halo Of Touch	—	1	3	5	10	15	—	—	—	—
Natural Resistance	1	1	3	5	—	—	—	—	—	—
Novelty Acts	1	1	—	—	—	—	—	—	—	—
Resonant Ray	—	1	3	5	10	15	18	—	—	—
Rocket Propulsion	—	—	—	4	6	10	14	17	19	—
Thermal Shield	—	1	2	5	10	—	—	—	—	—
Thermodynamic Bolt	—	1	1	3	6	9	10	15	—	—

SHAPER TALENTS

The shaper is about element manipulation, focusing on cold, fire, or lightning. You are not forced to stick with one element, but obviously this makes sense. Unlike other talents, shaper talents do ultimately require one of two tier 1 talents, *element resistance* and *novelty acts*. It is recommended both talents are acquired before the more powerful ones are selected.

BOTTLED THERMODYNAMIC TRANSFER

Tier 2

You bind a localized severe temperature change to your hand and hurl it to your foes.

1st Level (Tier 2): Select cold, fire, or lightning. This talent requires a free hand. As an action, make a ranged apex attack against one creature up to 100 feet away. On a hit, the target suffers 2d8 + your apex ability modifier damage (of your selected type) as well as an additional effect based on your select damage type.

Fire—the target suffers additional half-fire damage of the initial attack at the start of your next turn.

Cold—the target's speed is reduced to 0 until the end of its turn.

Lightning—the target has disadvantage with its next attack roll until the start of your next turn.

Once you hit with a bottle, you cannot use it again until you finish a short or long rest.

6th Level (Tier 3): If you have two free hands, you can launch two bottles as part of the same action. You only regain the use of this talent if you miss with both.

9th Level (Tier 4): The range increases to 150 feet and the damage dice increases to 4d8.

12th Level (Tier 5): The damage dice increases to 8d8 and you can use this talent twice being required to finish a short or long rest.

Push (DC 20): Recover the use of this talent. You can only do this once between short or long rests.

BLOOD TELL

Tier 3

Humans are 90% water. Humans are in a state of entropy which you can alter. This won't look pretty.

4th Level (Tier 3): This talent requires a free hand. As an action, make a ranged apex attack against one creature within 30 feet. If you hit, the target takes 2d10 + your apex ability modifier poison damage, and is poisoned until the end of its next turn. If the target dies, it explodes. Once you successfully use this talent, you can't use it again until you finish a short or long rest.

9th Level (Tier 4): Increase damage dice to 4d10 and the range to 50 feet.

13th Level (Tier 5): If you have two free hands, you can make two attacks as part of the same action. You only regain the use of this talent if you miss with both.

16th Level (Tier 6): Increase damage dice to 8d10 and the range to 100 feet.

Push (DC 20): As an action, make an apex check to recover the use of this talent. You can only do this once between short or long rests.

ENTROPIC BURST

Tier 3

With a maneuver you try not to look like a pirouette from a ballet, you shift the air density around you, creating a vortex to knock away your enemies.

3rd Level (Tier 3): Select cold, fire, or lightning. As an action, each creature in a 20-foot radius sphere centered on you must make a Dexterity saving throw. A target takes 2d6 + your apex ability modifier damage of your chosen type on a failed save and the target is pushed to the edge of the talent's effect, or half as much damage on a successful one (and no push). Once you use this talent, you cannot use it again until you finish a short or long rest.

5th Level (Tier 4): The blast radius increases to 30 feet, and you can use this talent twice being required to finish a short or long rest.



7th Level (Tier 5): Increase dice damage to 4d6, and targets pushed are also knocked prone.

9th Level (Tier 6): You can use this talent three times being required to finish a short or long rest. Damage dice also increases to 8d6.

Push (DC 20): Increase the radius by 10 feet and the damage by +1d6.

DYNAMIC TEMPEST

Tier 2, Concentration

People believe you able to control weather. They may even ascribe a nickname to you. Squall? No. Hurricane? No...something, shorter.

1st Level (Tier 2): Select cold or lightning. As an action, you create a localized storm radiating in a 25-foot sphere centered on you, and which lasts until the end of your next turn or until you break concentration (up to 1 minute). The area is heavily obscured, and you cannot be seen within it. Any creature that starts its turn in the tempest takes 2d8 + your apex ability modifier damage of your chosen type. The target must also make a Dexterity saving throw or be knocked prone. If you move, the storm moves with you. Once this talent expires, you cannot use it again until you finish a long rest.

1st Level (Tier 3): You can use this talent twice before being required to finish a long rest.

4th level (Tier 4): You can also use an action after the

tempest begins to expand its range by 25 feet (though only once). Additionally, the damage dice increases to 4d8.

8th level (Tier 5): You can also use an action after the tempest begins to expand its range by 25 feet (up to three times). Additionally, the damage dice increases to 8d8.

12th Level (Tier 6): As part of the same action, you can use your tempest to carry you. You Disengage from all targets and you can move up to your speed.

16th Level (Tier 7): You can use this talent three times before being required to finish a long rest.

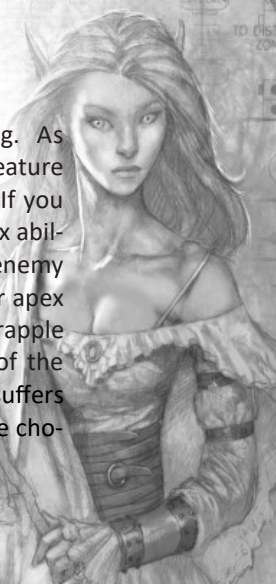
Push (DC 15): Increase the damage dice from d8s to d10s.

ELEMENT RESTRAINT

Tier 2, Concentration

You employ your element to grab your target.

1st Level (Tier 2): Select cold, fire, or lightning. As an action, make a ranged apex attack against a creature one size larger than you or smaller within 30 feet. If you hit, the target is grappled and suffers 1d6 + your apex ability modifier damage of your selected type. Your enemy can attempt to escape on its turn, contested by your apex check. You can use concentration to maintain the grapple as long as you are within range and line of sight of the target (up to 1 minute). A target that is grappled suffers the additional effects depending on the damage type cho-



sen. If still grappling the target at the start of your next turn, your concentration holds the target, but you can also use an action to inflict the same damage as above. If you want to move the grappled target, you must expend movement—you can move and move the target as well, or just move the target. After you successfully use this talent, you cannot use it again until you finish a long rest.

Cold—Instead of grappling, the target is immobilized in an ice cage, blocking line of sight. It cannot break free until it inflicts damage on the ice equal to three times your level plus your apex ability modifier.

Fire—The target suffers additional damage equal to half the initial damage at the start of its turn while grappled.

Lightning—While grappled, the target has disadvantage on ability checks, including its attempts to escape the grapple.

1st Level (Tier 3): You can use this talent twice before being required to finish a long rest, and initial damage dice increases to 3d6.

5th level (Tier 4): For every 5 feet of movement spent moving the target, you can move it up to 10. You can also use this talent three times before being required to finish a long rest.

Push (DC 15): The target can be up to two sizes larger than you.

Push (DC 20): The target can be up to three sizes larger than you.

ENTROPIC CRUCIBLE

Tier 2

It's best when you focus on one element.

1st Level (Tier 2): Select cold, fire, or lightning damage: this choice cannot be changed. You gain a +2 bonus to damage with shaper talents with your chosen type.

1st Level (Tier 3): You increase your damage bonus by 1 (+3 total) with your chosen damage type.

1st Level (Tier 4): You increase your damage bonus by 1 (+4 total) with your chosen damage type.

1st Level (Tier 5): You increase your damage bonus by 1 (+5 total) with your chosen damage type.

1st Level (Tier 6): You increase your damage bonus by 2 (+7 total) with your chosen damage type.

EXPANDING PHASE TRANSITION

Tier 2, Concentration (fire)

With feet firmly planted, your send out a radiating expanse of altered terrain, either coated in ice or setting it ablaze; either result should impede your enemies.

1st Level (Tier 2): Select cold or fire. As an action, a 20-foot radius circle centered on you is affected according to your chosen type. Once you use this talent, you cannot use it again until you finish a long rest.

Cold: You create either a sheet of smooth ice or a sheet of ice spikes. The area is considered difficult terrain. If smooth, targets entering or starting their turn in the

area must make a Dexterity saving throw or be knocked prone. If spiked, targets entering or starting their turn in the area must make a Dexterity saving throw or suffer 1d6 + apex ability modifier piercing damage. However, that 5-foot area (or the area the creature occupies) is no longer considered difficult terrain.

Fire: You light the area on fire. Creatures entering or starting their turn in the area must make a Dexterity saving throw or suffer 1d8 + apex ability modifier damage. A fire expanse lasts until the end of your next turn or until you break concentration (up to 5 minutes).

5th Level (Tier 3): You can use this talent twice before being required to finish a long rest, and the radius of the area increases to 30 feet.

7th Level (Tier 4): On your next turn, you can use an action to expand the area by 10 feet (up to 60 additional feet total).

10th Level (Tier 5): You can use this talent three times before being required to finish a long rest, and the radius of the area increases to 40 feet.

Push (DC 20): When you take an action to use or expand this talent, the range of the effect or expansion is doubled. The maximum range is not affected.

FROZEN CREATION

Tier 2

You use ambient water to quickly create something useful.

Prerequisite: You must have selected a previous shaper talent with the cold damage type.

1st Level (Tier 2): As an action, you create simple objects made of ice, such as bridges, walls, pillars, furniture or rooms. You must have access to available water for this effect to work. The objects can sustain weight but are not durable, and will shatter if they suffer more than 10 points of damage. Each attempt can create an object that can fill a 5-foot by 5-foot space (or Medium-sized), but can be no larger. If the structure is constructed in an area below freezing, it will persist indefinitely; otherwise, it will persist for 24 hours before melting.

1st Level (Tier 3): As an additional action, you can increase the size of your original creation, up to 10-foot by 10-foot (or Large-sized).

1st Level (Tier 4): With additional actions, you can increase the size of your creation, up to 15-foot by 15-foot (or Huge-sized).

2nd Level (Tier 5): With additional actions, you can increase the size of your creation, up to 20-foot by 20-foot (or Gargantuan-sized).

4th Level (Tier 6): With additional actions, you can increase the size of your creation, up to 40-foot by 40-foot (or Gargantuan-sized).

8th Level (Tier 7): Your creation increases in complexity and size—you can even create a castle, including furniture and multiple levels. Your construct can be up to 200 feet by 200 feet by 200 feet in size—just make sure you have available water.

10th Level (Tier 8): You can forge constructs out of

thin air.

Push (DC 20): Increase your tier by 1 until you finish your creation. You can attempt this check multiple times for the same creation (even multiple times during the same action), but each time the DC increases by 2 (cumulative), and if you fail any of these checks, your tier resets to normal in addition to any other consequences.

MAGIC TOUCH

Tier 2

You've read books where wizards use rays of frost or scorching bursts. To you, these weren't works of fiction—these were options.

1st Level (Tier 2): Select cold, fire, or lightning. You must have a hand free. As an action, make a melee apex attack against one creature in reach. On a hit, the target takes 1d8 + your apex ability modifier damage of the chosen type.

1st Level (Tier 3): You can attempt to grapple with *magic touch*. If grappling the target, it suffers damage equal to another hit at the start of its turn.

2nd Level (Tier 4): You inflict additional effects based on the damage type chosen.

Lightning—target can't take reactions until the start of its next turn.

Fire—target suffers 2 points of fire damage at the start of its next turn.

Cold—target suffers a -1 penalty on its next attack roll.

5th Level (Tier 5): If you have two hands free, you can make two *magic touch* attacks with the same action.

10th level (Tier 6): The damage die increases to 2d8.

15th Level (Tier 7): You inflict additional effects based on the damage type chosen.

Lightning—target has disadvantage with its next attack roll;

Fire—target suffers 4 points of fire damage at the start of its next turn (instead of 2);

Cold—target's speed is half until the end of its next turn.

Push (DC 15): Increase your tier by 1 for this action.

HALO OF NATURE

Tier 2

You surround targets in a circle of flame or cold and then close the hole around them.

1st Level (Tier 2): Select cold or fire. As an action, select a point within 50 feet. Each creature in a 10-foot radius sphere centered on that point must make a Dexterity saving throw. A target takes 2d6 + your apex ability modifier damage of your chosen type on a failed save, or half damage on a successful one. Once you use this talent, you cannot use it again until you finish a long rest.

3rd Level (Tier 3): The blast radius increases to 20 feet, and you can use this talent twice before being required to finish a long rest.

5th Level (Tier 4): Increase damage dice to 4d6 and



targets that fail the save are pulled 5 feet towards the center, starting with the nearest target. The last target moved suffers an additional 2d6 + apex modifier damage of your chosen type. You can now target the circle up to 100 feet away.

10th level (Tier 5): You can use this talent three times being required to finish a long rest. Damage dice also increases to 8d6. The last target moved suffers an additional 4d6 + apex ability modifier damage of your chosen damage type.

15th Level (Tier 6): You can use *halo of nature* four times being required to finish a long rest. The blast radius increases to 30 feet.

Push (DC 20): As part of the action, you can attempt a DC 20 apex check to increase the radius by 10 feet and the damage by 2d6.

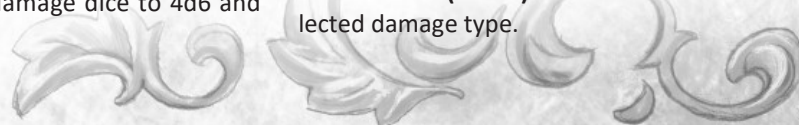
NATURAL RESISTANCE

Tier 1

If you deal it, you should be able to take it.

1st Level (Tier 1): Select cold, fire, or lightning. You have resistance to that damage type.

1st Level (Tier 2): You are now immune to your selected damage type.



3rd Level (Tier 3): As a reaction when you would normally take damage from your selected type, you are healed by an equal amount. Once you recover hit points this way, you cannot again until you finish a short or long rest.

5th Level (Tier 4): You can use your tier 3 healing ability twice being required to finish a short or long rest. Additionally, you can use up to half your available Hit Dice as part of the same reaction to recover additional hit points.

NOVELTY ACTS

Tier 1

You are able to perform a variety of simple tasks by altering the levels of entropy in very minor ways. Most of the time, you should make toast or chill your cola.

1st Level (Tier 1): Select cold, fire, or lightning. Use an action to accomplish one of the effects given below, or an equivalent with the GM's approval.

- Light something easily flammable within 5 feet, such as gasoline, paper, or gunpowder (fire or lightning).

- Extinguish a flame no larger than 5 feet or cool up to 5 feet square of a hot surface so that it can be safely touched (cold).

- Freeze or boil a gallon of water (other liquids may be affected at different volumes, at the GM's discretion). This effect can be maintained on successive turns to affect larger bodies of water: it requires two turns to boil or freeze one full square, and each subsequent turn increases the size of the affected area by burst 1 (fire or cold).

- Supply power to a light or a circuit (lightning).

- Create a flame in your hand. It can produce uncomfortable and distracting burns if used in combat but does not inflict any damage (fire).

- Cause a bulb to explode or a circuit/fuse to overload (lightning).

- Create an ice cube in your hand (size dependent on ambient moisture), or give an enemy an uncomfortable and distracting freezer burn if used in combat (cold).

- Distract someone with a spark (lightning).

- Cook or chill food to a desired temperature (fire or cold).

1st Level (Tier 2): Novelty acts is reduced to a bonus action.

RESONANT RAY

Tier 2

You hold your hand to the ground and a line of fire, jagged ice, or electricity spreads across the surface to strike your foes.

1st Level (Tier 2): Select cold, fire, or lightning. This talent requires a free hand. Use an action to extend your damage type in a 20 foot line that is 5 feet wide. Each creature in the line must make a Dexterity saving throw, taking 2d8 + your apex ability modifier damage of the chosen type on a failed save, or half damage on a successful one. Once you use this talent, you cannot use it again

until you finish a short or long rest.

3rd Level (Tier 3): You can use this talent twice before being required to finish a short and long rest.

5th Level (Tier 4): The line extends to 30 feet and the damage dice increases to 4d8,

10th Level (Tier 5): You can use this talent three times before being required to finish a short or long rest.

15th Level (Tier 6): The line extends to 60 feet and the damage dice increases to 8d8. Alternatively, you can send out two 30-foot, 4d8 lines as part of one action.

18th Level (Tier 7): The line extends to 90 feet and 10-feet wide, and the damage dice increases to 16d8. Alternatively, you can send out four 30-foot, 4d8 lines as part of one action.

ROCKET PROPULSION

Tier 4, Concentration

With enough influence over the transfer of energy, you're able to create a sustainable thermal reaction you can use to enable flight.

Prerequisite: You must have selected at least three previous shaper talents with the fire or lightning damage types.

4th Level (Tier 4): As an action, you gain a fly speed of 20 until the end of your next turn or until you break concentration (up to 1 minute). Any creatures within 5 feet of you at any point during your movement suffers 1d4 fire damage. When your concentration ends, you cannot use this talent again until you finish a long rest. You must move at least 10 feet on your turn for *rocket propulsion* to remain in effect.

6th Level (Tier 5): Your fly speed increases to 35, and you can use this talent twice before being required to finish a long rest.

10th Level (Tier 6): Your fly speed increases to 40, and any creatures within 5 feet of you at any point during your movement suffers 2d4 fire damage.

14th Level (Tier 7): *Rocket propulsion* no longer requires an action to activate.

17th Level (Tier 8): *Rocket propulsion* can be used at-will.

19th Level (Tier 9): You can disengage from targets at will when moving via *rocket propulsion*, except from targets immune to fire.

Push (DC 15): Double your fly speed until the start of your next turn.

THERMAL SHIELD

Tier 2

You protect yourself and all those around you with your power.

1st Level (Tier 2): Select cold or fire. As an action, you erect either a dome 10 feet high with a 15-foot radius centered on you, or a wall 10 feet high and 30 feet across in front of you. Once you erect a shield, you cannot again until you finish a long rest. You gain additional effects based on your elemental focus.

Cold: The dome is solid and can withstand 100 points of damage before shattering. Creatures within cannot leave until the dome is shattered or dismissed, but also cannot be targeted from outside. The dome lasts until destroyed or until you cancel the effect.

Fire: The dome of fire functions as total cover to those within. Any creature passing through the dome takes 2d8 + your apex ability modifier fire damage. The dome lasts until the end of your next turn or until you break concentration (up to 1 minute).

2nd Level (Tier 3): The dome can be up to 20 feet high and 30 feet in radius—the wall can be 40 feet high and 60 feet long. You can also use this talent twice being required to finish a long rest.

5th Level (Tier 4): The dome can be up to 30 feet high and 60 feet in radius—the wall can be 60 feet high and 120 feet long. You can also use this talent three times before being required to finish a long rest.

10th Level (Tier 5): The cold shield can withstand 200 points of damage; the fire shield inflicts 4d8 + your apex ability modifier fire damage.

THERMODYNAMIC BOLT

Tier 2

With only the slightest catalyst, you catch a personification of a classical element and hurl it towards the enemy.

1st Level (Tier 2): Select cold, fire, or lightning. This talent requires a free hand. As an action, make a ranged apex attack against one target within 30 feet. If you hit, you inflict 1d6 + apex ability modifier damage of your chosen type.

1st Level (Tier 3): The range of *thermodynamic bolt* extends to 50 feet, and the damage die increases to 1d8.

3rd Level (Tier 4): The range of *thermodynamic bolt* extends to 100 feet.

6th Level (Tier 5): If you have two open hands, you can attack twice as part of the same action.

9th Level (Tier 6): The damage die increases to 1d10, and the range of *thermodynamic bolt* extends to 200 feet.

10th Level (Tier 7): If you focus both attacks onto one target, your attacks gains a +2 bonus to each attack.

15th Level (Tier 8): Your hands pulse repeated bolts. Each hand can make two attacks, though you suffer a -2 penalty to each attack roll.

SIPHON TALENTS

Siphons are about removing the life energy from the target and then offering it up to someone else. This can both inflict injuries and cure them. To maximize these talents, it's suggested to start with *spiritual capacitor* first before selecting any others (unless your build avoids the acquisition of temporary hit points or Hit Dice).

ALTERED STATE

Tier 2

You willingly accept their essence to make yourself more powerful.

1st Level (Tier 2): You must have both hands free. As an action, you link arms with up to either two allies or two incapacitated or unconscious creatures. Each creature suffers necrotic damage equal to the maximum value of your largest Hit Die. You gain 1 Hit Die from each creature. Once you use this talent, you cannot use it again until you finish a long rest.

2nd Level (Tier 3): You can select up to five allies / creatures, and this talent is reduced to a bonus action.

BAD KIND OF STROKE

Tier 2

The target clutches its chest and hopes it's just a panic attack.

1st Level (Tier 2): This talent requires a free hand. As an action, make a melee apex attack against a creature in reach. If you hit, the target takes 2d6 + your apex ability modifier necrotic damage, and at the start of the target's next turn, it must make a Constitution saving throw or suffer an additional 3 necrotic damage. This saving throw repeats at the start of the target's turn until it saves. Once you hit with this talent, you cannot use it again until you finish a short or long rest.

3rd Level (Tier 3): The damage dice increases to 4d6 and the ongoing damage increases to 5, and increases by 5 each time the target fails the saving throw (max 20).

6th Level (Tier 4): If you have two open hands, you can attack twice as part of the same action. You only regain the use of this talent if both attacks miss.

9th Level (Tier 5): The damage dice increases to 8d6.

12th Level (Tier 6): The ongoing damage increases to 10, and increases by 10 each time the target fails the saving throw (max 40).

15th Level (Tier 7): You can use this talent twice before being required to finish a long rest.

18th Level (Tier 8): You can spend 4 Hit Dice as reaction to the target making a saving throw, and force the target to fail the save (you can only do this once per use of this talent).



Siphon Talent	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Tier 6	Tier 7	Tier 8	Tier 9	Tier 10
Altered State	—	1	2	—	—	—	—	—	—	—
Bad Kind Of Stroke	—	1	3	6	9	12	15	18	—	—
Conversion	1	1	6	—	—	—	—	—	—	—
Choleric Influence	—	1	1	5	10	15	—	—	—	—
Conduit	—	1	2	5	—	—	—	—	—	—
Critical Junction	—	1	—	—	—	—	—	—	—	—
Ego Blight	1	1	1	3	6	10	15	—	—	—
Energivore	—	1	5	9	13	—	—	—	—	—
Inflict Disability	—	1	4	8	12	16	—	—	—	—
Last Spark	1	1	4	7	—	—	—	—	—	—
Lifeforce Leech	—	1	5	10	15	—	—	—	—	—
Mending Touch	—	2	3	5	8	11	—	—	—	—
More The Healthy Body	—	1	2	3	4	—	—	—	—	—
Miracle Moment	—	—	—	—	—	5	8	11	13	15
Odic Vampire	—	1	2	4	6	9	13	—	—	—
Overload Essence	—	1	1	4	6	10	15	—	—	—
Paralytic Manner	1	—	—	—	—	—	—	—	—	—
Prana Boost	—	—	1	4	8	12	16	—	—	—
Soul Tap	—	1	1	3	6	10	13	16	—	—
Spiritual Capacitor	1	3	—	—	—	—	—	—	—	—
Stitch	1	2	3	6	10	13	17	—	—	—
Touch Of Headache	—	1	1	5	8	11	15	—	—	—
Unmatched Gift	—	3	4	6	8	10	—	—	—	—
Wave	—	—	3	5	8	11	—	—	—	—

CONVERSION

Tier 1

You are a healing engine—a turbine of life energy spools within.

1st Level (Tier 1): You can regain one of your Hit Dice by sacrificing a number of hit points or temporary hit points equal to double the maximum value of that Hit Die.

1st Level (Tier 2): The number of hit points you must sacrifice is reduced to 1.5 times your Hit Die value.

6th level (Tier 3): The number of hit points you must sacrifice is reduced to your Hit Die value.

CHOLERIC INFLUENCE

Tier 2

You gently offer the help your allies need. How you touch them is your prerogative.

1st Level (Tier 2): This talent requires a free hand. As an action, you touch a creature and spend up to 4 Hit Dice, but regain no hit points; instead, the target gains temporary hit points equal to your Hit Dice result. The creature also gains a +3 bonus to damage rolls for one minute. Once you use this talent, you cannot use it again until you finish a long rest.

1st Level (Tier 3): The bonus to damage lasts five minutes, and roll each Hit Die twice, taking the higher value.

5th Level (Tier 4): You can use this talent twice before being required to finish a long rest. The damage bonus also increases to +4.

10th Level (Tier 5): You can use this talent three times before being required to finish a long rest. The

damage bonus also increases to +5.

15th Level (Tier 6): If you have two free hands, you can target two allies as part use of *choleric influence*.

CONDUIT

Tier 2

A (we hope) volunteer sacrifices part of his essence so another can live.

1st Level (Tier 2): As an action, you can touch two creatures, one of which can be yourself. A target must be willing, incapacitated, or unconscious. One target takes 1d8 + your apex ability modifier necrotic damage. The other target regains hit points equal to the damage dealt. Once you use this talent, you cannot use it again until you finish a short or long rest.

2nd Level (Tier 3): You can use this talent twice before being required to finish a short or long rest. Damage/heal die also increases to 2d8.

5th Level (Tier 4): Damage/heal die also increases to 4d8. The target recovers twice the hit points inflicted on the other target.

CRITICAL JUNCTION

Tier 2

There's a little something extra in your attack.

1st Level (Tier 2): If you hit with a melee attack and roll the maximum result on at least one damage die, you can spend a Hit Die (regaining no hit points) to turn the hit into a critical hit.

EGO BLIGHT

Tier 1

Sympathetic vibrations from a single touch tear through the target's mind like a blender.

1st Level (Tier 1): This talent requires a free hand. As an action, make a melee apex attack against one creature in reach. The target takes 1d4 + your apex ability modifier necrotic damage, and the target must make a Charisma (yes, Charisma) saving throw or be poisoned until the start of your next turn.

1st Level (Tier 2): The damage die increases to 1d6.

1st Level (Tier 3): On a hit, you can push the target 5 feet.

3rd Level (Tier 4): The damage die increases to 1d8.

6th Level (Tier 5): If you have two free hands, you can make two attacks with a single action.

10th level (Tier 6): You can use both hands on a target and make a single attack with advantage—if you hit, the target fails the saving throw.

15th Level (Tier 7): The damage die increases to 1d10.

ENERGIVORE

Tier 2

You clamp your hands around their head and take from them what you wish.

1st Level (Tier 2): This talent requires a free hand. As an action, you make a melee apex attack against a creature in reach. If you hit, the target suffers 2d6 + your apex ability modifier necrotic damage, and you gain temporary hit points of the damage inflicted. If the damage inflicted is 10 or more, you can swap 10 points of damage for a Hit Die. Once you successfully use this talent, you cannot use it again until you finish a short or long rest.

5th Level (Tier 3): Damage dice increase to 4d6.

9th Level (Tier 4): If you have two free hands, you can make two attacks with a single action. You have to miss on both attacks to regain the use of this talent.

13th Level (Tier 5): Damage dice increase to 6d6.

Push (DC 20): Increase the damage dice by +2d6.

INFLECT DISABILITY

Tier 2

The target is struck by massive vertigo from a sudden infection. It falls to the ground with extreme nausea.

1st Level (Tier 2): This talent requires a free hand. As an action, make a melee apex attack against one creature. If you hit, the target suffers 2d6 + your apex ability modifier necrotic damage and must make a Constitution saving throw or suffer one level of exhaustion. Once you hit with this talent, you cannot use it again until you finish a long rest.

4th Level (Tier 3): Damage die increase to 4d6. You can also spend a Hit Die and add the result to the damage instead of regaining hit points.

8th Level (Tier 4): If you have two open hands, you can attempt to attack the same target with both attacks.

If both hit, the target fails its saving throw.

12th Level (Tier 5): The damage dice increase to 8d6, and a target hit is also knocked prone.

16th Level (Tier 6): You can use this talent twice before being required to finish a long rest.

Push (DC 20): If the target makes its saving throw, recover the use of this talent.

LAST SPARK

Tier 1

You touch a target at the moment of death to soak up that last precious moment of life, the richest of all.

1st Level (Tier 1): As an action, you touch one creature killed since the start of your last turn. You either gain temporary hit points equal to the target's Constitution score or you gain 1 Hit Die. Once you use this talent, you cannot use it again until you finish a long rest.

1st Level (Tier 2): The target can be killed in the last minute.

4th Level (Tier 3): You can tell if a target has 10 hit points or less. You can attempt a melee apex attack against the target—if you hit, the target dies, and you can use *last spark* as part of the same action.

7th Level (Tier 4): You can use this talent twice before being required to finish a long rest.

LIFEFORCE LEECH

Tier 2

You clasp onto the target and absorb their very life essence. Some go about it by a firm hand on the heart while others do it via more intimate methods.

1st Level (Tier 2): This talent requires both hands free. As an action, make a melee apex attack against a creature in reach. If you hit, the target is grappled and takes 1d6 + apex ability modifier necrotic damage, and you regain hit points equal to half the damage dealt. If you reach your maximum hit points, additional hit points become temporary hit points. If you kill the target, the target's body shrivels and you gain a Hit Die. If you are still grappling the target at the beginning of your next turn, you can use an action to repeat this attack (if you miss with additional actions, you do not release the grapple). Once you hit with this talent, you cannot use it again until you finish a short or long rest.

5th Level (Tier 3): Increase damage dice to 2d6, and you can spend up to 4 Hit Dice and add the results to the damage dealt instead of regaining hit points.

10th Level (Tier 4): Increase damage dice to 3d6, and you have advantage with the initial attack roll.

15th Level (Tier 5): Increase damage dice to 4d6, and all the damage you recover you can divert back to damage on the target.

MENDING TOUCH

Tier 2, Concentration

You need no prayers, but what you can accomplish is still close to magic.



2nd Level (Tier 2): As an action, spend a Hit Die, but regain no hit points; instead, you can sense the presence and location of poisons, poisonous creatures, and diseases within 50 feet of you.

3rd Level (Tier 3): The tier 2 ability no longer requires an action or costs a Hit Die.

5th Level (Tier 4): As an action, touch a target and spend two Hit Dice, but regain no hit points; instead, you end either one disease or one condition afflicting the target. The condition can be blinded, deafened, paralyzed, or poisoned.

8th Level (Tier 5): When you touch a target with *mending touch* and spend a Hit Die, you cure the target of all disease and any of the following conditions: blinded, deafened, paralyzed, or poisoned.

11th Level (Tier 6): You can now make a melee apex attack against a target. If you hit, spend four Hit Dice (without regaining hit points) to inflict the target with one of the following diseases (the names and exact symptoms can be varied). As long as you concentrate on the target, at the end of each of the target's turns, it must make a Constitution saving throw. If it makes three consecutive saves, the affliction ends, and the target cannot be affected by this ability for 24 hours.

Trachoma: The creature has disadvantage on Wisdom checks and Wisdom saving throws and is blinded.

Inflammatory Myopathy: The creature has disadvantage on Strength checks, Strength saving throws, and attack rolls that use Strength.

Necrotizing Fasciitis: The creature has disadvantage on Charisma checks and vulnerability to all damage.

Meningitis: The creature has disadvantage on Intelligence checks and Intelligence saving throws, and the creature has a 50% chance of not acting on its turn.

Parkinson's: The creature has disadvantage on Dexterity checks, Dexterity saving throws, and attack rolls that use Dexterity.

Hemophilia: The creature has disadvantage on Constitution checks and Constitution saving throws. In addition, whenever the creature takes damage, it is stunned until the end of its next turn.

MORE THE HEALTHY BODY

Tier 2

... than a healthy mind.

1st Level (Tier 2): Your hit points and level do not change, but you gain +2 total Hit Dice of your highest value.

2nd Level (Tier 3): Your hit points and level do not change, but you gain +2 total Hit Dice of your highest value.

3rd Level (Tier 4): Your hit points and level do not change, but you gain +3 total Hit Dice of your highest value.

4th Level (Tier 5): Your hit points and level do not change, but you gain +4 total Hit Dice of your highest value.

MIRACLE MOMENT

Tier 6

"Never rush a miracle. You rush a miracle, you get rotten miracles."

5th Level (Tier 6): This talent requires a free hand. Touch a creature killed in the last minute and use an action. Spend six Hit Dice. If you don't have enough or don't want to give them up, you can (as part of the process) touch willing allies and drain the Hit Dice from them. After which, the target is restored to life with 1 hit point.

8th Level (Tier 7): Spend eight Hit Dice to restore a target to 1 hit point that had been killed in the last five minutes. This process takes one minute.

11th Level (Tier 8): Spend twelve Hit Dice to restore a target to 1 hit point that had been killed in the past hour. This process takes one minute.

13th Level (Tier 9): Spend fifteen Hit Dice to restore a target to 1 hit point that had been killed in the past six hours. This process takes five minutes.

15th Level (Tier 10): Spend twenty Hit Dice to restore a target to 1 hit point that had been killed in the past 24 hours. This process takes five minutes.

ODIC VAMPIRE

Tier 2

As the target recoils from your attack, you pull something from their soul they are unlikely to see again.

1st Level (Tier 2): This talent requires a free hand. As an action you make a melee apex attack to one target in reach. If you hit, the target suffers 1d8 + your apex ability modifier necrotic damage, and you can either inflict additional damage equal to your highest Hit Die value, or regain hit points equal to the damage dealt (decide before rolling for damage). Once you hit with this talent, you cannot use it again until you finish a short or long rest. You can also spend a Hit Die, but regain no hit points; instead, you recover the use of this talent.

2nd Level (Tier 3): Increase damage dice to 2d8.

4th Level (Tier 4): Increase damage dice to 3d8.

6th Level (Tier 5): If you have two free hands, you use this talent twice as a single action.

9th Level (Tier 6): Increase damage dice to 4d8.

13th Level (Tier 7): Increase damage dice to 5d8.

OVERLOAD ESSENCE

Tier 2

You use your inbuilt energy to overload a target instead of healing him.

1st Level (Tier 2): This talent requires a free hand. As an action, make a melee apex attack against one creature. If you hit, the target takes 1d6 + your apex ability modifier necrotic damage, and you can use one Hit Die, rolling and adding the result to damage.

1st Level (Tier 3): Damage die increases to 1d8 and you can spend up to 2 Hit Dice.

4th Level (Tier 4): Damage dice increases to 1d10, and you can roll each of your Hit Dice twice, and you can

spend up to 4 Hit Dice.

6th Level (Tier 5): If you have two free hands, you use this talent twice as a single action.

10th Level (Tier 6): For each Hit Die spent, roll two dice and add the result to damage.

15th Level (Tier 7): For each Hit Die spent, roll three dice and add the result to damage.

PARALYTIC MANNER

Tier 1

Everyone else thinks your target is acting like a sissy.

1st Level (Tier 1): You can use Wisdom instead of Strength for grapple attempts. In addition, when making escape attempts, the target must beat your apex check.

PRANA BOOST

Tier 3, Concentration

Better than an energy drink.

1st Level (Tier 3): As a bonus action, spend 2 Hit Dice. You gain one of the following benefits, which last 1 minute or until you stop concentration (whichever comes first).

—Gain temporary hit points equal to the maximum values of both Hit Dice.

—Gain a +1 bonus to attack rolls.

—Gain resistance bludgeoning and slashing.

—Gain resistance piercing.

—Gain a +2 bonus to all damage rolls.

—Gain a +1 bonus to AC.

Once you use this talent, you cannot use it again until you finish a long rest.

4th Level (Tier 4): You can spend four Hit Dice and select two benefits as a single bonus action.

8th Level (Tier 5): You can use this talent twice before being required to finish a long rest.

12th Level (Tier 6): You can spend six Hit Dice and select three benefits as a single bonus action.

16th Level (Tier 7): You can use this talent three times before being required to finish a long rest.

SOUL TAP

Tier 2

One touch is all you need. More likely it's a slap. You absorb a portion of the target's spirit.

1st Level (Tier 2): This talent requires a free hand. As an action, you make a melee apex attack. If you hit, the creature suffers 1d6 + your apex ability modifier necrotic damage, and you gain 1 temporary hit point.

1st Level (Tier 3): The damage die increases to 1d8.

3rd Level (Tier 4): You gain 2 temporary hit points instead of 1.

6th Level (Tier 5): If you have two hands free, you can make two attacks with the same action.

10th Level (Tier 6): The damage die increases to 1d10.

13th Level (Tier 7): You can attempt a single *soul tap* attack as a bonus action.

16th Level (Tier 8): You gain 3 temporary hit points instead of 2.

SPIRITUAL CAPACITOR

Tier 1

You are basically a walking battery of psychic energy.

1st Level (Tier 1): Whenever you gain temporary hit points, they are added to any temporary hit points you already have instead of taking the higher value (your total temporary hit points cannot exceed a value equal to your hit point total). Also, if you gain more Hit Dice than your maximum, the remainder become temporary Hit Dice. You cannot have more temporary Hit Dice than your level + your apex ability modifier. When you use Hit Dice, you spend temporary dice first. Unused temporary Hit Dice are lost when you finish a long rest.

3rd Level (Tier 2): You can have additional Hit Dice equal to twice your apex modifier.

STITCH

Tier 1

You repair the target's injuries, reversing damage everyone thought was lethal.

1st Level (Tier 1): This talent requires a free hand. As an action, touch a creature and spend a Hit Die, regaining no hit points; instead, the target recovers hit points equal to the maximum result of your Hit Die.

2nd Level (Tier 2): The target regains additional hit points equal to your apex ability modifier.

3rd Level (Tier 3): If you have two free hands, you use this talent twice as a single action, even on the same target.

6th Level (Tier 4): You can use this talent as a bonus action, but you can only use one hand.

10th Level (Tier 5): The target regains double your Hit Die value.

13th Level (Tier 6): You can spend two Hit Dice per hand.

17th Level (Tier 7): You can spend up to five Hit Dice per hand.

Push (DC 20): Double the number of Hit Dice you can use.

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TOUCH OF HEADACHE

Tier 2

The target barely notices something is missing.

1st Level (Tier 2): This talent requires a free hand. As an action, make a melee apex attack against a target. If you hit, the target loses 1 Hit Die. You gain 1 Hit Die. Once you hit with this talent, you cannot use it again until you finish a short or long rest.

1st Level (Tier 3): You can use this talent twice before being required to finish a short or long rest.

5th Level (Tier 4): If you have two free hands, you can attempt to make two attacks as part of the same action.

8th Level (Tier 5): When you hit a target, you remove



two Hit Dice.

11th Level (Tier 6): You can use this talent three times being required to finish a short or long rest.

15th Level (Tier 7): You can use this talent at will.

UNMATCHED GIFT

Tier 2

You offer your friends part of your spirit to help them fight on.

3rd Level (Tier 2): This talent requires a free hand. As an action, you can touch one ally, who can then touch an additional ally, and so on (up to five allies total). Spend a Hit Die for each target, but regain no hit points; instead, each target gains temporary hit points equal to your apex ability modifier plus the target's level. The target also has advantage to attack rolls until scoring a hit. After using this talent, you cannot use it again until you finish a long rest.

4th Level (Tier 3): Each target gains an additional 2d6 temporary hit points.

6th Level (Tier 4): Each target has advantage with Constitution saving throws for one minute.

8th Level (Tier 5): Each target gains a +1 bonus to AC for 1 minute.

10th Level (Tier 6): You can spend two Hit Dice instead of one for each target and double the temporary hit points to each target.

WAVE

Tier 3

You realized for a moment, you didn't even need to touch the target.

3rd Level (Tier 3): As a bonus action, you can extend your next siphon talent to target a creature up to 10 feet away.

5th Level (Tier 4): You can now target creatures up to 20 feet away.

8th Level (Tier 5): You can now target creatures up to 30 feet away.

11th Level (Tier 6): This talent requires no action.

SPECTER TALENTS

The specter is aware of the malleability of time. She is classed as a psychometric—able to read an object or person's past. This can extend to being able to read the future as well and an uncanny sense of déjà vu. There are quite a few tier 1 talents, with several later talents specializing either in the tracking of targets or the foretelling of the future.

AURA READ

Tier 2

Every living thing generates a luminous aura few can see. Simply reading the emanations off a target can reveal so much.

1st Level (Tier 2): As an action, target a creature within 50 feet. You learn the entire stat block of the creature, including current hit points, abilities and skills. You gain a +1 bonus to attack rolls against the target for five minutes. Once you use this talent, you cannot use it again until you finish a long rest.

3rd Level (Tier 3): You can use this talent twice before being required to finish a long rest.

5th Level (Tier 4): The range of *aura read* is extended to 100 feet, and your +1 to attack rolls increases to +2.

7th Level (Tier 5): You have advantage with all ability checks against the subject of aura read.

10th Level (Tier 6): Instead of an attack bonus, you have advantage with attack rolls against the subject of *aura read*.

CLAIRCOGNIZANCE

Tier 3

It's not your gut which speaks to you, it's something else, below the surface reality we all take for granted.

3rd Level (Tier 3): Take a minute, concentrating an object or a person you are touching. You know the answer to one specific question regarding the target's history, lifepath, or current vocation or condition. Once you use this talent, you cannot use it again until you finish a long rest.

5th Level (Tier 4): You can ask three questions per use of *claircognizance*.

7th Level (Tier 5): You can ask five questions per use of *claircognizance*, and you can use this talent twice before being required to finish a long rest.

Push (DC 15): You can ask one additional question. You can attempt this check multiple times per use, but the DC increases by 5 for each attempt.

CREEPY PRECOGNIZANCE

Tier 2

Your opponent's actions are telegraphed to such a degree, it's more of a chore to not tip your hat so obviously.

1st Level (Tier 2): If you are hit with a melee or ranged physical attack, you can use a reaction to turn that hit into a miss. Once you use this talent, you cannot use it

Specter Talent	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Tier 6	Tier 7	Tier 8	Tier 9	Tier 10
Aura Read	—	1	3	5	7	10	—	—	—	—
Claircognizance	—	—	3	5	7	—	—	—	—	—
Creepy Precognizance	—	1	1	3	7	—	—	—	—	—
Deja Vu	—	—	4	8	—	—	—	—	—	—
Detection Sphere	1	1	3	5	7	9	11	15	—	—
False Reading	—	—	3	5	7	—	—	—	—	—
Final Destination	—	—	—	—	—	—	—	7	11	15
Foresight	1	3	6	9	—	—	—	—	—	—
Inevitable Reaction	—	—	1	3	6	10	15	—	—	—
Near Death Reprieve	—	—	—	4	8	—	—	—	—	—
Precognition	—	1	3	6	10	15	—	—	—	—
Prediction Matrix	—	1	1	2	3	5	—	—	—	—
Prescient Pool	1	2	3	4	6	8	10	—	—	—
Probability Range	—	1	1	3	5	8	11	—	—	—
Reload	—	—	3	5	7	9	11	—	—	—
Shield Vision	1	1	2	6	10	—	—	—	—	—
Sniffer	1	1	1	1	2	3	5	—	—	—
Viewer	1	1	1	3	5	7	—	—	—	—

again until you finish a long rest.

1st Level (Tier 2): You can use this talent twice before being required to finish a long rest. You can also disengage as part of the reaction.

3rd Level (Tier 3): You can use this talent three times before being required to finish a long rest. You can also move 5 feet as part of the reaction.

7th Level (Tier 4): You can use this talent four times before being required to finish a long rest. You also gain an action as part of the reaction.

Push (DC 20): Recover the use of this talent. If you fail, you cannot try again (even for a different use) until you finish a long rest.

DÉJÀ VU

Tier 3

It all looks a little familiar.

4th Level (Tier 3): You can take two reactions between your turns.

8th Level (Tier 4): You can take three reactions between your turns.

DETECTION SPHERE

Tier 1, Concentration

You don't just have a third eye. Nothing approaches you that you don't know about. Through subtle auras few people can perceive, you can even find the invisible.

1st Level (Tier 1): As an action, and until you stop concentration, you are aware of all creatures within 10 feet of you, even if you cannot see them. You know their alignment, and if they mean you harm, and even if anyone is an apex. You are aware of the presence of any specter talents within the area. You can concentrate on this talent for five minutes. After you stop, you cannot use this talent again until you finish a long rest.

1st Level (Tier 2): You cannot be surprised by targets in the area while *detection sphere* is in effect.

3rd Level (Tier 3): The range of this talent expands to 20 feet.

5th Level (Tier 4): The range of *detection sphere* increases to 30 feet, and you have advantage with any Wisdom (Insight) checks in range.

7th Level (Tier 5): The range of *detection sphere* increases to 50 feet, and you have advantage with Wisdom (Perception) checks as well within range.

9th Level (Tier 6): The range of *detection sphere* increases to 50 feet, and you can sustain this talent from up to one hour.

11th Level (Tier 7): You can use this talent twice before being required to finish a long rest.

15th Level (Tier 8): This talent is always in effect.

FALSE READING

Tier 3

In effect you program a set of false experiences onto an object or location, fooling others like you.

3rd Level (Tier 3): Take a minute to focus on one creature or object you are touching. You imprint a false history on the target that another specter will believe as real. The experience you create, supplant, or delete can have taken place any time during the last hour, and can have lasted up to five minutes. Only specters can perceive the false impression. Make an apex check: this becomes the DC of any checks another specter makes to detect the illusion. This false reading lasts a day. Once you employ this talent, you cannot again until you finish a long rest.

5th Level (Tier 4): This talent can also be used as a reaction to mislead an active specter talent like *sniffer*, *viewer*, and *claircognizance*. The experience you create, supplant, or delete can have taken place any time during the past day, and can have lasted up to an hour.

7th Level (Tier 5): The imprint lasts until the truth is revealed by beating the DC (potentially forever).

FINAL DESTINATION

Tier 8

That was a nightmare; a complete and absolute disaster. Phew...thank god it was only a hallucination.

7th Level (Tier 8): The last minute was not real, just flash from the future. You use an action to tell allies that can hear you of your vision. You are a harbinger, allowing the group to proceed and attempt different results. Once you use this talent, you cannot use it again for one week.

11th level (Tier 9): Instead of the last minute, you reset the five minutes.

15th level (Tier 10): Once you use this talent, you cannot use it again until you finish a long rest.

Special: If you use this power without the express permission of the majority of the group, you are responsible for providing snacks for everyone for the next game session.

FORESIGHT

Tier 1

You get a quick glimpse of the future.

1st Level (Tier 1): If you or an ally within 30 feet of you is hit with a melee or ranged physical attack, as a reaction, you can increase the AC of the target hit by +1. The target also has advantage with Dexterity saving throws if the triggering attack is an area effect.

3rd Level (Tier 2): The bonus to AC increases to +2.

6th Level (Tier 3): If the target evades the attack with this talent, the target can then move 5 feet.

9th Level (Tier 4): The bonus to AC increases to +3.

INEVITABLE REACTION

Tier 3

Technically, they didn't start the fight. You did.

1st Level (Tier 3): You gain a +2 bonus to initiative, and you can use your apex ability modifier instead of Dexterity for initiative rolls.

3rd Level (Tier 4): Instead of the +2 bonus, you have advantage with initiative.

6th Level (Tier 5): Instead of rolling for initiative, you can set your initiative to the highest value—you always go first. Once you set your initiative this way, you cannot again until you finish a long rest.

10th Level (Tier 6): You can't be surprised while you are conscious.

15th Level (Tier 7): If your group is surprised, you can use a reaction to remove surprise from all allies within 30 feet of you. Once you use a reaction this way, you cannot again until you finish a long rest.

NEAR DEATH REPRIEVE

Tier 4

You see your body under you as you rise from it. No. This is not your time to go.

4th Level (Tier 4): As a reaction, if you are killed, fail a death save or are reduced to below zero hit points, you

recover with 1 hit point. Once you recover this way, you cannot again until you finish a long rest.

8th Level (Tier 5): If you use *near death reprieve*, as part of the reaction, you can also use up to half your Hit Dice and recover hit points.

PRECOGNITION

Tier 2, Concentration

"It will be happened; it shall be going to be happening; it will be was an event that could will have been taken place in the future. Simple as that."

1st Level (Tier 2): After a full minute of concentrating on an object or creature, you can see a vision of the target's immediate future, up to one hour. The exact nature of the vision is up to the GM, although you can narrow it by posing a general question (for example, 'will the target be alive tomorrow morning?'). Usually, only one useful piece of information can be retrieved, sometimes an image, a phrase, or even just a word. It can be cryptic, but it should be useful and reliable: unless you take specific action to change the outcome, what you envision will come to pass (GMs are discouraged from making attempts to avoid the prophecy fulfill it instead, to avoid the impression of railroading). After you receive the vision, you are stunned until you finish a short or long rest. After you use this talent, you cannot use it again until you finish a long rest.

3rd Level (Tier 3): You can now see as far as 12 hours in the future, and you are only stunned afterward for five minutes.

6th Level (Tier 4): You can now see as far as 24 hours in the future, and you are only stunned for one minute.

10th Level (Tier 5): You can use this talent twice before being required to finish a long rest.

15th Level (Tier 6): You can use this talent three times before being required to finish a long rest, and you are no longer stunned after using it.

Push (DC 20): Your vision is less cryptic, or provides more than one piece of information (GM discretion).

Special: The GM can activate this power at any time. In this case, the power is not expended and you are not stunned, but the vision is not guaranteed to be useful.

PREDICTION MATRIX

Tier 2

You finish a sentence, beat someone to the punch, or sneak by the second they weren't looking

1st Level (Tier 2): After you make a Charisma ability check or saving throw, if you don't like the result, you can re-roll. Once you use this talent, you cannot use it again until you finish a long rest.

1st Level (Tier 3): You can use this talent with Dexterity (Stealth) checks.

2nd Level (Tier 4): If you re-roll and don't like the second result, you may immediately attempt a third roll by spending a Hit Die (without regaining hit points).

3rd Level (Tier 5): You can continue using Hit Dice

until you accept the result.

5th Level (Tier 6): When you use this talent, if any re-rolls result in less than 15, set your final result to 15.

PRESCIENT POOL

Tier 1

That wasn't an action; that was you seeing your action and deciding on something else.

1st Level (Tier 1): After you finish a long rest, roll as many d20s as your primary apex ability modifier and set the results aside. This is your *prescient pool*. You can replace one d20 result you have made with one of your pool—the replaced die is lost. When you finish a long rest, refill your pool, but do not replace the unused results. D20 results can only be removed by using them.

2nd Level (Tier 2): Increase your *prescient pool* by 1, and when you finish a long rest, you can remove one unfavorable d20 roll from the previous lot before rolling new ones.

4th Level (Tier 3): Increase your *prescient pool* by 1, and when you fill your *prescient pool*, set one d20 result to a natural 20.

6th Level (Tier 4): Turns out said future belonged to another—you can replace one d20 roll of any ally within 20 feet of you. Once you do, you cannot do so again until you finish a long rest.

8th Level (Tier 5): Increase your *prescient pool* by 1, and when you finish a long rest, you can spend any number of Hit Dice and replace them with *prescient pool* results—these extra results are lost when you finish a long rest.

10th Level (Tier 6): Increase your *prescient pool* by 2, and if any of prescient rolls result in a natural 1, re-roll that die.

PROBABILITY RANGE

Tier 2

You not only think one move ahead, but several different variations of single moves. You choose the one which benefits you the most.

1st Level (Tier 2): Before making a d20 roll, you can choose to have advantage before attempting. You cannot have advantage if you have disadvantage. This takes no action and can occur during an action. You can use *probability range* as many times as your apex ability modifier, regaining spent uses when you finish a long rest.

1st level (Tier 3): You gain one additional use of *probability range*, and you can use one to remove disadvantage (you can use *probability range* twice to turn it into advantage).

3rd Level (Tier 4): You gain two additional uses of *probability range*.

5th Level (Tier 5): You gain one additional use of *probability range*, and if any of your rolls result in a 1 when using this talent, re-roll.

8th Level (Tier 6): You gain two additional uses of *probability range*.

11th Level (Tier 7): You gain one additional use of *probability range*, and if one of your rolls results in a natural 20, you regain that use of *probability range*.

RELOAD

Tier 3

You see how badly the next five seconds plans out and decide to change the future.

3rd Level (Tier 3): When your turn ends, you can elect to do the entire turn over again as if it didn't happen. Any effects or hits are nullified and you recover any talents, ammunition, or any other resources spent during your turn. Once you finish the repeated turn, you cannot use this talent again until you finish a long rest.

5th Level (Tier 4): Instead of repeating your turn, you foresaw the vision of an ally within 30 feet, forcing the ally to repeat the turn as a reaction.

7th level (Tier 5): Once you finish using *reload*, you cannot use this talent again until you finish a short or long rest.

9th Level (Tier 6): You can spend five Hit Dice as a bonus action and recover a use of *reload*.

11th Level (Tier 7): Instead of repeating your turn, you foresaw the vision of an enemy within 30 feet, forcing the enemy to repeat the turn. This costs your reaction.

SHIELD VISION

Tier 1, Concentration

You turn your mind outward, creating an ethereal shield most don't even know is there.

1st Level (Tier 1): As an action, and until you stop concentration (or five minutes have passed), you gain a +1 bonus to AC against targets within 10 feet of you. After you stop concentration, you cannot use this talent again until you finish a long rest.

1st Level (Tier 2): While *shield vision* is up, you cannot be detected by any apex ability. This includes attempts to locate you, read your thoughts, or examine your surrounding area. To an apex sensitive to other apex, unless he or she can see you physically, you are effectively invisible.

2nd Level (Tier 3): You can use this talent twice before being required to finish a long rest.

6th Level (Tier 4): Increase the AC bonus to +2.

10th Level (Tier 5): Although you have to concentrate to erect a full shield, elements of the shield are always in effect. You cannot be detected by any apex ability. This includes attempts to locate you, read your thoughts, or examine your surrounding area. To an apex sensitive to other apex, unless he or she can see you physically, you are effectively invisible.

Push (DC 15): Increase the range to 20 feet.

SNIFFER

Tier 1, Concentration

The object in hand has seen many owners, many places, and with one inhalation, you can know them all.

1st Level (Tier 1): As an action, you focus on one object you are touching or holding. You discover everything the target has experienced for the past hour, as if you had occupied its place.

1st Level (Tier 2): Every minute you spend concentrating on the object or person, you scan a further hour in the past, up to six hours.

1st Level (Tier 3): You scan a full day instead of an hour per turn, to a maximum of six days.

1st Level (Tier 4): Instead of a minute concentrating, you only need to scan for one turn to gain an additional day.

2nd Level (Tier 5): You can attempt a guess where the target will be one hour from now (GM discretion).

3rd Level (Tier 6) You can scan the target's past up to one year, scanning one week per action spent.

5th Level (Tier 7): You can scan the target's entire past, at a month per turn.

Push (DC 20): Increase your tier by 1 until you stop concentrating. You can attempt this check multiple times for the same action, but the DC increases by 3 each time, and if you fail, your tier reverts to normal in addition to any other consequences.

VIEWER

Tier 1

You close your eyes, concentrate on a person or a thing, and reallocate your vision to another location.

1st level (Tier 1): As an action, focus on one creature or object within 100 feet you can picture completely in your mind. Until the end of your next turn, you see, hear, feel or smell everything (pick one) within 20 feet of the target (basically, you see a fog at the range limit). If you use *viewer* again while still tracking a target, the connection is not broken.

1st level (Tier 2): You can focus on an object up to 500 feet away, and you can see, hear, feel or smell every one within 30 feet of the target.

1st level (Tier 3): You can focus on an object up to 1,000 feet away, and you select two senses simultaneously.

3rd Level (Tier 4): You can focus on an object up to 5 miles away, and all your senses are available.

5th Level (Tier 5): You can focus on an object up to 50 miles away, and you no longer suffer from fog limitations.

7th Level (Tier 6): The range of *viewer* is unlimited.

STRING TALENTS

The string focuses on the plasticity of the mind, on its capacity to alter perceptions of reality. In the end, consciousness could be an illusion, and the mind only an computer vulnerable to hacking or reprogramming. Your abilities lie in the capacity to scan a mind for emotions, recollections, and the deepest of secrets. Beyond this, you are able to alter perception or even hijack a target's mind. String talents are based on five core talents: *telepathy*, *puppetmaster*, *imprint*, *dreamtrancer*, and *deep scan*. It is recommended that a string begin focusing on at least two of these tier 1 talents. There are certain talents that appear wholly disconnected with others, so in the essence of maintaining a theme, don't feel compelled to select as many talents as you can.

BLACKOUT

Tier 4

You cut off every sense in your opponent. You suppose they could still smell you.

2nd Level (Tier 4): As an action, target one living creature you can touch. The target makes a Wisdom saving throw. If it fails, it is blinded and deafened until the end of your next turn. Once a creature fails its save, you cannot use this talent again until you finish a long rest—and if the target makes its save, you cannot target the same creature again until you finish a long rest.

3rd Level (Tier 5): Targets that fail their saves are blinded and deafened for one minute. You can choose for the target to recover early.

5th Level (Tier 6): If you have two hands, you can touch up to two targets with one action.

7th Level (Tier 7): You no longer have to touch a creature—you can target up to two creatures up to 20 feet away.

10th Level (Tier 8): You can target any number of creatures in range with one action.

13th Level (Tier 9): You can use this talent twice before being required to finish a long rest.

CAMOUFLAGE

Tier 2, Concentration

Holograms are for wimps; the real trick is to work past the eye and hit the source.

1st Level (Tier 2): As an action, target one creature within 60 feet. The target makes a Wisdom saving throw. If the target fails, you assume the form of a different creature until you stop concentration (or one minute) in the creature's eyes. You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, and distinguishing characteristics, if any. You can't appear as a creature of a different size than you, and your basic shape stays the same; if you're bipedal, you can't use this talent to become quadrupedal, for instance. The target can interact with you without breaking the illusion. Only if you do something against your perceived character (like you are impersonating a

String Talent	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Tier 6	Tier 7	Tier 8	Tier 9	Tier 10
Blackout	—	—	—	2	3	5	7	10	13	—
Camouflage	—	1	1	1	3	6	9	12	15	—
Cut The Strings	—	1	3	4	7	9	—	—	—	—
Deep Scan	1	1	2	3	4	5	6	7	8	9
Dreamtrancer	1	1	1	1	2	—	—	—	—	—
Fugue State	—	—	3	5	7	9	12	—	—	—
Imprint	1	1	1	1	1	2	3	4	5	6
Instant Friends	—	1	2	4	6	8	—	—	—	—
Instill Confidence	—	1	2	4	8	12	—	—	—	—
Jumble	—	1	3	6	9	14	—	—	—	—
Matters Worse	—	1	1	2	4	5	7	10	—	—
Neural Spear	—	1	1	1	3	5	6	9	13	15
Puppetmaster	1	1	2	3	6	8	10	12	14	16
String	—	—	—	2	3	5	7	10	—	—
Telepathy	1	1	1	1	1	2	3	—	—	—
Transplant	—	1	1	2	4	—	—	—	—	—

friend), the target may make another save. If the save fails, the target perceives you as a different creature until you stop concentrating (or until one minute passes). Once a target fails its save, you cannot use this talent again until you finish a long rest.

1st Level (Tier 3): You can sustain *camouflage* for up to one hour. You can also target two creatures in range with the same action. You only regain this talent if all targets fail their saves.

1st Level (Tier 4): You can sustain *camouflage* for up to a day, and you can target as many creatures as you want within 60 feet of you.

3rd Level (Tier 5): You can do more than just alter your appearance—you can render yourself invisible for the duration. This effect ends prematurely if you inflict any damage on an affected target.

6th Level (Tier 6): You can target as many creatures as you want within 100 feet of you. You can also extend your altered appearance or invisibility to up to two allies within 100 feet of you as well.

9th Level (Tier 7): You can do more than just alter the appearance—you can alter the terrain 100-feet in every direction to you look, sound, and smell like some other sort of terrain. This includes adding or removing structures. The tactile characteristics of the terrain are unchanged. If the difference isn't obvious by touch, a creature carefully examining the illusion can attempt an Intelligence (Investigation) check against your apex save DC to disbelieve it. A creature who discerns the illusion for what it is, sees it as a vague image superimposed on the terrain.

12th Level (Tier 8): You can use this talent twice before being required to finish a long rest.

15th Level (Tier 9): *Camouflage* lasts until you stop concentrating. You can also imprint a location, which will affect all targets that walk into range. This effect lasts for up to a day, but you cannot use camouflage while an imprint is in effect.

Push (DC 20): All affected targets automatically fail their saving throws. You can only do this once per use of this talent.

CUT THE STRINGS

Tier 2

The target's eyes roll back and he takes a nice long nap.

1st Level (Tier 2): As an action, target one living creature you can touch. The target makes a Wisdom saving throw. If it fails, roll 5d8 + your apex ability modifier; if the number is higher than the target's hit points, it falls unconscious until 1 minute has passed, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Undead and creatures immune to being charmed aren't affected by this talent. Once a target fails its saving throw, you cannot use this talent again until you finish a long rest—and if the target makes its save, you cannot target it again until you finish a long rest.

3rd Level (Tier 3): Increase the dice to 8d8, and the target can be up to 30 feet away. The target falls asleep for five minutes.

5th Level (Tier 4): As part of the same action, you can target two targets instead of one; subtract each creature's hit points from the total before moving on to the next creature. You can target the creatures in whichever order you wish.

7th Level (Tier 5): The range increases to 50 feet, and you can use this talent twice before being required to finish a long rest.

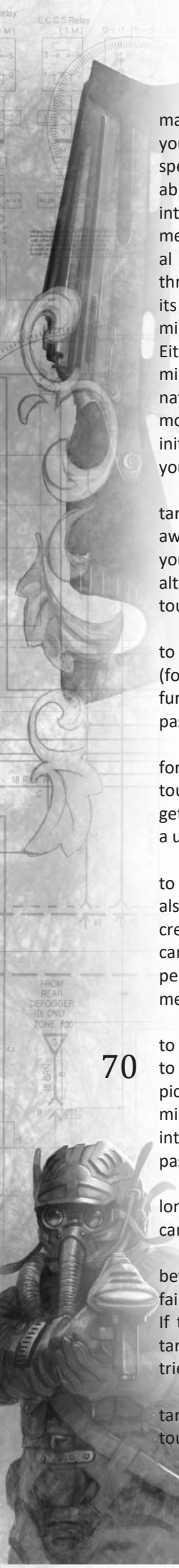
9th Level (Tier 6): You roll an additional +1d8 for each of your character levels, and +2d8 for each Hit Die you spend (without recovering hit points). Targets fall asleep for one hour.

Push (DC 20): Increase the dice by +2d8.

DEEP SCAN

You attempt to scan the thoughts of someone.

1st Level (Tier 1): You can take a minute concentrating on a living creature you are touching. The target



makes a Wisdom saving throw if unwilling. If the creature you choose has an Intelligence of 3 or lower or doesn't speak any language, the creature is unaffected. You are able to scan the surface thoughts, including its immediate intentions and what is foremost in its mind at that moment. You can attempt to probe deeper with an additional minute, requiring the target to make a Wisdom saving throw. If it fails, you gain insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). Either way, the target knows that you are probing into its mind. Questions verbally directed at the target creature naturally shape the course of its thoughts, allowing a more successful interrogation. Once a target fails the initial saving throw, you cannot use this talent again until you finish a long rest.

1st Level (Tier 2): You no longer need to touch the target—you can now target living creatures up to 30 feet away that you can see. If you still touch a target, increase your apex DC by 2. If you have both hands free, you can alternately touch two targets (or target one at range and touch one), but you do not get the DC bonus.

2nd Level (Tier 3): The range of *deep scan* increases to 120 feet, and is reduced from one minute to one action (for both effects). If touching a target, you can push back further into the target's past, as much as 24 hours into the past, to retrieve a useful memory.

3rd Level (Tier 4): You can use this talent twice before being required to finish a long rest. If touching a target, you can push back further into the target's past, as much as one week into the past, to retrieve a useful memory.

4th Level (Tier 5): The range of *deep scan* increases to 1 mile. You only know where the creature is. You can also use this talent to detect the presence of thinking creatures you can't see. When you use this talent, you can search for thoughts within 30 feet of you. This effect penetrates barriers, but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead blocks you.

5th Level (Tier 6): The range of *deep scan* increases to 50 miles, and your range of thought detection increases to 60 feet. When passive scanning for targets, you still pick surface thoughts, and the effect lasts up to five minutes. If touching a target, you can push back further into the target's past, as much as one month into the past, to retrieve a useful memory.

6th Level (Tier 7): Passive scanning within 30 feet no longer requires an action or costs a use of the talent. You can still use an action to increase the range to 60 feet.

7th Level (Tier 8): You can use this talent three times before being required to finish a long rest. Targets that fail the saving throw do not know they are being scanned. If touching a target, you can push back further into the target's past, as much as one year into the past, to retrieve a useful memory.

8th Level (Tier 9): You can directly target up to five targets in range with *deep scan*, though only the ones you touch suffer the increased DC.

9th Level (Tier 10): The first saving throw a target makes against *deep scan* has disadvantage. You can also spend a Hit Die (regaining no hit points) to force a target to fail its saving throw. If touching a target, you can push back further into the target's past, to any point in the target's life.

Push (DC 20): Increase the saving throw DC by 5.

DREAMTRANCER

Tier 1, Concentration

You move through the netherscape of untapped subconscious to communicate with someone else.

1st Level (Tier 1): You can take a minute concentrating on one unconscious but living creature you have met previously in the past day and is within 100 feet of you. At the end, you enter the target's dream. For up to one minute or until you stop concentrating (whichever comes last), you can communicate with the target through the dreamscape: by default the target believes you aren't real, although you can convince them otherwise. Once during the duration, you can make the target make a Wisdom saving throw. If the target fails, you take control of the dream: otherwise, you can only control your dream body and anything you can directly affect with it. If you inflict harm on the target or the target inflicts harm on itself, it wakes up: however, if you are in control of the dream, the target can only harm itself if you wish it. While you are in the dream, you can take no actions outside of it. If you suffer damage in reality, the effect ends. One you exit the dream state, you cannot enter it again until you finish a long rest.

1st Level (Tier 2): The target can be within 1 mile, and you can remain in the dream for up to five minutes. The target must make a Wisdom saving throw each minute if you are attempting to wrest control of the dream.

1st Level (Tier 3): You can bring one additional living creature into the dream with you. Creatures brought in this way can leave anytime and cannot take control of the dream. *Dreamtrancer* can persist up to one hour, and the target makes a saving throw every five minutes.

1st Level (Tier 4): You can use this talent twice before being required to finish a long rest, and you can bring up to three additional creatures into the dream.

2nd Level (Tier 5): You can target anyone you have met in the past week and range is effectively unlimited. You can sustain the dream until the target naturally wakes up.

Push (DC 15): Make this check when attempting to take control of a dream: if you succeed, the target has disadvantage on their saving throw.

FUGUE STATE

Tier 3

You send out a cascade of psychic energy to affect those around.

3rd Level (Tier 3): As an action, target one living creature within 15 feet of you; it must make a Wisdom saving

throw or have disadvantage on all d20 rolls until the end of your next turn. Once a target is affected, you cannot use this talent again until you finish a long rest.

5th Level (Tier 4): Instead of one target, you affect all living creatures you want within 15 feet of you. Affected targets also have their speed halved.

7th Level (Tier 5): You can instead target a location up to 60 feet away. All targets you wish in a 20-foot sphere at that location must make Wisdom saving throws. You can also use this talent twice before being required to finish a long rest.

9th Level (Tier 6): If centered on you, any living creatures within 30 feet of you are affected. If you create a sphere in range, the sphere is 30-feet across and you can target a position up to 120 feet away.

12th Level (Tier 7): An affected target is paralyzed for one minute or until it suffers damage.

Push (DC 20): Double all range values.

IMPRINT

Concentration, Tier 1

You wave your hand and suddenly a piece of paper looks like a hundred dollar bill, a copper coin looks like a gold coin, or a rock looks like a diamond. Surely there are other applications, but you can't think of any.

1st Level (Tier 1): As an action, touch one object Tiny or smaller. You make the object look like something else of the same approximate size and shape. The illusion only affects the object's visual qualities. Observers can make a Perception check opposed by your apex check to identify the illusion. The effect lasts until you stop concentrating.

1st Level (Tier 2): You can extend *imprint* in one of the following ways:

—Increase the size of the object being imprinted to Small. This increases with additional selection to Medium to Large to Gargantuan.

—You can imprint one additional object (to a maximum of 4).

—When you stop concentrating, the imprint lasts for one additional minute. With additional selections, this increases to 10 minutes to 1 hour to 6 hours to 1 day to 1 week.

1st Level (Tier 3): Select one additional Tier 2 benefit.

1st Level (Tier 4): Select one additional Tier 2 benefit.

1st Level (Tier 5): Select one additional Tier 2 benefit.

2nd Level (Tier 6): Select one additional Tier 2 benefit.

3rd Level (Tier 7): Select one additional Tier 2 benefit.

4th Level (Tier 8): Select one additional Tier 2 benefit.

5th Level (Tier 9): Select one additional Tier 2 benefit.

6th Level (Tier 10): Select one additional Tier 2 benefit.

INSTANT FRIENDS

Tier 2, Concentration

"Don't you remember me? We're old pals! Could I get a ride?"

1st Level (Tier 2): As an action, target one living creature within 5 feet that can hear you and has suffered no damage from you or your allies within the past hour. The target makes a Wisdom saving throw: if it fails, it is charmed by you for 1 minute, until you stop concentrating, or until you or your allies do anything harmful to it (whichever comes first). The charmed creature regards you as a friendly acquaintance. When the effect ends, the creature knows it was charmed by you. Once a target recovers from being charmed, you cannot use this talent again until you finish a long rest.

2nd Level (Tier 3): Your range of *instant friends* increases to 20 feet. The charmed effect lasts for five minutes.

4th Level (Tier 4): You can target two living creatures instead of one, and the effect lasts for one hour, until you stop concentration, or until you or your allies do anything harmful to either one.

6th Level (Tier 5): You can use this talent twice before being required to finish a long rest. You also are no longer required to concentrate to sustain the charmed effect.

8th Level (Tier 6): You can target up to four living creatures instead of one or two when using *instant friends*, and the effect lasts for one day, until you stop concentration, or until you or your companions do anything harmful to it.

INSTILL CONFIDENCE

Tier 2, Concentration

You make someone feel just awesome.

1st Level (Tier 2): As an action, select one living creature within 25 feet. Until you break concentration or one minute passes (whichever comes first), the target has advantage with all ability checks. Once you use this talent, you cannot use it again until you finish a long rest.

2nd Level (Tier 3): You can affect up to two living creatures in range, and targets are also immune to fear.

4th Level (Tier 4): The range increases to 60 feet, and you can select up to three living creatures.

8th Level (Tier 5): You can use this talent twice before being required to finish a long rest.

12th Level (Tier 6): Targets also have advantage with saving throws.

JUMBLE

Tier 2

The target mixes up his target and ends attacking his best friend. That won't go over well.

1st Level (Tier 2): If a living creature within 50 feet of you targets you with an attack, you can target it as a reaction. It makes a Wisdom saving throw. If it fails, the target attacks a different creature of your choice within its

attack range. Once you successfully divert an attack this way, you cannot again until you finish a short or long rest.

3rd Level (Tier 3): The range of *jumble* increases to 100 feet and you can use it when an attack targets an ally within ten feet of you.

6th Level (Tier 4): You can use *jumble* twice before being required to finish a short or long rest.

9th Level (Tier 5): You can use *jumble* three before being required to finish a short or long rest.

14th Level (Tier 6): You can use *jumble* at-will.

MATTERS WORSE

Tier 2

You're already wiggling around their mind. Might as well cut a few nerves.

1st Level (Tier 2): As a reaction to an ally dealing damage to a creature within 20 feet of you, you can make the hit target make a Wisdom saving throw or suffer an additional 1d6 + your apex ability modifier psychic damage.

1st Level (Tier 3): Increase the range to 40 feet and the damage to 1d8.

2nd Level (Tier 4): Increase the range to 60 feet and the damage to 1d10.

4th Level (Tier 5): You can elect to inflict no damage and instead reduce the target's speed by half until the beginning of your next turn.

5th Level (Tier 6): You can target up to four living creatures, and the effect lasts for one day, until you stop concentrating (or if you stop concentrating before one hour is up, the remainder of that hour), or until you or your allies do anything harmful to any target.

7th Level (Tier 7): Increase the range to 120 feet and the damage to 2d6.

10th Level (Tier 8): You can add your proficiency bonus to the saving throw DC.

Push (DC 15): The target automatically fails its save.

NEURAL SPEAR

Tier 2

You inflict one bitch of an ice-cream headache.

1st Level (Tier 2): As an action, target one living creature within 10 feet you can see. The target makes a Wisdom saving throw. If it fails, it suffers 1d4 + your apex ability modifier psychic damage.

1st Level (Tier 3): Increase the range of *neural spear* to 30 feet, and increase damage die to 1d6.

1st Level (Tier 4): If the target fails its save, instead of inflicting damage, until the beginning of your next turn, the target cannot take bonus actions.

3rd Level (Tier 5): Increase the range of *neural spear* to 60 feet, and increase damage die to 1d8.

5th Level (Tier 6): If the target fails its save, instead of inflicting damage, until the beginning of your next turn, the target's speed is reduced by half.

6th Level (Tier 7): You can attempt a second attack as part of the same action; only one attack can inflict dam-

age.

9th Level (Tier 8): Increase the range of *neural spear* to 200 feet, and increase damage die to 1d10.

13th Level (Tier 9): If the target fails its save, instead of inflicting damage, until the beginning of your next turn, the target is vulnerable to psychic damage.

15th Level (Tier 10): You can attempt a third attack as part of the same action; only one attack can inflict damage.

Push (DC 20): Increase your tier by 1 for this action.

PUPPETMASTER

Tier 2, Concentration

You push the target's brain aside and take direct control of the target.

1st Level (Tier 1): As an action, select one living creature that can be charmed within 10 feet. The target makes a Wisdom saving throw: on a failure, until you stop concentrating or until one minute passes (whichever comes first), you take control of the target. A target automatically succeeds on this saving throw if it can't be charmed. You can do one of the following effects.

—The target cannot take bonus actions.

—The target's speed is reduced to zero.

—You can move the target up to half its speed on its turn. A target cannot be compelled to move into an obviously deadly hazard, such as a fire or pit (but it will provoke opportunity attacks to move in the designated direction).

—The target is charmed.

The target can use an action to attempt another saving throw at the beginning of its turn. Once a target fails the initial save, you cannot use this talent again until you finish a long rest.

1st Level (Tier 2): You can select two effects instead of one. The range of *puppetmaster* increases to 60 feet.

2nd Level (Tier 3): You can use this talent twice before being required to finish a long rest.

4th Level (Tier 4): You can use your telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action. If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

6th Level (Tier 5): As part of a single action, you can target two living creatures instead of one as a single action. You only regain the use of this talent if both saving throws succeed.

8th Level (Tier 6): You can control a target for up to five minutes. In addition, the target can make a Wisdom saving throw at the end of each minute, but it does not make a saving throw if making an attack.

10th Level (Tier 7): As an action, until the end of your next turn, one affected creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time you can also cause the creature to use a reaction, but this requires you to use your own

reaction as well. Each time the target takes damage or makes an attack, it makes a new Wisdom saving throw against the talent. If the saving throw succeeds, the talent is released. Creatures interacting with your target may attempt a Charisma (Bluff) check to tell if the target is under control.

12th Level (Tier 8): As part of a single action, you can target up to four living creatures as a single action. When attempting to take complete control of a target, you can control all the targets under your influence with a single action—though the instructions have to be the same.

14th Level (Tier 9): The range of *puppet-master* increases to 1 mile, and you can control up to six creatures in range. You can also use this talent three times before being required to finish a long rest.

16th Level (Tier 10): Select one target you have controlled for at least one minute. You rewrite the target's personality so that it is convinced you and your allies are its allies until the end of your next turn. You have no direct control over the target but are able to give it instructions which it will try to follow to the best of its abilities. If you concentrate on the target for at least five minutes, the effect is permanent.

TELEPATHY

Tier 1

You only need to look at them in order to speak volumes.

1st Level (Tier 1): As an action, you can transmit a telepathic message to one living creature you can see within 20 feet. The target can respond as you are also reading the target's mind, though you can easily take control of the conversation (and end it at will). Your message transcends language barriers.

1st Level (Tier 2): The range of your *telepathy* improves to 100 feet, and you no longer need to be in line of sight; you are required to have seen the target previously in the last five minutes.

1st Level (Tier 3): The range of your *telepathy* increases to 500 feet, and this talent is reduced to a bonus action.

1st Level (Tier 4): The range of your *telepathy* increases to 1 mile, and you are required to have seen the target previously in the last week.

1st Level (Tier 5): The range of your *telepathy* increases to 100 miles, and you can communicate simultaneously with as many people as your apex ability modifier.

2nd Level (Tier 6): The range of your *telepathy* increases to 5,000 miles, and you can use this ability even if you are sleeping, in a coma, or unconscious.

3rd Level (Tier 7): The range of your *telepathy* is effectively unlimited, though transmission speed is limited to the speed of light.



TRANSPLANT

Tier 2, Concentration

You can either look through someone else's eyes or force their vision through your own.

1st Level (Tier 2): As an action, target one ally within 60 feet. You can see through that target's eyes. If your senses have been tampered with but your target's haven't, you see your target's unaltered vision. This effect lasts for 1 hour or until you stop concentrating, whichever comes first. Once this talent expires, you cannot use it again until you finish a long rest.

1st Level (Tier 3): Your senses include hearing as well, and the range increases to 120 feet. You can also reverse the effect and have your ally experience your senses. The target can end the effect at any time.

2nd Level (Tier 4): You can target any creature with this effect. If you use this talent on an unwilling target, it gets a Wisdom saving throw to negate the effect. Because of the shifted senses, the target has disadvantage with attack rolls and saving throws. The target can attempt to snap back to their own sense on their turn with an action by attempting another saving throw.

4th Level (Tier 4): You can use this talent twice before being required to finish a long rest. You can also have as many allies in range as you wish experience your senses.



TINKER TALENTS

The tinker has more than an affinity with technology: she has an innate understanding of any system with moving parts. With just a touch or a peek under the hood, she can understand how something works, master the principles of its function in seconds, and even take control of it. This can include biological systems as much as technological ones. Talents include machine expertise but also biological manipulation as well. There are quite a few Tier 1 talents, but ensure you know where you are going when beginning. You could also combine this talent with other technology-based classes like the techie from *Ultra-modern5*.

COMMCASTER

Tier 2

You can see wireless communication as if they are strands of light in the air. You can tug on them, play with them, just like a cat with a ball of string.

1st Level (Tier 2): Your brain operates as a computer—you can access any wifi network in range that you know the password to, and thus access the internet with only your mind. You can use Intelligence (Computer Use) checks without accessing a computer. You can also access peripherals (like cameras or doors) as part of that network. You still need to use an action to make any skill checks while accessing a system wirelessly.

1st Level (Tier 3): You can access any cellular network you are within—you don't need to pay for a provider.

2nd Level (Tier 4): You can psycho-kinetically access a wired network as long as you are within 50 feet of any point of that network. You still need to circumvent any encryption or security. You can access a computer by only touching it without a need of any interface.

3rd Level (Tier 5): Any ability checks you make to access or use a computer or network require only a bonus action.

COPYCAT

Tier 2

You study a target's superior defense and learn to replicate it.

1st Level (Tier 2): Touch either an ally or make a melee apex attack against a creature. If you hit, you can gain the target's Dexterity bonus to AC and proficiency bonus to Dexterity saving throws (if it has it) for one minute (replacing your own). When you use successfully use this talent, you cannot use it again until you finish a long rest.

3rd Level (Tier 3): You also gain the target's Dexterity bonus to attack rolls for the length of the effect as well (replacing your own). The effect also lasts five minutes.

5th Level (Tier 4): You also gain any proficiency in any skills the target possesses as well. You can also use this talent twice before being required to finish a long rest.

8th Level (Tier 5): If the target has any damage re-

sistances, you gain those as well for the duration of the effect. If used offensively, the target also has disadvantage with all attacks against you.

11th Level (Tier 6): If *copycat* is used offensively, you are able to acquire one trait the target possesses which is always in effect. This can include conditions or damage immunities, extra senses like blindsight or truesight, special traits like psionics or spellcasting, and special movement types that don't require a physical mutation. It does not extend to attacks, legendary actions, or any rechargeable effects.

14th Level (Tier 7): This talent lasts ten minutes. Also, if used offensively, you have advantage with all attack rolls against the target.

18th Level (Tier 8): You can use this talent three times before being required to finish a long rest. You can also benefit from two targets simultaneously, though identical benefits do not stack.

ELITE CRAFTER

Tier 1

Parts move into place without any direct input from you. It's almost like you will it to build itself.

1st Level (Tier 1): You are proficient in Intelligence (Engineering), and you are always counted as having a TL 1 Engineering kit, regardless if you actually have one. You can use your apex check in lieu of Intelligence (Engineering).

2nd Level (Tier 2): You are always counted as having a TL 2 Engineering kit.

4th Level (Tier 3): You are always counted as having a TL 3 Engineering kit.

6th Level (Tier 4): You are always counted as having a TL 4 Engineering kit.

8th Level (Tier 5): You are always counted as having a TL 4 Engineering kit.

ERECTOR-BOX

Tier 2

The entire world is just a piles of building blocks in your eyes.

1st Level (Tier 2): Spend a minute to create a Small-sized or smaller item from any widgets in your possession or within 5 feet of you. The item quite literally forms in mid air right in front of you. You have to be able to craft the item given the amount of widgets and Engineering kit in your possession. This talent can be used in conjunction with both *elite crafter* and *scavenger*. You still cannot construct injections or batteries. The constructed item lasts only one minute, and after, falls apart into the widgets (or unrecoverable raw materials if used with *scavenger*). Once you use this talent, you cannot use it again until you finish a long rest.

1st Level (Tier 3): You can create Medium-sized items or smaller (this includes armor and Small vehicles). The constructed item lasts five minutes.

Tinker Talent	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Tier 6	Tier 7	Tier 8	Tier 9	Tier 10
Commcaster	—	1	1	2	3	—	—	—	—	—
Copycat	—	1	3	5	8	11	14	18	—	—
Elite Crafter	1	2	4	6	8	—	—	—	—	—
Erector-Box	—	1	1	2	3	5	7	—	—	—
Machine Pace	1	1	1	1	—	—	—	—	—	—
Natural Aptitude	1	1	1	1	1	—	—	—	—	—
Proxy	1	1	1	2	3	4	5	6	7	8
Scavenger	1	2	4	—	—	—	—	—	—	—
Storage Bank	1	1	1	—	—	—	—	—	—	—
Tech-Jack	—	1	2	3	4	6	9	12	15	—
Virtual Hijack	—	1	2	4	6	10	14	18	—	—
Want Not	—	1	—	—	—	—	—	—	—	—
Widget Bag	1	2	4	10	—	—	—	—	—	—

2nd Level (Tier 4): You can create Large-sized items or smaller (this includes armor and Large vehicles). You can also use this talent twice before being required to finish a long rest. You can also pull widgets from up to 50 feet around you.

3rd Level (Tier 5): You can create Huge-sized items or smaller. The constructed item lasts ten minutes.

5th Level (Tier 6): You can create Gargantuan-sized items or smaller. You can also pull widgets from up to 100 feet around you.

7th Level (Tier 7): You can create any-sized item. You can also use this talent three times before being required to finish a long rest.

MACHINE PACE

Tier 1

You don't even have to look at what you are building. Your fingers move with a speed and precision close to that of a machine.

1st Level (Tier 1): When building technology, the maximum amount you can spend per day increases by 50%.

1st Level (Tier 2): When building technology, the maximum amount you can spend per day increases by 100%.

1st Level (Tier 3): Instead of cost per day as part of a build schedule, your rate is per hour.

1st Level (Tier 4): Instead of cost per hour as part of a build schedule, your rate is per minute.

NATURAL APTITUDE

Tier 1

It's natural—you don't even have to try.

1st Level (Tier 1): You can use apex checks in place of Intelligence (Computer Use), Intelligence (Demolitions), Intelligence (Engineer), Wisdom (Medicine), or Intelligence (Sciences) (select one when you gain this talent).

1st Level (Tier 2): You can select one additional skill or have advantage with checks with a skill already selected from a previous tier.

1st Level (Tier 3): You can select one additional skill or have advantage with checks with a skill already select-

ed from a previous tier.

1st Level (Tier 4): You can select one additional skill or have advantage with checks with a skill already selected from a previous tier. Alternatively, you can select a previously selected skill you have advantage with via a previous tier. When you roll less than 15, set the die roll to 15.

1st Level (Tier 5): You can select one additional skill or have advantage with checks with a skill already selected from a previous tier. Alternatively, you can select a previously selected skill you have advantage with via a previous tier. When you roll less than 15, set the die roll to 15.

PROXY

Tier 2

You've analyzed the target enough that you can replicate what they consider to be a unique trait.

1st Level (Tier 2): As an action, touch one apex ally: you gain one talent the target possesses up to Tier 1. The talent cannot have limited uses, and it cannot require other talents to function. You can use the absorbed talent until the end of your next turn. Once you use this talent, you cannot use it again until you finish a long rest.

1st Level (Tier 3): You gain one talent the target possesses up to Tier 2. An acquired talent lasts one minute. You can also acquire a talent with limited uses, although you only gain one use of it.

2nd Level (Tier 4): You gain one talent the target possesses up to Tier 3. You can also use this talent twice before being required to finish a long rest.

3rd Level (Tier 5): You gain one talent the target possesses up to Tier 4. You can alternately use this talent against a hostile creature, making a melee apex attack. If you hit, you absorb the target's talent. If you miss, you recover the use of this talent.

4th Level (Tier 6): You gain one talent the target possesses up to Tier 5. You can also use this talent three times before being required to finish a long rest.

5th Level (Tier 7): You gain one talent the target possesses up to Tier 6. An acquired talent lasts for ten minutes. If you acquire a limited-use talent with more than one use, you can use the talent twice (only if the

target had two uses available).

6th Level (Tier 8): You gain one talent the target possesses up to Tier 7. You can also sustain two absorbed talents simultaneously (each counts as a use of this talent).

7th Level (Tier 9): You gain one talent the target possesses up to Tier 8. You can also use this talent four times before being required to finish a long rest.

8th Level (Tier 10): You gain one talent the target possesses up to Tier 9. An acquired talent can last up to one hour. You can also sustain three absorbed talents simultaneously (each counts as a use of this talent). If you acquire a limited-use talent with three or more uses, you can use the talent three times (assuming the target has at least three uses).

Push (DC 20): The maximum tier of talent you can acquire increases by one.

SCAVENGER

Tier 1

Everything you need is all around you. On shelves, in cupboards, sometimes right from the soil.

1st Level (Tier 1): You can telekinetically pull widgets from your surroundings in most situations, unless the GM deems it impossible. After one minute of observation, you find 10% of the value of an item you are building. This can be simply your luck rifling through shelves or you freakishly levitating minerals out of rocks. Once you use this talent, you cannot use it again until you finish a long rest; you also cannot use it again on the same item being built, not matter how much time passes.

2nd Level (Tier 2): You find 20% of the value of an item you are building.

4th Level (Tier 3): You find 30% of the value of an item you are building.

STORAGE BANK

Tier 1

You possess a biological storage drive that allows instant recovery of any information you place in it. And you didn't even have to give up any long-term memories to get it.

1st Level (Tier 1): Part of your brain works like a computer. You have advantage on all Intelligence checks. You have enough digital storage space in your head for approximately 20,000 images or documents, 24 hours of video, or 1 month of music or other audio. You can use this space to encode your own sensory data in a standard file format by making a DC 15 Intelligence (Computer Use) check. Transfer of data between your *storage bank* and a regular computer or network requires the *commcaster* talent.

1st Level (Tier 2): You can store twice as much digital data. When you roll less than 10 on an Intelligence check, set the die roll to 10.

1st Level (Tier 3): You can store ten times as much digital data. When you roll less than 15 on an Intelligence check, set the die roll to 15.

TECH-JACK

Tier 2

You access a device on the target and momentarily take control of it.

1st Level (Tier 2): As an action, you can attempt a melee apex attack against one creature in reach. If you hit, one piece of equipment carried by the target stops working until the end of your next turn. The item cannot be used and no longer grants any bonuses, and any abilities the item grants cannot be activated.

2nd Level (Tier 3): If the same item is affected by *tech-jack* three times on consecutive rounds, the item breaks and can no longer be used until fixed or replaced.

3rd Level (Tier 4): *Tech-jack* can be used as a ranged attack, up to 15 feet.

4th Level (Tier 5): The range of *tech-jack* increases to 30 feet.

6th Level (Tier 6): If the same item is affected by *tech-jack* three times on consecutive rounds, the item explodes into an equal value of widgets. The wielder suffers your level + your apex ability modifier piercing damage.

9th Level (Tier 7): Instead of breaking, you can attempt an object you are affecting with *tech-jack* explode. Every creature within 5-feet around the target must make a Dexterity saving throw. Creatures take 2d6 + apex ability modifier damage on a failed save, half as much a successful one. You can spend one Hit Die, recover no hit points, and double the number of damage dice.

12th Level (Tier 8): The radius increases to 20 feet, and the damage increases to 5d6 + apex ability modifier damage.

15th Level (Tier 9): The radius increases to 30 feet, and the damage increases to 7d6 + apex ability modifier damage. The range increases to 60 feet.

VIRTUAL HIJACK

Tier 2, Concentration

You push the target's brain aside and take direct control of the target.

1st Level (Tier 2): As an action, select one robot, or a Small piece of equipment within 10 feet. If the target has a Wisdom score, it makes a Wisdom saving throw; otherwise, make a ranged apex attack. If the target fails the save, it is considered charmed (even if it is normally immune to being charmed). If you hit, you take control of the item. This effect lasts for one minute or until you stop concentrating. Once you successfully use this talent, you cannot use it again until you finish a long rest.

2nd Level (Tier 2): You can control objects up to Medium sized. If a creature, you can specify a simple and general course of action. If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

4th Level (Tier 3): You can control a target for up to five minutes. You can control Large-sized items or smaller. The range of *virtual hijack* increases to 60 feet.

6th Level (Tier 4): As an action, until the end of your

next turn, one affected target takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time you can also cause the creature to use a reaction, but this requires you to use your own reaction as well. Each time the target takes damage or makes an attack, it makes a new Wisdom saving throw against the talent. If the saving throw succeeds, the talent is released. You can control Huge-sized items or smaller.

10th Level (Tier 5): As part of a single action, you can target up to four robots as a single action. You only regain the use of this talent if all saving throws succeed. When attempting to take complete control of a target, you can control all the targets under your influence with a single action—though the instructions have to be the same. You can control Gargantuan-sized items or smaller.

14th Level (Tier 6): You can also use this talent twice before being required to finish a long rest. The range of *virtual hijack* increases to 100 feet, and you can control up to six creatures in range. There is no limit on the size of your target.

18th Level (Tier 7): Select one target you have controlled for at least one minute. You rewrite the target's programming so that it is convinced you and your allies are its allies until the end of your next turn. You have no direct control over the target but are able to give it instructions which it will try to follow to the best of its abilities. If you concentrate on the target for at least five minutes, the effect is permanent.

WANT NOT

Tier 2

What's one person's garbage is another person's treasure.

1st Level (Tier 2): When gaining widgets from reverse engineering technology, you acquire one-half the value of the item in widgets instead of one-fifth.

WIDGET BAG

Tier 1

Everything is just the sum of its parts.

1st Level (Tier 1): You have a *widget bag*. You can use widgets to repair, modify, and create items. You keep pieces handy for on-site repairs. You have enough parts on hand for \$100 worth of repairs, regardless of item type. These parts cannot be sold or traded, and are useless to others. The bag weighs 5 lbs. You can increase the size of this *widget bag* later by investing in more widgets. Every \$500 adds another 1 lb. When you reach 11th level, the bag's weight drops by half and every additional \$1,000 adds another 1 lb. When you reach 21st level, the bag's weight drops by half again and every \$100,000 adds another 1 lb. Once invested, you do not get this value back. When you scavenge technology, the GM may award a certain value of additional widgets (see Engineer in *Ultra-modern5*). Widgets count against the total treasure awarded. If you select the techie class, your starting *widget bag* increases to \$400. The bag only functions while you are carrying it: if released, it disgorges its contents

down to the amount it could normally hold for its volume. While you can reach into the bag and pick out exactly the part you need without looking, the bag's contents are otherwise so varied that nobody else can possibly find anything they might be looking for in it.

2nd Level (Tier 2): The base weight of the bag as well as any added weight is reduced by half. The bag also looks half the size.

4th Level (Tier 3): The base weight of the bag as well as any added weight is reduced by half. The bag also looks half the size.

10th Level (Tier 4): Your *widget bag* becomes the equivalent of a *bag of holding*. As such, it can hold up to 500 lbs. of anything, including widgets before increasing its own weight.





CHAPTER FIVE

ANTAGONISTS & ENEMIES

The world appears normal, but this is an illusion supported by the complacency of the masses dependant on the unflinching rules of society. Organizations across the world fight to maintain this illusion, with only a few being aware of the reason. Some do it for the betterment of mankind while others do it for themselves, either for economic reasons or for self preservation. Only the following four groups, however, are aware of the existence of apex abilities and the people who possess them.

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MARKET

The Market is not one organization but dozens, independent but linked, pursuing a common goal of controlling the emerging apex power. Mimicking a terrorist group, Market cells hide scattered throughout the globe, in every major city, each falling under the umbrella term but having their own moniker. Though not officially in competition with one another, Market cells rarely associate, and there remains doubt that a unified leader actually exists. Rumors whisper of an individual known as O'Brien—assumed to be a *nom de guerre* in reference to the novel *1984*—who hands down directives to cells when intervention is required. This leader has never appeared in the flesh and many within Market cells assume him to be fictional, especially

considering that each Market cell operates under slightly different rules.

Under scrutiny, a Market cell is actually a cabal of smaller groups brought together under a common motivation of kidnapping and controlling errant apex. These groups materialize from the corporate sector, civilian governments, and military agencies, with each cell having its own unique ratio. In China, for example, the Market cell is wholly governmental, while the Japanese arm is entirely corporate. Each cell is aware of the others and even though they claim similar motivations, they don't always agree. The only accepted rule is that a Market cell claims jurisdiction over its territory. Most often this is honored, though internal Market clashes have occurred when one cells crosses the border into another's territory in pursuit of a target.

The Market's objective is to control all apex abilities, to ensure all apex are firmly under the foot of a Market cell. It is believed that Market alliances are based purely on the difficulty of locating and controlling apex across the world. It's assumed that if more powerful apex are located, or if one cell gains more power than the others, the Market may turn on itself and shatter from internal competition, and an apex cold war would surely follow. The unified goal of the Market is to not kill apex if capture remains a viable option. When apprehended,



apex are “convinced” to join the cell in pursuit of the common cause. Membership pays well and loyalty is rewarded. Those who resist are held in “colonies” until they see the logic of accepting their fate.

The Market’s key to success is not only their funding but in possessing apex in their membership. These powerful apex wielders often lead missions in the capture of their brethren. The Market’s only weakness is their preference in taking apex alive.

OPPONENTS

Some Market opponents are apex, though many are humans. They are also the most technologically advanced enemies characters may face. When creating encounters with the Market, they should be equipped with military hardware, vehicles, and even attack aircraft. They are also the most numerous. Large groups may be lead by or flanked with skilled apex.

It is also possible that the PCs may be members of one of the cells themselves, either openly, as infiltrators, or as members of some sort of apex underground railroad. Opposition in such cases can come from rogue apex, defectors from the cell, one of the other organizations opposed to the Market, and even other antagonistic Market cells.

Here is a list of the most well known Market cells:

CANADA

Maîtreise is a wholly government-funded group with rumored ties with **Oxious**. Maîtreise has been accused of being infiltrated and manipulated by members of Oxious. Despite their proximity, Maîtreise and **The Shop** seldom see eye-to-eye with the latter accusing Maîtreise’s leader, a figure known only as **Felquiste**, as being a puppet of Oxious. It isn’t helped by the fact that most of Maîtreise are staffed by apex.

CHINA

The **People’s Defense Authority** is by the far the largest and most fanatical of Market cells, often resulting in clashes with other nations. Despite appearances of rivalry, the **PDA** and **The Shop** share a tolerable working relationship. Although they’ve worked together in Africa and Eastern Europe, they’ve clashed in Hong Kong on more than one occasion. It’s still better than North Korea, whose borders are simply ignored by the PDA, with China’s stance being that the DPRK cannot be allowed to possess anyone with apex abilities. The PDA has only been caught once in North Korea, but this resulted in the disastrous Mantapsan Geiger Incident of 2009. Subsequently, the DPRK formed their own independent group, **MK-Ultra**, whose membership were summarily assassinated under mysterious circumstances. The lack of a DPRK Market cell has shockingly turned the region into

an odd safe haven for Chinese, Japanese, and Korean apex. The leader of the PDA is unknown and it’s thought a singular leader does not exist.

ENGLAND

Conspiracy theorists have suggested that British interests in apex are represented by the same branches of military intelligence as the **SIS**, and oddly enough, this is correct. However, many of these theories get the designation wrong. The misdirection in referring to the British Market cell as MI-13 may have even been started by the actually organization itself, **MI-0**.

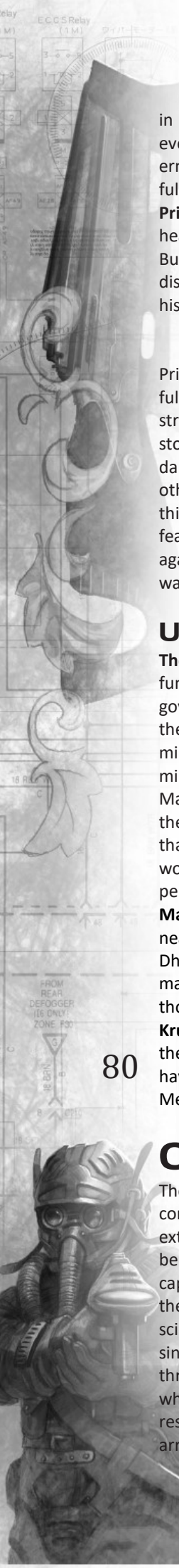
MI-0 operates a public office in the basement of the Special Intelligence Service building at Vauxhall Cross in London, though their actual headquarters is rumored to be at Fort Monckton, a historical fort in Gosport, Hampshire, sharing space with the MI-6 training center. Monckton also serves as the detention area for captured apex and is considered to be one of the most heavily guarded facilities of its type in the world. Its current leader, **Tomison Armitage**, a non-apex, often sends MI-0 personnel alongside those from **The Shop**, and the two cells are considered to have the most successful working relationship of all Market cells. It’s been suspected that Armitage is a puppet of **Peyton Doran**. Regardless of that, MI-0 personnel, though fewer in number, are believed to be most trained with many being apex-gifted graduates of the SIS program.

JAPAN

Japan’s Market cell, under the name **Masaru** and led by the enigmatic “**Fusago**”, was formed originally to protect apex which were being discovered in the chains of major corporations. Although funded by several major companies, not one holds authority over Masaru, and it’s thought Fusago is actually a powerful string who uses his/her abilities to manipulate Japanese corporate interests. Unlike other Market cells, Masaru is rarely seen outside of Japan, but within their borders, they are more dangerous than the yakuza, the latter of which have clashed with Masaru on more than one occasion, often on the losing side.

RUSSIA

It’s less likely that Russia’s **Spaseniye** is run by the government than the other way around. One of the most enigmatic groups, Spaseniye (“salvation”) is also believed to be the oldest Market cell and the origin of the legendary **O’Brien**, despite Spaseniye’s current leader being identified as **Nikolai Sukhoi**. Spaseniye emerged shortly after the Second World War and remained inscrutable until the mid 60’s, when many of the other Market cells began to emerge. Spaseniye rarely taps its considerable military muscle, preferring smaller interdiction groups led by or wholly comprised of apex. Similar to China’s PDA, Spaseniye has been known to cross borders



in pursuit of their target, ignoring jurisdiction with nearly every neighboring nation, though oddly leaving the eastern region of their own country alone. It's never been fully explained what forces exist in the northeast region of **Primorsky Krai**. The last expedition in 1988 ended in heads being teleported into the offices of the Lubyanka Building in Moscow. The rest of the bodies were later discovered five years later buried under 200 feet of prehistoric ice during a mining operation in Greenland.

In 1995, the PDA launched their own investigation of Primorsky Krai by sending a team led by their most powerful string. The team was never heard from again but the string's passport and watch were later discovered in the stomach of a basking shark which washed ashore in Florida six months later. Such a reputation has even made other apex apprehensive of entering the region. Despite this one caveat, Spaseniye is still considered the most feared of all Market cells. Those captured are rarely seen again, often taken to the extreme north to a former cold-war gulag.

UNITED STATES

The Shop is a mixed government/corporate cabal heavily funded by military contractors and controlled by government personnel. It is the most heavily funded of the Market cells, able to bring the full onslaught of the US military to bear, through often resorting to private military companies to ensure secrecy. Unlike many Market cells, the leader of The Shop is very well known, the English-born string **Peyton Doran**, a full-time patriot that would, given a choice, eliminate every apex in the world not directly controlled by The Shop. Peyton has personally led operations into rival nations, clashing with **Maîtrise** in Montreal and the **PDA** in Hong Kong. After nearly being killed by a geiger during the Cyprus Dhekelia power station crisis of 2012, Peyton has remained in the United States, delegating most of his authority to this right-hand man, the psychotic shaper **Kross-Kruxif**. Potential "applicants" have been known to land in the Guantanamo Bay detention camp but recently, most have been shuffled to a new subterranean facility in New Mexico.

OXIOUS

The last hope for freedom for those gifted to be apex come from the whispers of an organization lead by an extremely powerful flux nicknamed the **Timekeeper**. It is believed this flux has avoided capture because of his/her capacity for unlimited time travel. It is even believed that the Timekeeper was once, or rather will be a great scientist, who traveled from a future timeline that has since been altered. This scientist was able to travel through time using flux powers by calculating exactly where Earth would have been in the distant past in respect to where it would become. The Timekeeper then arrived to change subsequent events. Attempts to

identify the Timekeeper have all failed, leading to a theory that the subject has created a parallel reality by existing in this time period where the Timekeeper is in fact never born. Unlike badly written time travel stories, a paradox was avoided since the Timekeeper's youth was preserved in the original timeline unaltered by the intervention of time travel. This current time period is new, whether it be beneficial to the Timekeeper is anyone's guess. He/she did this for a reason, and this may lead to the Timekeeper's objective to save other apex from a fate tied to any of the other organizations.

Oxious believes in the liberation of apex and their acknowledgement by the world. This cannot happen until organizations like the **Market**, **Temple**, and the **Union** are removed. It is rumored that the Timekeeper manipulated the stock market to be a multi-millionaire and now lives on an island enclave in hope of turning it into a micronation where apex can live in peace away from those wishing the use or destroy them. The apex themselves would also be the defenders of this new nation. As yet, no such nation exists, and it's thought disciples of the Timekeeper, members of Oxious who wander anonymously, pursue rival organizations, hoping to intervene before the capture of innocent targets.

OPPONENTS

Unlike other organizations, members of Oxious are less opponents and more interested parties involved in the same encounter. They appear as plot points, and eventually, the players may even find themselves members of the group. Oxious has no known headquarters and, given the Timekeeper's unmatched teleportation abilities, leadership has been impossible to track. The Timekeeper is the number one threat in the eyes of the Market and Temple. In the case of Union, they want the Timekeeper on their side; unfortunately, Oxious has a strict aversion to terrorism and believes violence should only be used in defense.

TEMPLE

The most hostile anti-apex group in the world, **Temple** seeks the complete annihilation of all apex. Capture is not an option and their tactics have been perfected to accomplish their mission. Employing stealth and assassination, Temple rarely moves openly, preferring ambush rather than frontal assault. Dating back more than 1300 years, it is believed Temple started in the Vatican, but when funds dried up and support for the clandestine unit waned, Temple's leadership parted ways, simultaneously opening its doors to other religions and cults which shared their interests.

Temple may be officially non-secular, but it welcomes any religion that believes in their fanatical judgmental opinion of apex—that it is abhorrent to nature and an

affront to God's will. Only divine beings can perform miracles, and when the first apex were discovered centuries ago, it was Temple which had to intervene to suppress their existence, perhaps explaining why miracles appeared aplenty until the last few centuries. Most apex at the time were either parading themselves in front an impressionable public or were themselves being paraded by a corrupt cult.

Temple consider themselves enacting God's wrath while simultaneously ridding the world of corruption, believing since absolute power corrupts absolutely, no apex can avoid eventually acting superior to the rest of mankind. **The Market** has not openly tried to collapse Temple despite Temple's clear willingness to destroy them. Temple has been responsible for various assassinations of apex both being pursued by the Market as well as being employed by them.

Temple remains a mysterious group, working from locations they have spent over a thousand years keeping secret. They operate out of every country and have developed unique weapons specifically designed to cripple apex and prevent their escape, technology even the Market wishes they had. Temple's leadership comprises of seven people, the **Circle of Meliusculus**, who move between locations but are suspected to be somewhere in Eastern Europe. Temple no longer has central support within major religions.

OPPONENTS

Unlike other organizations, there are absolutely no apex within the ranks of Temple. Though Temple can't bring about the level of artillery accessible to the Market's forces, Temple compensates with techniques and devices perfected over centuries for the sole purpose of eliminating apex. This includes attacks meant to restrain or daze opponents, crippling apex and allowing for the kill. Temple assassins are also experts in stealth, able to assassinate targets up close and from afar with equal ease.

UNION

Not long after the end of the Vietnam War, the American veteran and soon to be ex-patriot **Theodore Schroeder**, after witnessing the acts of fellow serviceman under orders from a distant and detached government, swore to no longer allow any authority to force his hand in the service of political corruption. Schroeder was also a powerful kinetic and the top assassin for the **The Shop**. His excommunication from his Market cell and subsequent disappearance was covered under the guise of a failed mission where Schroeder apparently lost his life. The first indication that he faked his death occurred five years later when three of the Shop's top lieutenants were killed in the same fashion of Schroeder's modus

operandi, that which earned him the nickname '**the Staplegunner**'.

Schroeder considers himself reborn with a newfound quest to destroy any government—crush any army—which attempts to control or eradicate the emerging apex, which he constitutes as a new threatened minority. He has sworn to the destruction of both the **Market** and **Temple**, with emphasis on the eradication of the Shop—the Market cell operated by the United States. Although Temple considers the Union a mortal enemy, the Market doesn't consider them more than a nuisance, believing them a minuscule terrorist group amounting to less than a dozen members.

In truth, Union is believed to have more than thirty, all hanging off the will of Schroeder, the singular head of the organization, which would likely collapse upon his death. The moral disparity between the **Staplegunner** and the **Timekeeper** have prevented their alliance and even resulted in numerous conflicts between the **Union** and **Oxious**, with the latter even foiling several Union terrorists attacks. When an apex begins to feel pressure from those that hunt him or her, they eventually must choose a side, to be defensive with Oxious or offensive with Union. Both apex affiliations do share one attribute—their need for discretion. Despite the advantages of going public, as long as the military and media remain under control of the Market and as long as Temple still exists to swear the death of all apex, both Oxious and the Temple keep to the shadows, only exposing themselves when their hands are forced. There have already been numerous terrorists attacked perpetuated by the Union which have been credited to other groups like al-Qaeda, Hamas, and the IRA.

OPPONENTS

Union is entirely populated by apex unafraid to reveal their powers when called upon. They have clashed with every other apex-associated organization including Oxious. They are both a force which ambushes player characters as well as being enemies intercepted by them. PCs are unlikely to be members themselves, due to the group's antisocial ideology and willingness to inflict collateral damage, as well as the fact that Union's enemies include absolutely everyone.



ADVERSARIES

Ultramodern5 introduced adversaries, effectively universal monsters which can be altered based on traits—templates—which can be added later. Any creature can technically be given an adversary ability. Unlike the adversaries listed in *Ultramodern5*, adversaries in *Apex* may be also listed by a challenge adjustment, which will not affect any other entry in the creature, but will affect its level in both building an encounter and in calculating experience.

Alternate Paths: Several adversaries are listed with different approaches, or paths in applying the template. An opponent on the field can have one or even both paths; regardless, opponents with either are still counted as having the same adversary template. Although under normal circumstances applying more than one adversary template to an encounter is discouraged, these are not normal circumstances (but still, remember to take care tracking which enemies belong to which template).

APE [Freak/Morph]

The ape has a large trunk-like body and articulate digits on his feet. He doesn't normally go into the chest pounding or the bellowing, but don't take the option off the table.

All Thumbs

The ape's speed is reduced by 5 feet, but he is able to hold and wield weapons with any limb. He also gains a climb speed of 20 feet and has advantage with all grapple check (both attempting and escaping).

Hard Hide

The ape has resistance to bludgeoning damage from non-magical weapons.

BURST [Phenom]

The burst is fast, real fast. Able to outpace even his allies, the burst is incredibly difficult to target, and defeating him involves more figuring out where he will be rather than where he is.

Record Breaker: The burst gains a +10 bonus to speed and a +2 bonus to Dexterity saving throws.

Acceleration: Each turn the burst moves, his speed increases by +5 feet. This is cumulative with a limit of +100, and the bonus is lost if the burst does not move on his turn.

DEFENDER [Kinetic]

Specializing in bodyguard duty, a defender is a focused kinetic able to protect himself and others from outside ranged attack. Defenders are rarely seen by themselves,

often combined with other offensive apex.

Instant Shield: The defender has a kinetic shield. All ranged attacks against the defender or against any creature within 5-feet of the defender has disadvantage. The defender also gains a +1 bonus to AC against melee attacks.

Challenge Adjustment: +1/2

DISPLACER [Flux]

A displacer is a flux apex who focused his or her talent in teleportation. Whether specialized in melee or ranged combat, a displacer is an exceptionally difficult enemy to target.

Path One

Jumper: Each time a displacer moves (except by forced movement), the movement is a teleport.

Challenge Adjustment: +1/2

Path Two

Quantum Shift (recharge 4, 5, 6): The displacer can use 30 feet of movement and teleport up to 150 feet.

Supercharge (recharges after a short or long rest): The displacer can use 30 feet of movement and teleport itself and one Medium-sized or smaller target it is grabbing up to 50 miles.

Challenge Adjustment: +1/2

Path Three

Priority Port : The displacer can use 30 feet of movement and swap positions with any other displacer in the encounter.

ENSLAVED

The enslaved are innocent victims of a powerful string, who need not necessarily be present on the battlefield in order to manipulate them. The enslaved share a master and thus are able to synchronize their actions perfectly.

Path I

Aligned: When rolling for initiative, roll once for each enslaved in the encounter and use the highest result for all of them. If more than one enslaved attacks the same target, they each gain a +2 bonus to damage rolls.

Path 2

Coordination: When rolling for initiative, roll once for each enslaved and use the highest result for all of them. If this enslaved is within 5-feet of an opponent that is within 5-feet of at least one other enslaved, this en-

slaved has advantage with attack rolls.

FALCON [Morph]

The falcon wears glasses to cover his bird-like eyes, and heavy clothing to attempt to conceal (badly) other avian characteristics.

Bulge in the Jacket: The falcon has wings which cannot be concealed easily. He gains a fly speed of 35. He has disadvantage to checks to hide the wings.

Birdman: The falcon has advantage with Wisdom (Perception) checks and gains a +5 bonus to passive perception. His weight is reduced by half.

NAIL [Freak]

A nail is a freak with a vicious melee attack, precluding the need for actual melee weapons. He cannot be disarmed.

Knuckle Sandwich: A nail's melee basic attack, regardless of the weapon listed, is a natural weapon. The attack gains a +2 bonus to damage.

QUICKENER [Kinetic/Phenom]

Similar to the displacer, the quickener is usually a kinetic, but his specialty differs in that he can compress time, resulting in increased reflexes.

Path One

Adrenaline Push (recharge 4-6): The quickener uses one his actions as a bonus action.

Hard to Catch: The quickener gains a +1 bonus to AC and Dexterity saving throws.

Challenge Adjustment: +1/2

Path Two

Capacitor Compression (recharges after a short or long rest): The quickener gains 3 actions. At any point on his turn, he can use this action in addition to his own (max one per round).

Challenge Adjustment: +1/2

RAPID [Kinetic]

Rapids are kinetics specialized in the acceleration of projectiles. Like traditional apex, they are able to move weapons around corners out of reach but they have also developed the ability to accelerate the bullets without the need of a firearm. Despite not technically requiring bullets, many rapids still prefer having them nearby, even to the extent of floating thousands of rounds of ammunition

around them.

Path One

Proxy Position: As a bonus action, the rapid can treat any space within 5 feet as his space for the purposes of his next attack.

Path Two

Gauss: The rapid cannot be disarmed, does not require a weapon for ranged weapon attacks, and gains a +1 bonus to ranged attack rolls against creatures within 5 feet.

RENEW [Freak]

The renew is a difficult character to kill, able to regenerate injuries and even lost limbs. They stopped caring about pain a long time ago. Renewes are also long lived and immune to most ailments.

Immunities: The renew has immunity to poison and to all diseases.

Troll-Like: The renew regains hit points at the start of it turn equal to the number of its Hit Dice. This trait does not work if the renew is reduced to 0 hit points, but after 30 minutes, the renew regains 1 hit point. Only when reduced to ash is a renew truly killed.

Challenge Adjustment: +1

SCANNER [Specter]

A scanner is equipped with sharper radar than a ballistic missile submarine. The scanner often has eyes slightly larger than a normal person.

Lose Nothing: The scanner has darkvision 120 ft. and truesight 20 ft.. He also has advantage with Wisdom (Perception) and gains +5 bonus to passive perception. The scanner can pick up any apex power or apex individual within a 100 feet.

SHADOW [Kinetic/Morph/Specter]

The shadow is a stealthy target, hard to locate, gifted with abilities enabling him to vanish into surroundings. He accomplishes this either using light bending or traditional color shifting camouflage.

Path One

Blend: The shadow has advantage with Dexterity (Stealth) and Wisdom (Perception) checks.

Path Two

Thermoptics: As an action, the shadow is invisible until the start of its next turn. If the shadow moves, this is

reduced to three-quarters cover.

TEMPLE DISCIPLE

A temple disciple is specialized in eradication of discovered apex. Their tools and weapons are designed specifically to disable apex and prevent the use of their abilities, rendering them normal people.

Stunners: Select one of the temple disciple's non-area-based attacks. If the temple disciple hits target with the selected attack, the target is stunned until the start of the temple disciple's next turn.

THERIA [Morph]

A theria is as close to an animal a morph can become without growing fur. They are still difficult to locate if attempting to hide but when revealed, their mutations are obvious.

Wag: The theria has a prehensile tail which counts as a hand. He has advantage with Dexterity (Acrobatics) checks when able to use his tail. A check is required to conceal the tail.

DHAMPIR [Siphon]

The dhampir is a dangerous opponent capable of robbing enemies of their life essence to recover his own. He may also use it to heal his allies.

Dhampir: Any damage the dhampir inflicts with a melee attack restores an equal number of either the dhampir's own hit points or the hit points of an ally within 5-feet.

Challenge Adjustment: +1

WMD [Geiger/Shaper]

The WMD is capable of releasing inbuilt energy in the form of devastating particle beams or flame bursts. This weapon cannot be disarmed, so a WMD will most likely need to be killed.

Path One

Solar: All the WMD's ranged attacks become apex attacks. They also inflict fire damage. Double the range of these attacks.

Path Two

Bounce (Recharge 6): As a reaction, the WMD can absorb the damage of one hit and gains a bonus to damage on his next hit equal to the same amount.

Level Adjustment: +1

SPECIFIC OPPONENTS

ARC

Arc, whose real name was Emily Calloway, claims to have to no biological father. As the story goes, her mother, later killed by Temple, was struck by lightning and Arc was born nine months later, an effective clone of her mother. Although this is almost certainly untrue, Arc does bear more than an uncanny resemblance to her mother. Despite attempts to bring her into Oxiuous, Arc continues to operate independently. Oxiuous is hoping Arc will give up her obsessive crusade to kill every member of Temple, a campaign which has already claimed ten victims. Arc no longer answers to her biological name, choosing Arc over her second choice, "AC" in reference to her loyalty to her idol, Nikola Tesla.

ARC (Kinetic / Shaper)

Medium apex human, neutral

Armor Class 17 (armor)

Hit Points 136 (16d8+64)

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	18(+4)	18(+4)	16(+3)	16(+3)	12(+1)

Saving Throws Dex +9, Wis +9

Skills Acrobatics +8, Apex +7, Perception +7, Stealth +8

Senses Passive Perception 17

Languages English, French

Challenge 10 (5,900 XP)

Unstoppable. Arc ignores difficult terrain and can move across any solid or liquid surface.

Blinding Speed (Recharge 4, 5, 6). Arc moves up to 100 feet. If Arc is targeted by an opportunity attack during this movement, regardless if it hits, the attacker takes 10 lightning damage.

Actions

Multiattack. Arc makes any two other attacks.

Spark. *Melee Apex Attack:* +8 to hit. Reach 5 ft., one creature. *Hit:* 7 (1d6+1) bludgeoning damage + 10 (1d10+4) lightning damage, and the target either suffers identical lightning damage at the start of Arc's next turn or is pushed 10 feet.

Shock Jockey. *Ranged Apex Attack:* +8 to hit, range 50/100 ft. *Hit:* 15 (2d10+5) lightning damage and the target's speed is reduced by half until the beginning of Arc's next turn.

Reactions

Feedback Loop. As a reaction to being hit by a melee attack, Arc inflicts (10) 1d10+5 lightning damage on the target.

ARCHIBALD BRIDGE

Archibald Bridge was born into academia and became one of the world's most foremost quantum physicists. He kept his abilities secret for decades until it became unavoidable. On the top of Temple's hit list, Archibald fell in with MI-0, which promised him protection in exchange for his services. Since then, Archibald has become a true believer that those with apex abilities should be regulated and controlled. Archibald prides himself in his 100% success rate in bringing potential recruits alive, and has gained a reputation for that and in being one of the most powerful fluxes on the planet, exhibiting powers few others have been able to replicate.

ARCHIBALD BRIDGE (Flux)

Medium apex human, neutral

Armor Class 17 (natural armor)

Hit Points 157 (15d8+75)

Speed 30ft., Fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	14(+2)	21(+5)	20(+5)	17(+3)	12(+1)

Saving Throws Str +9, Con +10, Int +10

Skills Apex +10, Insight +8, Perception +8

Senses Passive Perception 18

Languages English, French, Spanish

Challenge 9 (5,000 XP)

Actions

Multiattack. Archibald Bridge makes any two other attacks.

Spherical Jump. Archibald sends out a force wave, which affects all creatures within 10 feet. Each target must succeed on a DC 15 Dexterity saving throw or take 10 (1d10+5) force damage and be pushed 5 feet. Archibald then teleports 5 feet.

Horizon Blast. *Melee Apex Attack:* +8 to hit, reach 5 ft., one target. Hit: 13 (2d8+5) force damage, and the target is teleported up to 20 feet.

Phase Transition. *Melee Apex Attack (recharge 5, 6):* +8 to hit, reach 5 ft., one target. Hit: 11 (2d6+5) force damage, and the target vanishes. On its turn, the target can attempt a DC 14 Wisdom saving throw or remain in the void. On a success, the target returns within 20 feet of its original location (determined by Archibald) and is prone.

Reactions

Tannhauser Gate. If Archibald is hit by an attack, he teleports up to 15 feet away without suffering any damage.

FOSSIL KEATON

Fossil is a borderline psychotic Market thug employed by Spaseniye. One of his more bizarre mutations is his ability to fire his knuckle like a captive bolt gun, capable of killing targets with a single touch, his preferred method of assassination. Fossil is rarely used in enlistment missions. His other noteworthy talent is his ability to alter his age, from child to senior. Because of this, coupled with an uncanny regenerative ability, no one is sure how old Fossil is. Even though he prefers to move about between 25 and 40, he has been known to settle into other ages to satisfy numerous fetishes Spaseniye is aware of but chooses to ignore.

FOSSIL KEATON (Freak/Morph)

Medium apex human, neutral evil

Armor Class 16 (armor)

Hit Points 123 (14d8+60)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	14(+2)	18(+4)	12(+1)	13(+1)	16(+3)

Saving Throws Str +9, Con +8

Skills Acrobatics +6, Deception +7, Perception +5, Persuasion +7

Senses Passive Perception 15

Languages English, Russian

Challenge 7 (2,900 XP)

Bolt Knuckle. Once per turn, if Fossil hits with his fist attack, he inflicts 15 extra piercing damage.

Cell Domination. Fossil can spend 30 feet of movement and regain 5 hit points.

Actions

Multiattack. Fossil makes three fist attacks.

Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., 8 (1d6+5) bludgeoning damage.

Geriaction. Fossil can change his shape to resemble himself at any age. His baseline is 35 years, and if he increases or decreases his age by 20 years or more, he has advantage with checks to convince people he is not Fossil and is of the age he claims.

Reactions

Persistent. If a creature in reach uses moves out of reach, regardless of how, Fossil can move up to ten feet towards that target.

GRIZZLY

Grizzly is an extreme morph with a thick layer of body hair covering leathery skin earned from years living in the Canadian north where he worked in the Albertan oil fields until being discovered. Since then, he has kept ahead of both Temple and Market forces attempting to kill or capture him. He has refused attempts to enlist him in both Oxious and Union. He continues to be a freelance apex leasing his skills to whoever pays him.

GRIZZLY

Medium apex human, neutral

Armor Class 18 (armor)

Hit Points 110 (12d8+50)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	14(+2)	20(+5)	8(-1)	14(+2)	12(+1)

Saving Throws Dex +8, Con +8

Skills Athletics +8, Acrobatics +8, Stealth +8

Condition Immunities frightened

Senses Passive Perception 12

Languages English

Challenge 6 (2,300 XP)

Bear-Like Rage: Grizzly lets out a tremendous scream. Each creature of Grizzly's choice that is within 10 feet of him must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature saves against the saving throw or the effect ends for it, the creature is immune to Grizzly's bear-like rage for the next 24 hours.

Pounce. If Grizzly moves at least 30 feet straight toward a creature and then hits it with at least one extensions attack on the same turn, that target must succeed on a DC 17 Strength saving throw or be knocked prone. Grizzly can make a bite attack against prone targets as a bonus action.

Actions

Multiattack. Grizzly makes two extensions attacks.

Extensions. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 16 (2d6+10) piercing damage.

PROTEUS

Although no one has admitted seeing Proteus's true form, one suggestion implies he (or she) resembles an elongated, androgynous fetus, lacking a nose and most other physical characteristics, even to the extent of having translucent skin. Proteus is one of the only known morphs able to maintain a form indefinitely with rumors that she (or he) has done so for decades at a time for over a thousand years. The most fanciful claim alleges Proteus is the legendary "apex-zero" and that his (or her) genes surviving through her (or his) descendants have sowed the apex crisis in the first place. Currently, Proteus claims allegiance to Union, but appears to be more of a consultant than a member, as he (or she) has frequently taken actions outside or even contrary to the Staplegunner's directives.

PROTEUS

Medium apex human, neutral

Armor Class 18 (armor)

Hit Points 104 (16d8+32)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	20(+5)	15(+2)	18(+4)	14(+2)	20(+5)

Saving Throws Dex +10, Int +9, Cha +10

Skills Deception +10, Persuasion +10, History +10

Senses Passive Perception 12

Languages One language (usually English)

Challenge 8 (3,900 XP)

Shudder. Once per turn, taking no action, even in the middle of another action, Proteus can use Disengage action and move 5 feet.

Actions

Multiattack. Proteus makes three carbon nails attacks.

Carbon Nails. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 5 (1d8+5) bludgeoning damage, and target is pushed 5 feet.

Polymorph. Proteus alters its physical form to appear as any Medium-sized creature until it uses change shape again or until it drops to 0 hit points. This can include unique individuals. Proteus retains its statistics in its new form, and its clothing, armor, and possessions do not change and are not absorbed into the new form. If Proteus assumes the form of a unique individual, other creatures can attempt a check to pierce the disguise.

SEBASTION "FIRE" MARSHAL

Sebastian Marshal is one of the Staplegunner's lieutenants and one of the more dangerous opponents anyone can meet. He is singlehandedly responsible for numerous acts of terror. His specialty is igniting populated targets with him still in the area of effect. In combat, he prefers attacks which cause the most collateral damage, anything combustible. He believes he was born in fire. Although immune to his own effects, he has been known to walk into combat wearing a fire proximity suit.

SEBASTION "FIRE" MARSHAL (Shaper)

Medium apex human, chaotic evil

Armor Class 20 (armor)

Hit Points 152 (16d8+80)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	20(+5)	20(+5)	14(+2)	16(+3)	14(+2)

Skills Acrobatics +10, Athletics +9, Perception +8

Senses Passive Perception 18

Damage Immunities Fire

Languages English

Challenge 16 (15,000 XP)

Flame Kissed. If Sebastian starts his turn within fire, he regains 10 hit points.

Actions

Multiattack. Sebastian makes any other three attacks. Only one can be a recharge talent.

Flaming Hand. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) bludgeoning damage and 21 (4d6+7) fire damage.

Firestarter (Recharge 6). Sebastian ejects fire in a 30-foot cone starting from him. Each creature in that area must make a DC 17 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one. The area of effect remains on fire for 1 minute. Any target starting its turn or entering this space takes 9 (3d6) fire damage.

Flame Wall (Recharge 6). Sebastian creates fire in a 60-foot line that is 5 feet wide. The start of this wall can be anywhere within 30 feet of Sebastian point in any direction. Each creature in that line must make a DC 17 Dexterity saving throw. Taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one. The flame wall remains for 1 minute, blocking line of sight and granting total cover. Any target starting its turn or passing through this space takes 9 (3d6) fire damage.

Fire Halo (Recharge 6). Sebastian ejects fire in a 10-foot sphere centered on him. Each creature in that area must make a DC 17 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one. Regardless of the result, all creatures Medium-sized or smaller are pushed to the edge of the sphere.

SHADOWTRANCER

Shadowtrancer, whose real name (and even real gender) is unknown, is an assassin employed by the Shop but one rarely employed to take out fellow apex, instead being used to surgically remove the enemies of the Shop while they pursue prospective targets. Shadowtrancer has a renowned hatred of Temple and enjoys removing members from the planet, but has also been employed to even take out rival Market agents in the same region as the Shop. Shadowtrancer does not actually show any signs of disapproval or remorse at being ordered to take out another apex or if terminating an apex target proves to be unavoidable, and thus is doubted to have any personal morals beyond those which the Shop expects.

SHADOWTRANCER (Specter)

Medium apex human, neutral

Armor Class 20 (armor+apex)

Hit Points 104 (16d8+32)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	20(+5)	15(+2)	14(+2)	20(+5)	20(+5)

Saving Throws Wis +9, Cha +9

Skills Acrobatics +9, Stealth +9, Insight +9, Perception +9, Deception +9

Senses passive Perception 19

Languages English

Challenge 10 (5,900 XP)

Slippage. Shadowtrancer has advantage with all Dexterity-based ability checks.

Future Pool. Shadowtrancer has a pool of six d20 results he can replace with any die roll he makes. When Shadowtrancer first appears, roll these dice and set them aside. Every minute, he can roll a new result and replace one he already has or add to a total of six.

Actions

Multiattack. Shadowtrancer makes any other three attacks.

Kukri. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) slashing damage.

Silence Pistol. *Ranged Weapon Attack:* +9 to hit, range 50/500 ft., one target. *Hit:* 8 (1d6+5) piercing damage.

Dark Envelope. Shadowtrancer is invisible until the start of its next turn. If he uses this talent again at the beginning of his turn, the effect is not broken. This effect ends if Shadowtrancer suffers damage or makes an attack.

Reactions

Death Vision. **Once per day**, if Shadowtrancer is reduced to zero hit points, he appears thirty feet away with 50 hit points, the last few moments technically not ever occurring.

VAMP

Vamp is not a vampire but she tries to be. The problem is that she's not inherently a bad person. A known Oxious lieutenant, her eccentric mannerisms are often tolerated by her kin. Her pronounced canines are plastic and her accent is faked. She sounds like someone from an indeterminate part of Europe (tends to vary wildly even during the same conversation) but is actually from Western Canada. She was born Elina Clarke, an avid cosplayer until her powers emerged out of puberty. It is believed her commonly-seen outfit is actually her old costume. She loves burying herself in the part and believes her role, along with striking fear in enemies, also serves to protect the identity of her family. She has been known to break character when faced against truly superior opponents. Despite her outward persona, Vamp has never taken an innocent life and only acts aggressively when other lives are in danger.

VAMP (Siphon/String)

Medium apex human, chaotic good

Armor Class 16 (armor)

Hit Points 119 (14d8+60)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	20(+5)	14(+2)	12(+1)	11(+0)	16(+3)

Saving Throws Str +8, Dex +8

Skills Acrobatics +8, Athletics +8, Stealth +8, Deception +6

Senses Passive Perception 10

Languages English, Japanese

Challenge 7 (2,900 XP)

Capacitor. When Vamp inflicts damage with *bloodplay*, she can store up to 10 points of damage per turn into her capacitor. For every 10 feet of movement she uses, she can divert up to 10 points of damage from *capacitor* to regain her points. She can spend 30 feet of movement and 20 damage from her capacitor to gain an additional action this same turn.

Actions

Multiattack. Vamp makes two *bloodplay* attacks.,

Bloodplay. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one living creature. *Hit:* 9 (2d4+5) necrotic damage. Also see *capacitor*. Also, if *bloodplay* misses, Vamp gains a +1 to attack with her next use of *bloodplay* against the same target—this is cumulative up to +3 and is lost once Vamp hits or changes targets.

Mesmerstare. Vamp targets one living creature she can see within 30 feet of her. If the target can see Vamp, the target must succeed on a DC 14 Wisdom saving throw against this apex talent or be charmed by Vamp. The charmed target regards Vamp as a trusted friend to be heeded and protected. Although the target isn't under Vamp's control, it takes Vamp's request or action in the most favorable way it can. Each time Vamp or her allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until Vamp is killed or takes a bonus action to end the effect.



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