

PLUG-INS AND WARFORGED

PLUG-IN

Plug-Ins are average individuals augmented by technology.

A NEW LIFE

For much of Ateria's history, a crippling injury could signal the end of an individual's effective career, forcing them to beg for sustenance when they had once supported themselves.

With the advent of the Warforged under Klayton Omnisius, these individuals were given a new chance at life. Limbs once lost could now be replaced with ones forged from iron or even adamantium that were arguably superior even to their originals counterparts, and these lives were restored to a semblance of normality.

FEARMONGERING

However, with any change in paradigm comes a change in standards.

As these augmented individuals became more common, the average people of Ateria came to fear them with little or no reason. These augmented people came to be known as "Plug-Ins," and became shunned by much of society. This forced them to take refuge with their Warforged counterparts or to seek solace in adventuring.

PLUG-IN NAMES

Plug-Ins generally keep the names that they had before they were upgraded, which reflect their original racial heritage.

PLUG-IN TRAITS

Unlike most races in a Dungeons and Dragons setting, Plug-Ins are made, not born, and can hail from any race. You gain the following racial benefits.

Before applying these racial benefits, choose what race you were before you were upgraded.

Ability Score Increase. Your Strength and Constitution both increase by 1, and either your Intelligence, Wisdom, or Charisma (choose one based on whatever race you were before you were upgraded) also increases by 1.

Age. Plug-Ins tend to live around twice as long as members of their base race do.

Alignment. When they are upgraded, Plug-Ins dip into the Warforged mindset. When you become a Plug-In, your alignment begins to tend towards lawful.

Size. A Plug-In will typically match the size of an unmodified individual of their race. For example, a human Plug-In will typically be medium and between five and six feet tall.

Speed. If you are medium, your base walking speed is 30 feet. If you are small, it is 25 feet.

Languages. You can read, write, and speak Common and one other language corresponding to your base race.

Proficiencies. As a Plug-In, you have proficiency with light and medium armor.

Made, Not Born. As a Plug-In, the abilities that you might have are vast.

You select one special ability from your prior race (for example, Tieflings' *Hellish Resistance* or Elves' *Fey Ancestry*) and one upgrade from the list below.

- **Enhanced Armor.** You have Proficiency with Heavy Armor.
- **Enhanced Movement.** You have +5 to your base movement.
- **Enhanced Oculus.** You have darkvision out to 60 feet.
- **Inbuilt Tools.** You have proficiency with Tinkers' Tools. Your Tinkers' Tools are built into your body and you cannot be disarmed of them.
- **Inbuilt Weapons.** You have a weapon built into one of your forearms. You cannot be disarmed of this weapon. These weapon counts as any weapon with which your class is proficient. Over the course of a long rest you may switch this weapon with another weapon of your choice with a DC 11 Tinkering check. If you fail this check, you can try again on successive long rests.

WARFORGED

MADE FOR WAR

The Warforged were commissioned by the city of Deltar as a perfect army. The city's leaders expected an army of constructs, fearless and perfectly obedient.

However, many of them began to have doubts when the thirty-sixth Warforged prototypes began functioning. As the first prototypes to meet the requirements set by the council in terms of actual functionality, all were shocked when the Warforged displayed a mind of its own.

ILLEGAL SENTIENCE

The Warforged, according to all previously established lines of Artificing study, should not be possible. The sentience that defines life was never before found in constructs, and all attempts at purposefully recreating it had proved futile.

However, none can deny that the Warforged are very much alive. Many theories abound as to how this is even possible, though no conclusive discoveries have been made. Klayton Omnisius, creator of the Warforged, believes that a portion of his own soul has been transferred to his mechanical children.

Whatever the case may be, it is indisputable that the emergence of the Warforged is shaping and will continue to shape the state of Ateria.

WARFORGED NAMES

Because Warforged are mature as soon as they are awakened, it is not uncommon for a Warforged to name him or herself. Their names typically are corruptions of technical terms, followed by descriptive surnames. There is no real difference between male and female names.

Technical Names. Arkah, Cataphrak, Edekith, Falio, Hexios, Khetrak, Mekros, Pantoka, Synthris, Velt, Zektha

Surnames. Ableform, Eternalframe, Darkfist, Ironborn, Mightyhammer, Openmind, Strongarm, Swiftdeath, Undercut

WARFORGED TRAITS

As a Warforged, you gain the following racial benefits.

Ability Score Increase. Your Constitution score increases by two and one other ability score of your choice increases by one.

Age. Warforged are mature as soon as they are awakened. There is currently no known maximum to how old a Warforged can grow, though the oldest Warforged are, at this point, less than six years old.

Alignment. Warforged tend towards the lawful neutral alignment, as they are governed by a series of internal rules.

Size. Warforged are generally between seven and eight feet tall. Your size is medium.

Speed. Your base movement speed is 30 feet.

Languages. You can read, write, and speak common.

Inbuilt Tools. You have proficiency with Tinkers' Tools. Your Tinkers' Tools are built into your body and you cannot be disarmed of them.

Perpetually Armored. You cannot wear armor. Your AC is 14 + your Constitution Modifier and you have disadvantage on Dexterity (Stealth) checks.

This does not count as armor for purposes of determining if you can or cannot use a feature or item, but does count as armor for determining what sets your AC.

Sentient Construct. As a Warforged you do not require air, drink, food, or sleep. You are not immune to magically induced sleep and can still be affected by alchemical concoctions.

Inbuilt Weapons. You have a weapon built into each of your forearms. You cannot be disarmed of these weapons. These weapons are any weapon that your class is proficient with.

Over the course of a long rest you may switch this weapon with another weapon of your choice with a DC 11 Tinkering check. If you fail this check, you can try again on successive long rests.

BUILD

Choose one of the following builds:

MAGE

- **Enhanced Spell Maintenance.** You can add your proficiency bonus to Constitution saving throws made to maintain Concentration on a spell. If you already have proficiency in Constitution saving throws, you double your proficiency bonus on Constitution saving throws made to maintain Concentration on a spell.
- **Optimized Magical Channel.** You have an Arcane Focus, Druidic Focus, or Holy Symbol built into your frame in place of one of your inbuilt weapons. The other inbuilt weapon counts as a dagger that cannot be thrown. You cannot be disarmed of either.
- **Preprogrammed Spells.** You know one cantrip of your choice from any class's spell list.

SCOUT

- **Enhanced Movement.** You have +5 to your base movement.
- **Enhanced Oculus.** You have darkvision out to 60 feet.

- **Mithral Construct.** You are not at disadvantage on stealth checks as a result of your Perpetually Armored feature.

TANK

- **Adamantine Construct.** Any critical hit scored against you is resolved as if it were a normal hit. This is mutually exclusive with Mithral Construct.
- **Adaptive Weapons.** As an action, you can change which weapon your inbuilt weapons count as.
- **Enhanced Armor.** Your Perpetually Armored feature increases to 15 + your Constitution Modifier.

Subrace. There are fifteen variants of Warforged to date. Each represents a different stage in the development of the Warforged, but does not confer particular special abilities. Work with your DM to decide which variant your Warforged is.

XXXVI Archangel. The first successful Warforged design. Optimized for a Paladin's loadout.

XXXVII Hellrazor. The most basic Warforged frame, effectively a minimized version of the XXXVI Archangel. Optimized for a Fighter's loadout.

XXXVIII Lightfall. An even lighter frame. Optimized for a Rogue's loadout.

XXXIX Iron Weave. A very efficiently armoured but light design. Optimized for a Monk's loadout.

XL Flexhammer. The first Warforged design to explore creativity in sentience, a feature later retroactively extended to all Warforged. Optimized for an Artificer's loadout.

XLI Necrodance. A design that falls between the XXXVI Archangel and the XLI Necrodance. Optimized for a Ranger's loadout.

XLII Fellblade. A refined version of the XXXVIII Lightfall. Optimized for an Assassin's loadout.

XLIII Dark Channel. The first Warforged design to focus entirely on the utilization of magical capabilities. Optimized for a Warlock's loadout.

XLIV Mageframe. A significantly more versatile magic based Warforged frame. Optimized for a Wizard's loadout.

XLV Hammerform. A refined and down-armored redesign of the XXXVI Archangel. Optimized for a Cleric's loadout.

XLVI Giantslayer. An up-powered revision of the XXXVII Hellrazor. Optimized for a Barbarian's loadout.

XLVII Steel Song. A highly dextrous frame incorporating a special personality chip designed for sass and flirtatiousness. Optimized for a Bard's loadout.

XLVIII Bastion. A magic based frame that sacrifices some control for increased power. Optimized for a Sorcerer's loadout.

XLIX Endosym. A unique frame that incorporates the early prototypes of telepathic equipment. Optimized for a Mystic's loadout.

L Ultimatum. The first Warforged frame to be designed with versatility in mind. Can effectively perform any role.