Degenerate Mutant Survivors Rule Book

In the Beginning…

The story is set on earth, far flung into the future.

A scientist discovers something incredible. They learn how to fuse humans and animals. Dubbed “hybrids” many humans quickly seek out this procedure. Hybrids enjoy an exhilarating life experiencing the features of the animal they chose to fuse with while also maintain many of their best human features. However, it becomes apparent that a small percentage of hybrids exhibit signs of weakness – for example, they experience extreme sensitivities to ordinary materials or sensations. Yet, *all such hybrids also possess powerful magic.* These hybrids become known as mutants, whereas the hybrids not experiencing these characteristics become known as survivors.

Unfortunately, many humans think that hybrids are abominations and should be destroyed. This backwards thinking spawns a war between humans and hybrids. In the course of the war, humans begin combining animals together into wild, mindless, ferocious beasts that they can somehow control, which become known as fusions. The war has been going on for years without end. Perhaps you can stop it.

Game Play

Game Prep

Every game must have one Degenerate, who designs and guides the other players through the game. The first task of the Degenerate is to imagine an adventure, given the context provided above, for a group of characters. Typical adventures follow a story line where the group is presented with an opportunity or a challenge that they must carry out in order to complete a quest.

In the adventure, the Degenerate can imagine riddles, opportunities and fights that the players must complete in order to finish their quest. All these interactions should involve the various skills, features, spells, and gizmos that they players have.

Creating your character

Use the available character sheets for each player.

Each player must first choose an affinity and then determine what animal they want to be a hybrid of – any real animal is acceptable. Work with your Degenerate to figure out what features you gain from your hybrid.

Next, each player should record in their character sheet their features, stats, armor class, HP, weapons, spells and gizmos based on the affinity they choose and their starting level.

Combat Rules

Combat encounters use a square grid map. Each player can move up to five squares per turn and take one action or move up to 10 squares (and forfeit your action).

As an action, you can attack with a weapon, use a gizmo, cast a spell, activate a feature, or any other activity in keeping with your character's abilities that the Degenerate approves. When you attack with a weapon, roll a D20 and add your strength or dexterity, whichever is higher. If you beat your enemy's AC (armor class), then you deal the specified amount of damage, which is subtracted from your enemy's HP (hit points). If you attack with a spell, roll a D20 and add arcane. Whether or not your spell hits and the damage it does depends on the spell.

If you or your enemy's HP goes below 1, the character dies unless the attacker specifies that they only want to knock them out, in which case they are unconscious for eight hours after which they will awake with 1 HP.

After a full 8 in game hours of dedicated rest, all your hit points are restored. It's up the discretion of the Degenerate as to whether smaller periods of rest restore partial hit points.

Initial Play, Gear and Leveling Up

Depending on your player, you may collect spells, gizmos and/or weapons. Survivors cannot choose spells. Mutants cannot choose weapons.

At level 1, all players choose a total of two spells, gizmos or weapons that their affinity allows.

At even numbered levels (ability score increases) you increase an ability score of the player’s choosing by one, up to the ability score max. In addition, you can add an item of your creation subject to the Degenerate’s approval to your character.

Affinity Stats

Survivor affinities

Guardian

Score	Start	Max
Arcane	0	1
Charisma	1	5
Dexterity	3	5
Herbalism	0	2
Strength	4	10

Forager

Score	Start	Max
Arcane	0	1
Charisma	0	0
Dexterity	3	7
Herbalism	4	10
Strength	1	5

Alchemist

Score	Start	Max
Arcane	0	3
Charisma	3	5
Dexterity	1	3
Herbalism	4	10
Strength	1	5

Poet

Score	Start	Max
Arcane	0	2

Charisma	4	10
Dexterity	1	3
Herbalism	3	5
Strength	0	3

Mutant affinities

Healer

Score	Start	Max
Arcane	4	10
Charisma	0	5
Dexterity	1	2
Herbalism	2	7
Strength	0	1

Oracle

Score	Start	Max
Arcane	4	10
Charisma	3	7
Dexterity	0	1
Herbalism	1	4
Strength	0	1

Astral Walker

Score	Start	Max
Arcane	4	10
Charisma	1	4
Dexterity	2	5
Herbalism	0	5
Strength	0	1

Geomancer

Score	Start	Max
Arcane	4	10
Charisma	2	5
Dexterity	0	3

Herbalism	1	4
Strength	1	2

Affinities

Survivors

Guardian

Intercepting Attack

Intercept an opponents attack that is targeting an ally that is within 1 square of you.. Make a DC 15 (dexterity). If you succeed, subtract 1D6 from opponent's damage. You can do this once per session.

When you reach 11th level, you can do this twice per session and subtract 2D6 from the damage.

Extra Attack

You surge with energy, allowing you to attack twice instead of just once for this turn. You can do this once per session.

When you reach 13th level, you can do this twice per session.

Reactive Attack

When an ally fighting the same enemy takes damage from the same opponent you're fighting, you can make an attack at them. You can do this twice per session.

At 15th level, you can do this three times per session.

Deafening Roar

You emit a roar that strikes terror into your foes. When you use this feature, foes must make a DC 15 (charisma). If they fail, they may not get closer and will not attack. If they succeed nothing happens. You can do this once per session.

At 17th level, you do this twice per session.

Weapon Growth

Your weapon grows to titanic proportions. Add 1D8 to your damage. You can do this once per session.

At 19th level, add 2D8 to your damage instead of 1D8.

Alchemist

Make Potion

You can make a simple potion. After the session ends your potion turns into ordinary water This feature takes 30 in-game minutes.

Simple potions:

- Healing potion: the imbiber gain 2D6 hit points.
- Hunger potion: Based on your choice, either creates insatiable hunger for 12 hours (minus 2 on all rolls) or provides as much nutrition as a full meal.
- Sedative potion: the imbiber fall asleep instantly for 5 hours
- Burning skin potion: Causes 1D8 damage when comes into contact with skin. Requires an attack to be used against an enemy.

At 11th level, you can make a complex potion.

Complex Potions

- Flight potion: For 10 minutes the imbiber can fly.
- Fire aura potion: All creatures (including your allies) within 20 feet of the imbiber who fail a DC15 (dexterity) take 2D8 damage.
- Vitalizing potion: The next time the imbiber make a strength roll, add 1D6.
- Bug attraction potion: When it comes into contact with skin, it attracts a swarm of biting insects, on your next role, subtract 5 due to distraction. This potion requires an attack role.

Prismatic Refraction

You can coat any surface with a material that, when it comes into contact with any amount of sunlight or within 5 feet of artificial light, amplifies the light to create a blinding flash that causes all creatures (including you and your allies) within a 20 ft radius to be blinded for 5 minutes. The material takes 20 minutes to make.

At 13th level, creatures are blinded for 10 minutes.

Identify Substance

You can identify liquid and solid substances. Make a DC10 (herbalism). If you succeed you will know what the material of the substance is.

At 15th level, you can identify what the substance is and also what it was used for. Make a DC15 (herbalism) to identify the substance and what is was used for. If you role a 10-14 you only identify the substance.

Create Poison

You learn to develop potent poisons. You can apply the poison to weapons or to food. This feature takes an in-game hour to make. It deals an extra 2D6 damage.

At 17th level, it deals an extra 3D6 damage instead of an extra 2D6 damage.

Added effect

When you create a simple or complex potion, it can have two effects, not just one.

At 19th level, the potion can have three effects, not just two.

Poet

Discomforting Poem

You recite a poem that makes your enemies uncomfortable. On their next role subtract 1D4. You can do this twice per session.

At 11th level, your poem is so strange, it makes your enemies puke. Instead of subtracting 1D4, subtract 1D8.

Inspiring Poem

You recite a poem that inspires your allies to greatness. Each of your allies adds 1D6 to their next role. You can do this once per session.

At 13th level, add 1D8 instead of 1D6.

Poem of Silence

You recite a poem so baffling that your enemies are shocked into silence. Your enemies cannot use any form of communication for five minutes. You can do this once per session.

At 15th level, the silence lasts for an hour.

Last Word

If you are in an argument, use this feature to instantly win the argument. You can do this once per session. This does not effect other players

At 17th level, you can do this twice per session.

Truth Telling Poem

This convoluted poem meanders so confusingly, it tricks your enemies into giving up their secrets. Your target must tell you one truthful answer to the best of their ability. You can do this once per session.

At 19th level, you can get two truthful answers and you can do this twice per session.

Forager

Find Materials

With one hour of searching, you can find a common object. The Degenerate determines whether the object you are looking for is available. You can do this whenever you have time.

At 11th level, you can find less common objects.

Repair Object

With one hour of work time, you can repair a small, simple object if you understand what it does. You can do this whenever you have time.

At 13th level, you can repair bigger and more complex items.

Sense Abomination

You sense the presence and direction of fusions within 100 feet without knowing their exact location. Make a DC15 (herbalism).

At 15th level, you can pinpoint their exact location.

Sleight of Hand

You can hide or steal small objects without being noticed even if plain sight. This feature requires a DC15 (dexterity).

At 17th level, this feature only requires a DC10 (dexterity).

Stealth

You move without being seen or heard for 30 minutes. This feature requires a DC18 (dexterity).

At 19th level, This feature only requires a DC13 (dexterity).

Mutant

Healer

Heal Wounds

You can heal wounds inflicted upon your allies. This feature requires a DC10 (arcane). If the role succeeds, up to five targets all gain hit points equal to 1D6 plus your arcane score. You can do this four times per session.

At 11th level, all targets gain hit points equal to 1D8 plus your arcane.

Destroy Disease

You can heal a single disease afflicting up to 20 creatures of your choice. This feature requires a DC10 (arcane). You can do this two times per session.

At 13th level, this feature requires a DC5 (arcane).

Heal Material

You can permanently fuse two materials in a way that makes it impossible for them to be separated. This does not make armor stronger. This requires a DC15 (arcane). You can do this once per session.

At 15th level, you can do this twice per session.

Heal the Earth

You can remove any toxins in the earth, air and water within 400 feet. You can do this twice per session.

At 17th level, the range becomes one mile.

Create Undead

You can re-animate a corpse into a zombie. The zombie cannot attack, but it can do anything else that an average person can do. You control the zombie, which collapses into a dormant corpse after 12 hours. You can do this once per session.

At 19th level, the zombie lats for 24 hours.

Oracle

Search for Omens

If you spend 20 minutes searching a given area, the Degenerate will provide a vague clue of what is going to happen next.

At 11th level, the Degenerate will provide a more specific clue.

Helpful advice

You see a vision that provides a solution to a problem. You add your arcane bonus to a chosen allies next role. You can do this twice per session.

At 13th level, you can do this four times per session.

Premonition

You can sense the kind of danger that may happen in the next hour. This feature requires a DC10 (arcane). Example of types of danger include: traps, humans, fusions, poison, etc.

At 15th level, this feature only requires a DC5 (arcane).

Friend or Foe

You can determine if a given creature is a friend or foe. This feature requires a DC15 (arcane).

At 17th level, this feature requires a DC10 (arcane).

See Past

If you spend 30 minutes in one location, you can see, from a birds eye perspective, the events that transpired in that location during a 1 day range that you specify.

At 19th level, you can see events in any location, not just the location you are in.

Astral Walker

Shadow Claw

You summon eldritch energies to summon a shadowy claw. The shadow claw can attack dealing 1D8 damage on a hit or do anything else an ordinary hand. The hand is three feet wide. You can place the

claw up to 50 feet away. Once placed, you cannot move it. You can use this feature up to 4 times per session.

At 11th level, you can move the claw within a 50 foot radius.

Fate Shift

You turn your enemy's missed attack into good luck for you. The next time a enemy misses an attack on you, you can add 1D6 to it. You can do this once per session.

At 13th level, you can do this feature twice per session.

Blink

For a moment you blink out of existence. If a creature successfully attacks you, you may role a DC15 (arcane). If this check is successful, the attack misses. If this check fails, the attack hits and the use of this feature is wasted. You can do this once per session.

At 15th level, you can do this twice per session.

Invisibility

For up to five minutes, you can be completely invisible. At any point you can choose to reveal yourself. This feature does not affect any noise you make. You can do this once per session.

At 17th level, you can remain invisible for up to 30 minutes.

Electromagnetic Pulse

For up to a radius of 100 feet, you disable all electronic devices for 1 hour. You may optionally create a 20 ft radius safety zone centered on yourself in which no electronics are harmed. You can do this once per session.

At 19th level, the affected radius can be increased to one mile.

Geomancer

Earth Tremor

Within a 20ft radius, you generate a small earth quake. Every creature, including your allies, must make a DC10 (strength). If this check fails, take 1D8 damage. You can do this twice per session.

At 11th level, creatures who fail the check take 2D8 damage.

Open Earth

In one 5 ft by 5 ft location, within 50 feet of you, a 10 foot deep sink hole opens in the ground. This feature requires a DC15 (arcane). Any creature that falls in takes 2D6 damage and on their next turn may either move or attack, but not both. Only one creature can fit in a hole. You can do this twice per session.

At 13th level, you can do this four times per session.

Steel Skin

Your skin becomes extremely tough and resilient. You can add 3 to your Armor Class (AC) for up to one minute. You can do this twice per session.

At 15th level, you may give this feature to another player and it lasts for five minutes.

Mud to Rock

You can convert up 10 cubic feet of mud to rock. This feature requires a DC10 (arcane). You can do this twice per session.

At 17th level, you can also convert rock to mud.

Eruption

You summon a jet of lava that spurts from the earth capable of covering a 30 ft square area within seconds. Any creature in that zone takes 4D6 damage. You can do this once per session.

At 19th level, the lava covers a 50 ft square area.

Levels

Survivors

Guardian

Level	Features	Hit Points	Armor Class
1	Intercepting Attack	10	12
2	Ability Score Increase	+ D10 + Strength	12
3	Extra Attack	+ D10 + Strength	12
		+ D10 +	

4	Ability Score Increase	Strength	12
5	Reactive Attack	+ D10 + Strength	13
6	Ability Score Increase	+ D10 + Strength	13
7	Deafening Roar	+ D10 + Strength	13
8	Ability Score Increase	+ D10 + Strength	13
9	Weapon Growth	+ D10 + Strength	13
10	Ability Score Increase	+ D10 + Strength	14
11	Intercepting Attack Upgrade	+ D10 + Strength	14
12	Ability Score Increase	+ D10 + Strength	14
13	Extra Attack Upgrade	+ D10 + Strength	14
14	Ability Score Increase	+ D10 + Strength	14
15	Reactive Attack Upgrade	+ D10 + Strength	15
16	Ability Score Increase	+ D10 + Strength	15
17	Deafening Roar Upgrade	+ D10 + Strength	15
18	Ability Score Increase	+ D10 + Strength	15
19	Weapon Growth Upgrade	+ D10 + Strength	15
20	Ability Score Increase	+ D10 + Strength	16

Forager

Level	Features	Hit Points	Armor Class
1	Find Materials	8	11
2	Ability Score Increase	+D8 + Herbalism	11
		+D8 +	

3	Repair Object	Herbalism	11
4	Ability Score Increase	+D8 + Herbalism	11
5	Sense Abomination	+D8 + Herbalism	12
6	Ability Score Increase	+D8 + Herbalism	12
7	Sleight of Hand	+D8 + Herbalism	12
8	Ability Score Increase	+D8 + Herbalism	12
9	Stealth	+D8 + Herbalism	12
10	Ability Score Increase	+D8 + Herbalism	13
11	Find Materials Upgrade	+D8 + Herbalism	13
12	Ability Score Increase	+D8 + Herbalism	13
13	Repair Object Upgrade	+D8 + Herbalism	13
14	Ability Score Increase	+D8 + Herbalism	13
15	Sense Abomination Upgrade	+D8 + Herbalism	14
16	Ability Score Increase	+D8 + Herbalism	14
17	Sleight of Hand Upgrade	+D8 + Herbalism	14
18	Ability Score Increase	+D8 + Herbalism	14
19	Stealth Upgrade	+D8 + Herbalism	14
20	Ability Score Increase	+D8 + Herbalism	15

Alchemist

Level	Features	Hit Points	Armor Class
1	Make Potion	6	10
2	Ability Score Increase	+D6 +	10

		Herbalism	
3	Identify Substance	+D6 + Herbalism	10
4	Ability Score Increase	+D6 + Herbalism	10
5	Prismatic refraction	+D6 + Herbalism	11
6	Ability Score Increase	+D6 + Herbalism	11
7	Create Poison	+D6 + Herbalism	11
8	Ability Score Increase	+D6 + Herbalism	11
9	Added Effect	+D6 + Herbalism	11
10	Ability Score Increase	+D6 + Herbalism	12
11	Make Potion Upgrade	+D6 + Herbalism	12
12	Ability Score Increase	+D6 + Herbalism	12
13	Identify Substance Upgrade	+D6 + Herbalism	12
14	Ability Score Increase	+D6 + Herbalism	12
15	Convert Substance Upgrade	+D6 + Herbalism	13
16	Ability Score Increase	+D6 + Herbalism	13
17	Create Poison Upgrade	+D6 + Herbalism	13
18	Ability Score Increase	+D6 + Herbalism	13
19	Added Effect Upgrade	+D6 + Herbalism	13
20	Ability Score Increase	+D6 + Herbalism	14

Poet

Level	Features	Hit Points	Armor Class
1		6	9

	Discomforting Poem		
2	Ability Score Increase	+D6 + Charisma	9
3	Inspiring Poem	+D6 + Charisma	9
4	Ability Score Increase	+D6 + Charisma	9
5	Poem of Silence	+D6 + Charisma	10
6	Ability Score Increase	+D6 + Charisma	10
7	Last Word	+D6 + Charisma	10
8	Ability Score Increase	+D6 + Charisma	10
9	Truth Telling Poem	+D6 + Charisma	10
10	Ability Score Increase	+D6 + Charisma	11
11	Discomforting Poem Upgrade	+D6 + Charisma	11
12	Ability Score Increase	+D6 + Charisma	11
13	Inspiring Poem Upgrade	+D6 + Charisma	11
14	Ability Score Increase	+D6 + Charisma	11
15	Poem of Silence Upgrade	+D6 + Charisma	12
16	Ability Score Increase	+D6 + Charisma	12
17	Last Word Upgrade	+D6 + Charisma	12
18	Ability Score Increase	+D6 + Charisma	12
19	Truth Telling Poem Upgrade	+D6 + Charisma	12
20	Ability Score Increase	+D6 + Charisma	13

Mutants

Healer

Level	Features	Hit Points	Armor Class
1	Heal Wounds	6	10
2	Ability Score Increase	+D4	10
3	Destroy Disease	+D4	10
4	Ability Score Increase	+D4	10
5	Heal Material	+D4	10
6	Ability Score Increase	+D4	10
7	Heal the Earth	+D4	10
8	Ability Score Increase	+D4	10
9	Create Undead	+D4	10
10	Ability Score Increase	+D4	11
11	Heal Wounds Upgrade	+D4	11
12	Ability Score Increase	+D4	11
13	Destroy Disease Upgrade	+D4	11
14	Ability Score Increase	+D4	11
15	Heal Material Upgrade	+D4	11
16	Ability Score Increase	+D4	11
17	Heal the Earth Upgrade	+D4	11
18	Ability Score Increase	+D4	11
19	Create Undead Upgrade	+D4	11
20	Ability Score Increase	+D4	12

Oracle

Level	Features	Hit Points	Armor Class
1	Search for Omens	6	9
2	Ability Score Increase	+D4	9
3	Helpful Advice	+D4	9
4	Ability Score Increase	+D4	9
5	Premonition	+D4	9
6	Ability Score Increase	+D4	9
7	Friend or Foe	+D4	9
8	Ability Score Increase	+D4	9
9	See Past	+D4	9
10	Ability Score Increase	+D4	10
11	Search for Omens Upgrade	+D4	10
12	Ability Score Increase	+D4	10

13	Helpful Advice Upgrade	+D4	10
14	Ability Score Increase	+D4	10
15	Premonition Upgrade	+D4	10
16	Ability Score Increase	+D4	10
17	Friend or Foe Upgrade	+D4	10
18	Ability Score Increase	+D4	10
19	See Past Upgrade	+D4	10
20	Ability Score Increase	+D4	11

Astral Walker

Level	Features	Hit Points	Armor Class
1	Shadow Claw	6	9
2	Ability Score Increase	+D4	9
3	Fate Shift	+D4	9
4	Ability Score Increase	+D4	9
5	Blink	+D4	9
6	Ability Score Increase	+D4	9
7	Invisibility	+D4	9
8	Ability Score Increase	+D4	9
9	Electromagnetic Pulse	+D4	9
10	Ability Score Increase	+D4	10
11	Shadow Claw Upgrade	+D4	10
12	Ability Score Increase	+D4	10
13	Fate Shift Upgrade	+D4	10
14	Ability Score Increase	+D4	10
15	Blink Upgrade	+D4	10
16	Ability Score Increase	+D4	10
17	Invisibility Upgrade	+D4	10
18	Ability Score Increase	+D4	10
19	Electromagnetic Pulse Upgrade	+D4	10
20	Ability Score Increase	+D4	11

Geomancer

Level	Features	Hit Points	Armor Class
1	Earth Tremor	6	11
2	Ability Score Increase	+D4	11
3	Open Earth	+D4	11

4	Ability Score Increase	+D4	11
5	Steel Skin	+D4	11
6	Ability Score Increase	+D4	11
7	Mud to Rock	+D4	11
8	Ability Score Increase	+D4	11
9	Eruption	+D4	11
10	Ability Score Increase	+D4	12
11	Earth Tremor Upgrade	+D4	12
12	Ability Score Increase	+D4	12
13	Open Earth Upgrade	+D4	12
14	Ability Score Increase	+D4	12
15	Steel Skin Upgrade	+D4	12
16	Ability Score Increase	+D4	12
17	Mud to Rock Upgrade	+D4	12
18	Ability Score Increase	+D4	12
19	Eruption Upgrade	+D4	12
20	Ability Score Increase	+D4	13

Mutant Sensitivities

All mutants have powerful magic, but also restrictions. If you are a mutant, you must roll to determine your restriction.

Roll	Name	Description
1	Metallic Sensitivity	Take 2D8 damage for every minute you are in contact with metal. Also You you don’t know how to use the Internet.
2	Hydro Sensitivity	Take 2D8 damage for every minute you are in contact with water, including rain. Also, you smell.
3	Solar Sensitivity	Take 2D8 damage for every minute you are in direct contact with sunlight. Also, you are pale.
4	Muscle Sensitivity	You are unable to lift more than 2 pounds. Also you hate exercise
5	Crowd Sensitivity	Take 2D8 damage for every minute you are within 30 feet of 10 or more hybrids or humans. Also, you are paranoid.
6	Sonic Sensitivity	You take 2D8 damage for every minute you hear sounds louder than a conversation. Also, you have bad taste in music.
		If no allies are within thirty feet, take 2D8

7	Solo Sensitivity	damage for every minute you are alone. Also, you talk a lot.
8	Pain Sensitivity	Any time you take more than 5 damage, you lose your turn if in combat, or become inactive for 5 minutes if you are not in combat. Also, you are a scaredy cat.

Weapons, Gizmos and Spells

Weapons

All weapons can be used on every turn.

Spiked Chain – a 20 foot chain with spikes on each link, with a small handle on the end, that draws your enemy 5 feet closer when you make a hit. *Damage: 1D8*

Heat Wave Starter – a funnel shaped device that spreads waves of unbearable heat in a cone pattern that is twenty feet wide at the furthest end. *Damage: 2D6*

Explosives – a foot long stick with a pin that, once removed, will cause an explosion in five seconds, causing damage to anything in a 20 ft circle. *Damage: 2D6.*

Freeze Bomb – a cold-blue glowing sphere with a pin that, once removed, will activate in five seconds, freezing all creatures (they will lose a turn) within a 20 foot circle who fail a DC13 (dexterity).

Embedded Gauntlet – a small chip permanently embedded in your hand that, when activated, forms a gauntlet (no action required to activate). *Damage: 1D8*

Sparkle Bomb – a colorful marble, glowing like a disco ball, with a pin that, once removed, will activate in five seconds creating a colorful and sparkly explosion ending with a cute cat doing a dance that will confuse everyone within a 20 foot circle, causing them to dance 10 feet in a random direction.

Animal Attractor – a light, black, sticky throw-able pad with an activation button that, when pressed, attracts animals of all kinds within D6 minutes of activation. *Damage: Variable (chosen by Degenerate)*

Gizmos

Electric Detector – a tablet shaped device that maps the location of any machine currently using electricity within a 5 mile radius.

Fire Starter – a match that can light and continue producing a flame under any circumstances, even under water, until you choose to put it out.

All Purpose Magnet – a U-shaped magnet that attracts any inorganic, tangible material of your choosing within a 20 foot range.

Far Sight Goggles – a set of goggles allowing you to zoom with great detail up to one mile provided you have line of sight.

Holographic Tablet – a device that, when paired with another Holographic Tablet, can communicate real-time holographic representations of each device operator across any distance.

Retracting Armor – a wide brimmed hat that, when activated (no action required), covers your entire body in armor, giving you a +2 AC.

Slip N Slide – a small hose with a nozzle that produces a liquid covering the ground that either creates a slide allowing allies to travel at great speeds (25 squares each turn) or a slip trap causing your enemies to fall (lose movement on their turn).

Locator Map – a multi-faceted crystal that, when held to light, produces a 3D holographic representation of any part of the world at the moment you use it (excluding sentient creatures), allowing you to zoom in or out.

Spells

Protection Shell – you summon a bubble with a 5 foot diameter around yourself that nothing can penetrate, from *inside* or outside. The bubble lasts for a minute. You can still squeeze through doorways and openings.

Lightning Strike – you channel lightning into your fingertips and blast it at an enemy, who requires a DC13 (dexterity) to dodge it. If the dodge it they take no damage, otherwise they take 2D6 damage.

Weather Control – you can summon clouds into the sky, mist on the ground, and rain and thunder overhead. You can also disperse and cloud or mist in the air. You cannot strike people with lightning or direct the weather at any individual.

Toxic Swarm – you create a swarm of tiny winged creatures covering 20 feet that lasts 2 minutes and bite everyone within the swarm dealing 2D4 damage.

X-Ray Vision – you can see through any single, solid object within 30 ft for five minutes.

Sticking Hex – you throw down splotches of honey and molasses that hang in the air creating a cube that is 20 ft wide on all sides. All creatures in that cube must make a DC12 (dexterity) or skip their turn twice.

Time Speed Up – you speed up time for yourself and slow down time for everyone else. This allows you to take three turns instead of one, but you cannot insure anyone during this turn.

Bodily Odor – you add a horrific stench to the target of the spell, causes anyone with ten feet to make a DC15 (herbalism) or not be able to move on their next turn.

Illusion Hex – You craft pictures with light and shadow, no bigger than 20 feet tall and wide, which can move but not outside those boundaries. They cannot make sound or touch anything.

Bestiary

Humans

Human Fighter

Statistics

- **Hit Points:** 25
- **Armor Class**: 16
- **Speed**: 6

- **Dexterity:** 4
- **Strength:** 3
- **Herbalism:** 1
- **Arcane:** 0
- **Charisma:** 2

Attacks

Thunderous short sword. *Damage: 1D8. If this attack hits, the target must make a DC14 (herbalism) or take an extra 1D6 damage.*

Human Scientist

Statistics

- **Hit Points**: 10
- **Armor Class:** 10
- **Speed:** 3

- **Dexterity**: 2

- **Strength**: 0
- **Herbalism**: 3
- **Arcane**: 0
- **Charisma**: 1

Attacks

Laser Orb that shoots a laser up to 30 feet. *Damage: 1D4.*

Human Missionary

Statistics

- **Hit Points**: 30
- **Armor Class:** 11
- **Speed:** 6

- **Dexterity**: 3

- **Strength**: 1
- **Herbalism**: 1
- **Arcane**: 0
- **Charisma**: 4

Attacks

Smoke bomb: a small black sphere with a pin that, once removed, will activate in five seconds, emitting blinding smoke causing all creatures in a twenty foot sphere from being able to see anything. The smoke disperses in three minutes. Additionally the human missionary can move 3 squares beyond their normal movement.

Human Spy

Statistics

- **Hit Points**: 35
- **Armor Class:** 14
- **Speed:** 7

- **Dexterity**: 3

- **Strength**: 3
- **Herbalism**: 0
- **Arcane**: 0
- **Charisma**: 3

Attacks

M*artial arts*: A human spy's body is their weapon thanks to their advanced training, they can use a variety of punches and kicks to do 2D6 damage.

Human Leader

Statistics

- **Hit Points**: 20
- **Armor Class:** 15
- **Speed:** 5

- **Dexterity**: 3

- **Strength**: 2
- **Herbalism**: 1
- **Arcane**: 1
- **Charisma**: 4

Attacks

C*ommand*: On a human leader's turn, they can command every human within 20ft square to attack.

Fusions

Hawktopus

Hawktopi have wings, body and head of a hawk, with eight 2 feet long octopus tentacles instead of hawk legs. They are commonly used on extraction missions to either steal items from enemy parties or air lift humans from dangerous situations, thanks to the stickiness of the suctions on their tentacles.

Statistics

- **Hit Points:** 5
- **Armor Class**: 12
- **Speed**: 13 (flying), 1 (walking)

- **Dexterity:** 4
- **Strength:** 3
- **Herbalism:** 0
- **Arcane:** 0
- **Charisma:** 0

Attacks

None.

Racoonatuna

Racoonatuna is an aquatic raccoon evolved with the spiteful aggression of a raccoon and the razor sharp teeth, scales and fins of a tuna. These water breathing creatures patrol rivers in packs of five and will quickly die when deprived of water.

Statistics

- **Hit Points:** 20
- **Armor Class**: 15
- **Speed**: 7 (swimming)

- **Dexterity:** 4
- **Strength: 2**
- **Herbalism:** 0
- **Arcane:** 0
- **Charisma:** 0

Attacks

Bite. *Damage: 1D4.*

Wison

Wison have the head of a wolf (with bison horns), the stealth of a wolf, the size and body of a bison.

Statistics

- **Hit Points:** 30
- **Armor Class**: 17
- **Speed**: 6

- **Dexterity:** 2
- **Strength: 4**
- **Herbalism:** 0
- **Arcane:** 0
- **Charisma:** 1

Attacks

Charge. The Wison moves a distance of three in a straight doing damage to all creatures in its path. *Damage: 1D8.*

Bite: *Damage: 1D6*

Ratrana

Ratrana are terrifying combinations of rats and piranhas. They live on land, but can burrow through any material, including rock, at fast speeds. The usually travel in groups of about 20 and attack hybrids in caves or other underground spaces.

Statistics

- **Hit Points:** 7
- **Armor Class**: 14
- **Speed**: 5 (above ground), 15 (when burrowing)

- **Dexterity:** 4
- **Strength: 2**
- **Herbalism:** 0
- **Arcane:** 0
- **Charisma:** 0

Attacks

Bite: *Damage: 1D6*

Rhinasahorse

A Rhinasahorse has the body of a horse, the jumping ability of a hare, and the horn and aggression of a rhino. These creatures typically serve as mounts for humans.

Statistics

- **Hit Points:** 14
- **Armor Class**: 15
- **Speed**: 20

- **Dexterity:** 4

- **Strength: 4**
- **Herbalism:** 0
- **Arcane:** 0
- **Charisma:** 1

Attacks

Horn attack: *Damage: 1D8*