

## CYBORGS

*Not all people are delighted with their humanity. Some may think it to be a harness, rather than a blessing. There are those who seek to always break their limits, get stronger, faster, better. Then, there are the Cyborgs, those who improve on their bodies by stripping away that which made them human in the first place. Often times, for these half-humanoids, adventure is the best way to achieve further improvement, further growth and to truly knock down the boundaries of a human life they find too plain for their liking.*

### CYBORG TRAITS

By becoming a cyborg, you lose all previous racial traits and gain the following instead:

**Age.** A Cyborg's age is defined by the race they were before heavily altering their body. If they were an elf, they are likely to live for much longer than if they were a human. However, with enough experimentation, a Cyborg might make his or her body entirely ageless.

**Alignment.** Due to their inclination for altering and removal of traditionally humanoid traits, Cyborgs are often very neutral, but their experimentation also requires precision and lawfulness.

**Ability Score Increases.** Your Intelligence score increases by 1. Based on your subrace, another Ability Score will increase by 2. Alternatively, when determining your character's ability scores, increase any of those scores by 2 and a different score by 1.

**Creature Type.** You are considered both a humanoid and a construct.

**Languages.** You know Common and one additional language of your choice, which can reflect your original race or background.

**Size.** You are Medium or Small. You choose the size when you gain this race.

**Speed.** Your walking speed is 35 feet.

**Mechanical Endurance.** You have resistance to lightning damage.

**Cybernetic Knowledge.** You have proficiency in Tinker's Tools and the Arcana skill.

**Mechano-organic Anatomy.** Due to your partially humanoid anatomy, your consumption of resources is reduced. You only need to consume food and water once every 3 days. In order to gain the benefits of a long rest, you only need to remain seated for 6 hours, during which you are partially awake and aware of your surroundings.

**Subraces.** The area which you improved with mechanical contraptions determines your subrace. You are either a Gearhead, a Cogclutch, a Cyberstep or a Clockheart.

### GEARHEAD

Gearheads make alterations mainly to their skulls, adding cogs, cybernetic eyes and other modifications that allow them to better use their mental prowess.

**Ability Score Increase.** Your Wisdom score increases by 2.

**Darkvision.** Due to your cybernetic eyes, 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.



**Cybernetic Influence Dampener.** Whenever you are forced to make an Intelligence, Wisdom or Charisma saving throw, you may do so at advantage. Once you've used this trait, you can't do so again until you finish a long rest.

### CLOCKHEART

Whether it be because of a weakened immune system or because of the drive to push the body further than its natural limits, Clockhearts swap out internal organs for cybernetic implants, thus becoming bastions of inner strength.

**Ability Score Increase.** Your Constitution score increases by 2.

**Cybernetic Immono-protectors.** You have advantage on all saving throws against disease, exhaustion and on death saving throws.

**Accelerated Mending.** When you roll hit dice to restore hit points, you may roll twice and choose the higher result.

**Clockheart Recalibrating.** Once per long rest, you may attempt to recalibrate your inner mechanisms in order to dispel harmful effects. If you are under a spell or magical effect that requires a saving throw, you may spend your bonus action to make that saving throw once again, ending it on a success.

*Art by Daniel Comerci*

## COGCLUTCH

---

Cogclutches often see bring about changes to their arms, reinforcing them with steel and other such materials, allowing them to be stronger than their original bodies would normally allow.

**Ability Score Increase.** Your Strength score increases by 2.

**Unarmed Strikes.** Your mechanical limbs count as natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal bludgeoning or slashing damage equal to 1d6 + your Strength modifier. If you attack with both hands (empty), this damage increases to 1d8 + your Strength modifier.

**Strengthening Circuits.** You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

**Empowered Elbow Thrusters.** You have proficiency in the Athletics skill.

## CYBERSTEP

---

Cybersteps find their footing in enhancing their lower body, often replacing their entire legs with ergonomical, mechanical designs.

**Ability Score Increase.** Your Dexterity score increases by 2.

**Enhanced Cyberjoints.** Because of your empowered legs, your movement speed is increased by 5 feet and your jump distance is tripled.

**Step Propulsor.** Once per long rest, you may activate your step propulsors. For the next minute, your walking speed is doubled.