



## vitals

+2 proficiency bonus

inspiration

11 passive perception

strength

+0

11

+0 saving throws  
+0 athletics

+3 dexterity

+3

16

+5 saving throws  
+5 acrobatics  
+5 sleight of hand  
+5 stealth

constitution

+2

14

+2 saving throws

intelligence

+2

15

+4 saving throws  
+2 arcana  
+2 history  
+4 investigation  
+2 nature  
+2 religion

wisdom

+1

13

+1 saving throws  
+1 animal handling  
+1 insight  
+1 medicine  
+1 perception  
+1 survival

charisma

-1

9

-1 saving throws  
-1 deception  
-1 intimidation  
-1 performance  
-1 persuasion

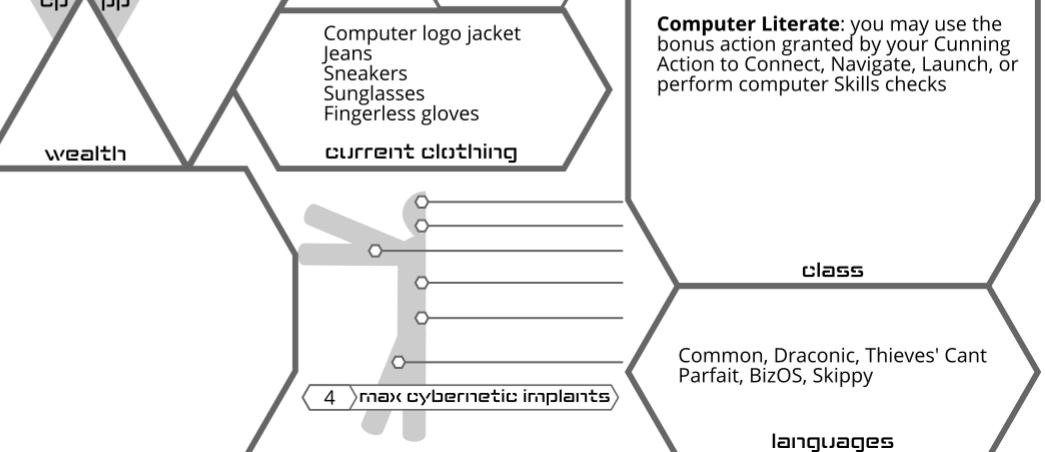
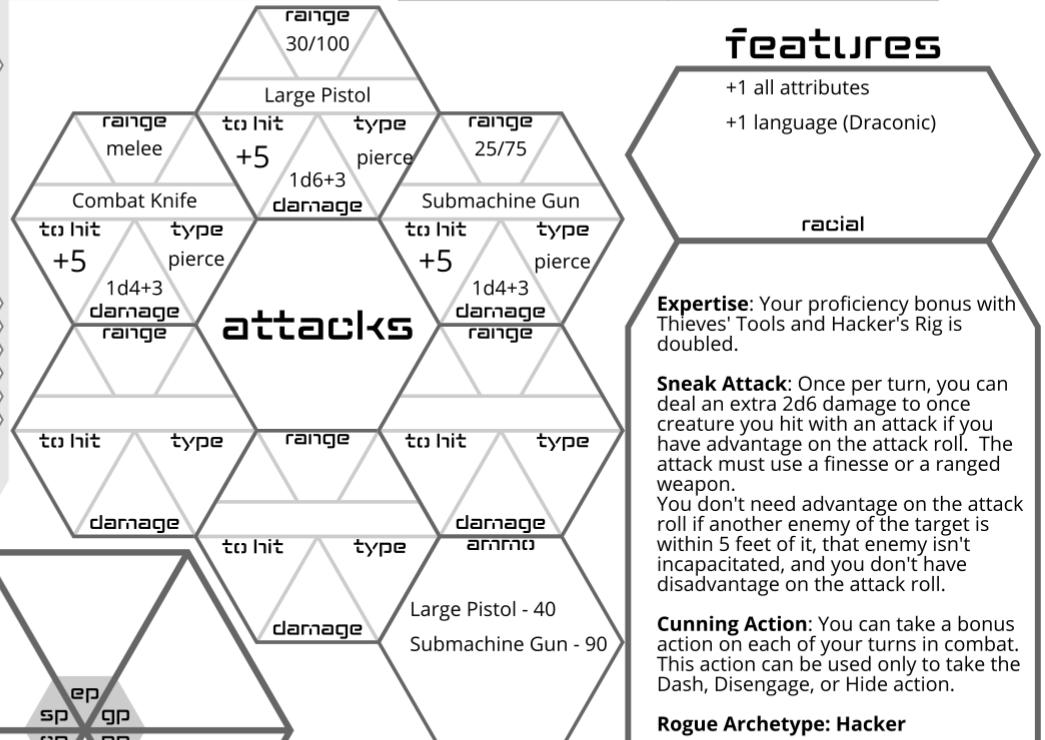
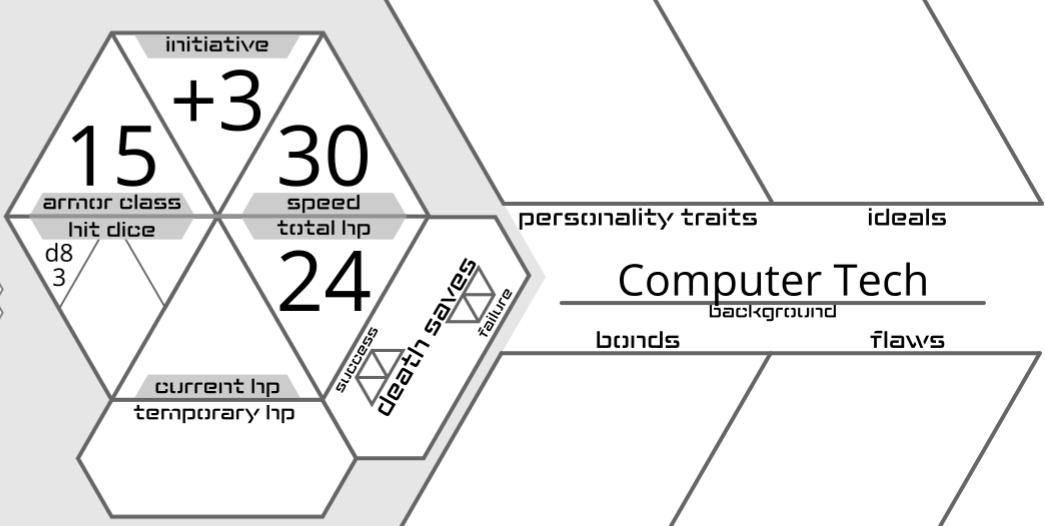
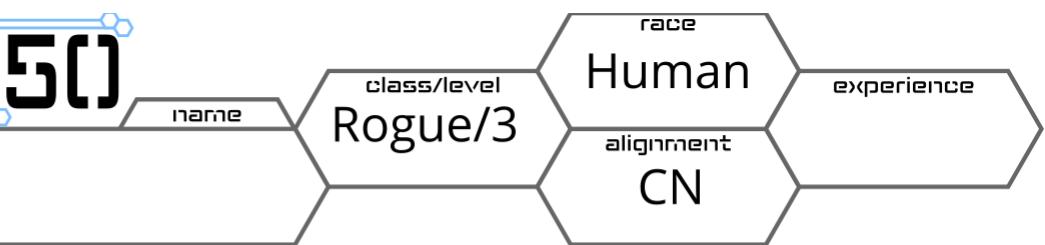
## gear

Computers  
Thieves' Tools (expertise)  
Hacker's Rig (expertise)

proficiencies

Kevlar Vest (equipped 12+DEX modifier AC)  
Large Pistol (equipped)  
Combat Knife (finesse)  
Submachine Gun  
Hacker's Rig  
Thieves' Tools  
Laptop  
Smartphone

equipment



## what is code::2050?

code::2050 is an extension that adds post-modern tech to D&D 5e. GMs and players can easily add vehicles, firearms, explosives, cybernetics, and computers without slogging through hundreds of pages of rules or giving up any races, classes, monsters, or magic.

## computers & the net

Computers are everywhere, everything has a chip, everyone has a smartphone, and the 'internet of things' is here. Unless there is a good reason for something not to be connected, **it will be**. Everything - from thermostats to satellites, street lights to microwave ovens, televisions to tanks - is online and hackable.

## magic

Magic has always existed, but it has never been common. Only a few have the ability, and most will never train. Casters are as rare as Olympic athletes; magic items as scarce as Faberge eggs or Da Vinci paintings.

## races

Humans are the most common race thanks to their fertility, intelligence, magic use, technology, cooperation, and ruthlessness. They dominate three-fourths of the habitable surface of the planet. Demi-humans are often integrated with humans, but many are cloistered in remote areas where humans don't care to live. Intelligent Demi-human races are considered to be people and deserving of basic rights by most. The status of non-humanoid races often depends upon their isolation or another factor that makes them useful or powerful enough to be treated as equals

## adventuring in 2050

While most of the world is civilized and settled, there is still adventure for those who seek it. There are hidden places and areas on maps that are still labeled 'UNEXPLORED', kept that way through fear, ignorance, or the designs of the occupants; places where civilization has not reached or fears to go; and abandoned places where industrialism or magic has gone terribly wrong.

Adventurers in 2050 would not look completely out of place in a pure fantasy setting. They carry packs and supplies, edged and ranged weapons, and battered equipment and armor. The packs are ballistic nylon, the weapons mass produced, and the armor of high-tech materials; but the basic look of an adventurer remains. In some areas adventurers considered are romantic and exciting; in others as a nuisance, and in many, dangerous. The tools of their trade - weapons and magic - are not always appreciated or tolerated in public. In some places, only 'proper authorities' are allowed to use either.



code::2050

code::2050

# Computers

**Languages** Computers (and other electronic devices) have a language, usually based on the type of computer. All players begin with the Parfait language, others can be acquired.

- **Parfait** The basic consumer software suite present on every smart device and personal computer.
- **BizOS** The software suite used by businesses and corporations for running their networks and computers.
- **Skippy** The software used by automated systems such as drones, self-driving cars, and consumer robotics.
- **SAGaN** The software used by the educational, scientific, and medical communities. This is also the software used by most cybernetic implants.
- **DOMIN-OS** The software used by the military and government entities.

When making an ability check using a computer, the player has a disadvantage if they are not proficient in the computer's language. This also applies if using a Hacker's Rig.

When casting a spell that requires language (i.e.: Command), against a computer, you must be proficient in a language that computer uses.

**Latency** When using a computer, the latency of the connection can apply disadvantage or advantage to ability checks:

- **Disadvantage** when accessing networks remotely through the Net or over a long series of hops.
- **Normal** when accessing a device or network directly through WiFi or a device hooked to your rig.
- **Advantage** when accessing a device via a hard-wired port.

# Hacking

In just 5 easy steps:

1. **Connect** Get yourself into the network or device. *There must be a USB maintenance port somewhere...*
2. **Seek** Find something interesting, or just take a look. *Wow, that's a lot of servers dedicated to cat videos...*
3. **Defeat** Break through locked systems and take care of countermeasures. *His password was password...*
4. **Achieve** Get the goods, start the subroutine, or whatever else you're here to do. *Oh yeah, this machine's going to give me six free sodas...*
5. **Exfiltrate** Get out, preferably without being noticed. *Now to just turn off the lights on my way out...*

# VENTR

New smartphone 25 gp

New gaming laptop 50 gp

Motorcycle 200 gp

Small car 400 gp

New house 12,500 gp



# VENTR

VENTR is a smartphone app that helps adventurers find 'legitimate' employment and handles contracts, payments, secure communications, and reputation. It is a must-have for independents and teams in the civilized parts of the world where there is no local tavern or town crier."

# Vehicles

In combat, the driver rolls initiative for the vehicle, a self-driving vehicle is its own driver and rolls its own initiative. On his turn, the driver may spend a bonus action to move the vehicle up to 90 feet of normal terrain and make simple turns. Or the driver may perform more complex activities (drifting, reversing, etc.) or traverse difficult terrain at half speed by using an action.

Any character in or on a vehicle that has moved since the start of their last turn is at disadvantage for all attacks.

**Rapid dismount** If a character dismounts a vehicle that has moved since the beginning of their last turn, they must make a Dexterity(acrobatics) check against DC12. Failure results in 1d6 bludgeoning damage and being prone. On success or failure, the required mounting movement cost of the vehicle still applies to this action.

**Striking a character** with a vehicle in requires a DC10 Dexterity save from the target (or targets). Failure results in 2d6 bludgeoning damage and being prone. On success, a target may use a reaction to jump out of the way, moving to the nearest safe square (if available). If the target saves, but does not have a reaction to use or a safe square to jump to, it receives half damage and is knocked prone.

If the target is as large or larger than the vehicle, it is not knocked prone, and if the target did not jump clear, the vehicle is stopped at the collision square.

Half of the damage dealt to the target is also dealt to the vehicle. The vehicle's innate Damage Reduction does not protect from this damage.

## Rogue Archetype: Hacker

**Computer Literate** At level 3 when you choose the Hacker archetype, you gain proficiency with the Computers tool. If you already have this proficiency, you gain proficiency in a tool of your choice.

Additionally, you may use the bonus action granted by your Cunning Action to Connect, Navigate, Launch, or perform computer Skills checks (see "Computers" in "Combat").

You also gain proficiency in a computer language of your choice. You gain a new computer language proficiency at 9th, 13th, and 17th levels.

Finally, whenever you craft computer scripts, you may create 5 + Rogue level gp in value per day spent crafting.

**Hacker's Rig** At level 3, when you choose the Hacker archetype, you gain proficiency in the Hacker's Rig tool and construct your first Hacker's Rig. This portable device is a cobbled-together system of tweaked and modified computer parts specialized for running subversive computer scripts and breaking into secure systems.

When gaining this feature, you may elect to switch one of your Expertise skills to the Hacker's Rig. Alternatively, you may choose Hacker's Rig when gaining a new Expertise skill.

You may use your Hacker's Rig proficiency instead of your Computers proficiency whenever your Rig is attached to the target device and is activated. For the purposes of latency, the Rig does not constitute an additional hop.

If your Rig is ever destroyed or lost, you must spend 24 hours constructing a new one at a cost of 150 gp per Rogue level.

Name	Cost	Damage	Properties
<b>Simple Firearms</b>			
Pistol, Small	5 gp	1d4 piercing	Ammunition (range 25/75), reload (17 shots)
Pistol, Large	10 gp	1d6 piercing	Ammunition (range 30/100), reload (10 shots)
Rifle, Hunting	15 gp	1d8 piercing	Ammunition (range 200/600), reload (5 shots), two-handed
Shotgun, Pump	20 gp	2d4 piercing	Ammunition (range 10/40), reload (4 shots), two-handed
<b>Martial Firearms</b>			
Submachine Gun	30 gp	1d4 piercing	Ammunition (range 25/75), reload (30 shots), burst, automatic (30 shots)
Rifle, Automatic	40 gp	1d6 piercing	Ammunition (range 100/300), reload (30 shots), burst, automatic (30 shots), two-handed
Shotgun, Automatic	50 gp	2d4 piercing	Ammunition (range 10/40), reload (10 shots), burst, automatic (10 shots), two-handed

## Ranger Urban Conclave

**The Mean Streets** At 3rd level, you gain one of the following features of your choice:

**Grit, Grime, Crime** You have advantage on Wisdom (Perception) and Intelligence(Investigation) checks when inside a city, town, or artificial structure.

**Going to Technoland** You gain proficiency in the Computers tool and one computer language of your choice. Electronic constructs have disadvantage on Wisdom (Perception) rolls to detect you.

**Biomass Crush** You gain +1 AC (to a maximum of +4) for every ally within 5 feet of you.

**They're Like Little Mechanical Friends** At 5th level, you gain the following benefits:

- Drone activities which require an Action instead only require a Bonus Action for you.
- You gain proficiency with Skippy
- Electronic constructs which utilize Skippy are considered "beasts" for the purposes of the targeting of your spells.

# Actions

## Computers

When using a computer during combat, the following can be performed as an Action:

- **Connect** one computer to another, whether wireless or wired.
- **Navigate** to another computer visible to you on a network.
- **Launch** a script to aid in a computer-related skill check.
- **Skills** checks involving computers, such as Intelligence(Computers) or Intelligence (Investigation).

## Vehicles

When manually driving a vehicle, the following actions may be taken:

- **Bonus Action** Simple movements, including stopping, starting, and turns. You may move up to 90 feet.
- **Action** Complex movements, including skidding around a corner, attempting to strike a creature. You may move up to 180 feet.

A driver may not take a vehicle-related Action and Bonus Action on the same turn.

## Drones

When utilizing a drone in combat, the following actions may be taken:

- **No Action Required** You may issue verbal commands to a drone, if it understands them.
- **Bonus Action** Inputting a single automated command via an interface such as a smartphone app or hand signal.
- **Action** Inputting a series of automated commands, or directly controlling the drone for its turn.

This looks fun?

Come play with us in the tabletop freeplay room here at PAX Unplugged!

## Monk Way of the Clear Path

**Parkour!** Starting when you choose this tradition at 3rd level, whenever you use Step of the Wind and then move at least 10 feet, you gain advantage on your next attack. This feature can be applied multiple times during the same round provided that you move at least 10 feet between attacks.

Additionally, whenever you use Step of the Wind, you may also use your Martial Arts feature to make an unarmed melee attack provided that you have moved at least 10 feet since you used your Attack action this round. This attack is part of the same bonus action used for Step of the Wind.

Finally, if you drop down during your movement, if you take no damage from the fall, you gain 5 feet of movement for every 5 feet you dropped this round.