

T.U.G.S

ARTIFICIAL AUGMENTATION

FREE SAMPLE

SKILL TREE

-PRESS START-

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Brain icon

Progress bar 1

Progress bar 2

Eye icon

Progress bar 1

Progress bar 2

Muscle icon

Progress bar 1

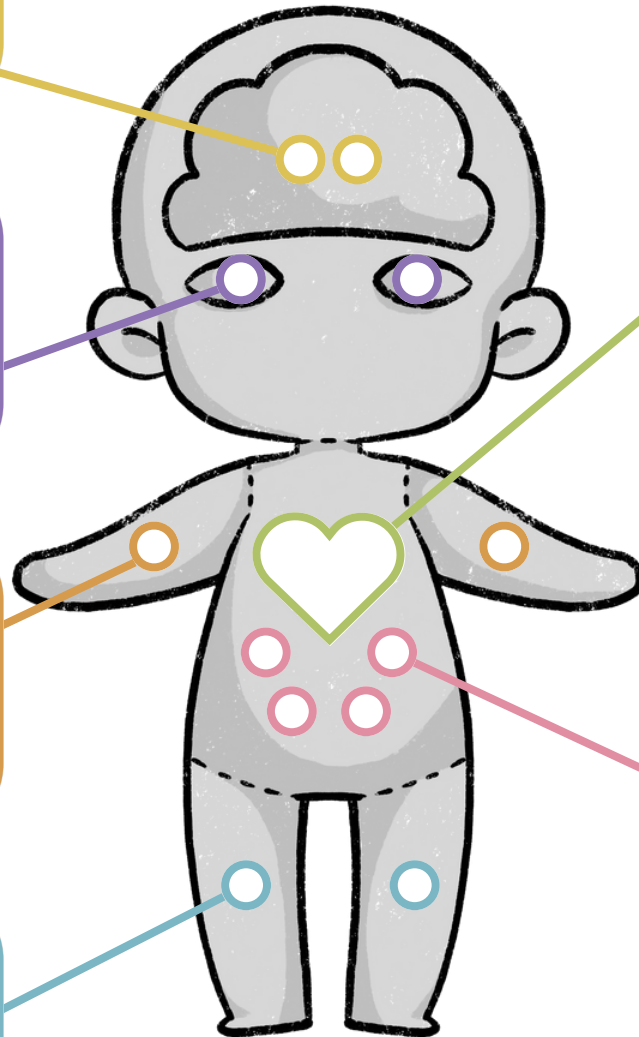
Progress bar 2

Leg icon

Progress bar 1

Progress bar 2

TOTAL MODS
(INSTALLED)



RAM USED

Heart icon

Progress bar 1

Progress bar 2

Progress bar 3

Progress bar 4

Chest icon

Progress bar 1

Progress bar 2

Progress bar 3

Progress bar 4

POWERCELLS

Powercell 1

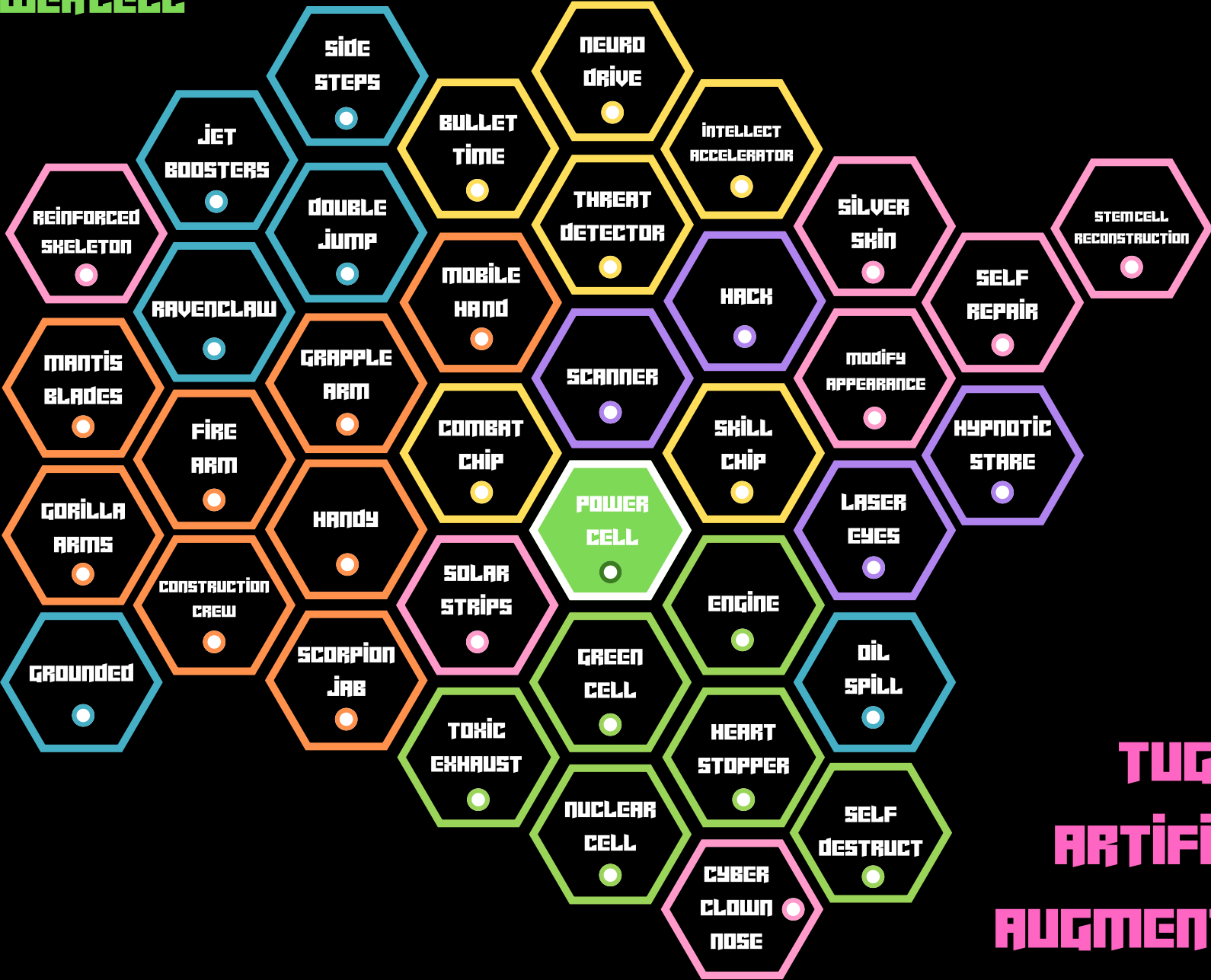
Powercell 2

Powercell 3

Powercell 4

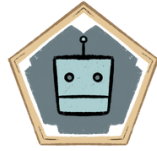
Powercell 5

START: POWER CELL



TUG'S
ARTIFICIAL
AUGMENTATION
SKILL TREE

introduction



This skill tree has taken inspiration from the likes of Cyberpunk 2077, Treasure Planet, Blade Runner and even One Piece, allowing you to Fully customize your character, and for DMs to augment their very own NPCs and monsters.

The reasoning for the title being “Artificial Augmentation” as opposed to “Cybernetics” for example, was to leave the aesthetics of these augmentations, to you the players and DMs. Should you wish to reflavour everything here as eldritch mutations for example, feel free to do so!

One key feature I think should remain here though, are the triggers for Malfunctions, as well as your disconnect with the arcane as you progress through this skill tree.

Each modification should be an easy way (although expensive) to gain power quickly, similar to how a warlock learns magic. However, all shortcuts usually come with a cost. In this case it is in the sacrificing of your own humanity, its connection to the arcane and in your rising instability.

I think these skill trees can be a fun opportunity for roleplay too. Let each modification not only be an altering of your physical body, but perhaps even of your character's personality and mental state too.

I hope you enjoy what I've made for you all, and happy modding!



A NOTE ON PRICES



You may notice that some of the prices in this Skill Tree are quite expensive, and their prices have been based on Magical Item costs. But obviously feel free to half these prices if you want to encourage more purchases by your players.

Alternatively, frequently award players cyberware (or eldritch mods) as loot from encounters etc. Have them remove parts from enemies they've beaten, but tell them they need to find a Rigger in the next town to install them.

Alternatively, have a local Ripper offer the players "vouchers" any time they complete quests for them, or for a company/faction they're associated with. With each Voucher giving them one free purchase from the Skill Tree.

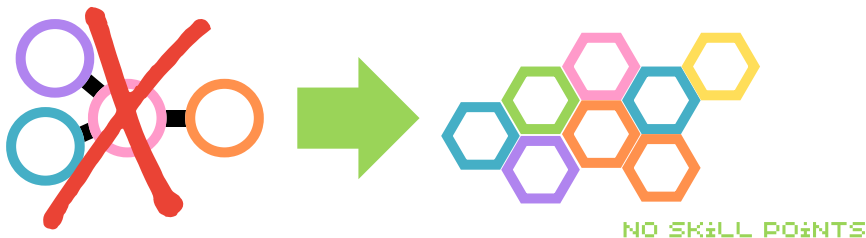
UNCONVENTIONAL SKILL TREE



I touch on this later on, but you don't have points that you spend to unlock nodes on this skill tree. Instead you gain access to this skill tree upon installing your first Power Cell, and can now purchase any adjacent mod to that one. You purchase these mods by spending gold, and can only do so at a Rigger's. And even then they may not always have the mods you seek.

Each mod purchased and installed, grants you access to more mods adjacent to that one.

Keep in mind a mod must always be installed, at least once (and can always be uninstalled) to gain access to all other adjacent mods. This process is called "conditioning".



CONDITIONING

Conditioning is the installation of mods in small degrees to prepare your body and mind for more powerful and demanding mods to ultimately prevent immediate Cyberpsychosis.



KEY RULES

MODS



Your first purchase from this skill tree must be a Power Cell, after that you can purchase any other Mod adjacent to the Power Cell on the Skill Tree (see below for more info).

Mods are Artificial Augmentations, that change and “improve/upgrade” your body in unique ways.

Typically robotic in nature, but feel free to alter the flavour them best to your own world. Perhaps you wish for them to be more eldritch in nature.

Each mod can be allocated to certain parts of your body (The Mind, Heart, Body, Arms and Legs) with each of these body parts only being able to have a limited number of mods installed at any given time.

The Heart: A number of Mods equal to your Constitution Score

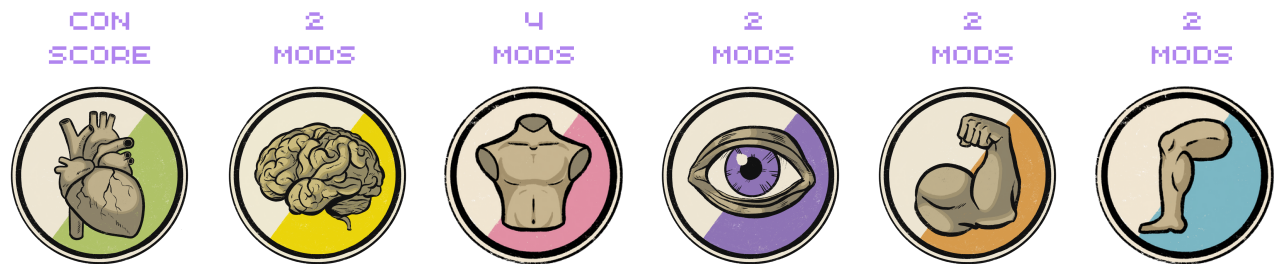
The Mind: 2 Mods

The Body: 4 Mods

The Eyes: 2 Mods (Divided across both eyes)

The Arms: 2 Mods (1/arm)

The Legs: 2 Mods (Divided across both legs)



Each mod takes up 1 body slot unless specified otherwise.

LOSING/UNINSTALLING MODS

When you install a mod, that part of your biological body is replaced with the mod, being destroyed in the process.

Installing a “Fire Arm” will remove that arm in order to install this new Mod which replaces it. Should you lose that mod, you will not magically have your previous arm return.

Not having a mod installed in your Heart, Mind or Body is a different situation. For each mod installed, your Constitution, Intelligence or Strength, respectively, will be reduced by 1 whenever you do not have a mod installed in this empty new space. Should 1 of these abilities be reduced to 0 in this way, you die.



SWAPPING MODS & GAINING NEW MODS

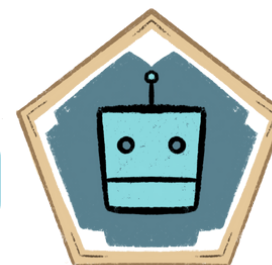
Once you purchase a mod, you own it and can swap it in and out with any other mods you have during a long rest, so long as you have the space to install them. Mods can only be purchased from a Rigger by offering them the required coin. You may only purchase mods adjacent to mods you previously purchased from the Skill Tree.

This allows your body to adapt to each Mod gradually, ignoring this procedure would lead to permanent Cyberpsychosis (see below) as your body and mind devolve instantly into irrational madness and bloodlust.



MAGICAL DISCONNECT

For each mod you install, the greater you sever your connection to the weave of magic. Spells become harder to cast and other mana based abilities from the classless skill tree require more effort from you to utilise. View the table below to see how the number of mods you have installed affects your connection to the arcane:



Number of Mods Installed	Effect
1-3	Spell slots cost 1 additional mana to cast. If playing without the classless skill tree, instead: Cantrips require a first level spell slot to cast.
4-6	Mana Based Abilities cost 1 additional mana to cast. If playing without the classless skill tree, instead: 1st level spells or higher require a spell slot 1 level higher to cast.
7-8	Healing spells heal you for half as much
9-11	You cannot gain the effects of beneficial spells
12-14	You are unable to cast spells or use mana based abilities
15+	You cannot be revived by anything short of a True Resurrection or Wish spell.



CELLS



Cells are pockets of energy that act like batteries to power installed mods you may have. Power Cells, Green Cells and Nuclear Cells themselves count as mods, but the individual cells each of these mods provide do not count as individual mods.

1 Cell can be spent to either provide 1 energy or replenish 2 stamina.

All spent Cells cannot be used again until you finish a long rest, when they all recharge.

Certain mods will require you to spend energy to power their effects or to Overcharge them.

Other mods may require you to permanently allocate a certain number of Cells to them upon installation, to keep them running.

Cells allocated to powering certain mods cannot be used to create energy.

You may only have a maximum number of cells installed equal to your constitution score.

MALFUNCTIONS

Whenever a creature with at least one mod installed either:

- Is dealt lightning damage (Regardless of immunities)
- Uses an Overdrive Feature
- Receives damage that would reduce their hit points below half their maximum for the first time during combat

They must make a Constitution saving throw or suffer a malfunction (rolling on the Malfunctions table below on a failed save).

The DC for this saving throw is equal to 8 + the number of mods installed.

Each Malfunction lasts for 1 minute, however, you may repeat the above malfunction saving throw at the start of each of your turns to end the effects of 1 current malfunction.

It is possible for you to suffer the effects of multiple malfunctions at a time. However, if you roll on the malfunction table and would gain the same malfunction you are currently suffering from, instead roll again until you gain a different malfunction.



MALFUNCTIONS TABLE



SLOWED

Your movement speed is halved and you cannot take reactions for 1 minute.

SHORT-CIRCUIT

Anything you try to say comes out as indistinguishable screams, gurgles or mumbles to yourself. You have a -5 on all charisma checks and saving throws you make.

OVERHEAT

You take fire damage equal to the number of mods installed at the start of each of your turns; ignoring any resistances or immunities you may have.

SCRAMBLED

You have disadvantage on attack rolls you make.

BROKEN

A random mod of yours explodes and is destroyed. Each creature and object within a 10ft radius of you must make a Dexterity saving throw (DC15) or take dealing Xd6 fire damage where X is equal to the total number of Cells you have installed. You automatically fail this saving throw.

CYBERPSYCHO

You lose control. You take psychic damage at the start of each of your turns equal to the number of mods installed. You must make an attack roll every turn if able but must randomly decide who you attack, always attacking the nearest creature to you. If you fail to attack a creature by the end of each of your turns, you take psychic damage equal the number of mods you have installed.

OVERDRIVE



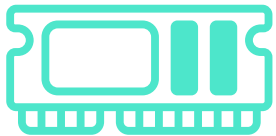
All mods have an Overdrive feature, allowing you to gain additional (usually temporary) benefits from your mod by spending energy and running the risks of suffering a malfunction.

You may use the overdrive effects of an ability at any time by spending the required energy to do so.

When you use the Overdrive effect of a mod, you must immediately make a [Malfunctions Save](#).

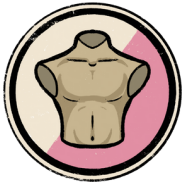
RAM

Certain Mods will require you to have a number of Cells available upon installing them, to continually power them. This required space is called RAM. The Cells needed are assigned to the mod upon installation and cannot be used to create energy or stamina so long as that mod is installed. These Cells cannot be assigned as RAM to other mods either during this time.



ALLMODS

BODY



REINFORCED SKELETON

COST: 8000 GP

RAM: 2 CELLS

Your Constitution Score becomes 19 but cannot be increased in any way.
Additionally you have advantage on strength checks and saving throws.

OVERDRIVE: You can spend 2 energy to set your Constitution Score to 21 for 1 minute.

INCLUDED IN FULL PDF:

SILVER SKIN

MODIFY APPEARANCE

SELF REPAIR

STEM CELL RECONSTRUCTOR

BIOFILTER

CYBERCLOWN NOSE

SOLAR STRIPS





BULLET TIME

COST: 10,000 GP

RAM: 2 CELLS

You gain advantage on Dexterity Saving Throws.

If you are hit with a ranged attack, you can make a melee attack against it as a reaction.

If your attack roll is higher than the attack roll that hit you, you hit the attack.

The damage dealt by your attack reduces the damage dealt by the ranged attack you hit.

OVERDRIVE: You can spend 1 energy to repeat this ability an additional time on the same turn, as though you had an additional reaction. You may use this overcharge effect multiple times per turn.

INCLUDED IN FULL PDF:

INTELLECT ACCELERATOR

THREAT DETECTOR

SKILL CHIPS

COMBAT CHIPS

NEURO-DRIVE



OCULAR



SCANNER

COST: 1500 GP & 1000 PER UPGRADE

RAM: 1 CELL PER UPGRADE

Installing a Scanner uses up 1 of your ocular slots, however it can be upgraded, adding additional benefits to your scanner, with each upgrade requiring additional allocated cells to power them. During a long rest you can choose to “power off” any number of upgrades in your scanner to free up Cells.

The initial installation of your scanner gives you advantage on perception checks made to see things.

Additional upgrades:

- *Calculate Condition:* Reveals a creature's current hit points.
- *Identifier:* Allows you to use the effects of the Identify spell once per day. You must spend 1 energy per each additional use per day.
- *Thermosense:* You can see any creature with a heartbeat or central heat source in darkness and through walls and objects so long as they are less than 1 ft thick.
- *Power Level Scouter:* You can view a creature's Strength Score and AC.

OVERDRIVE: You can spend 1 energy to have your intelligence score instead become 21 for 1 minute

INCLUDED IN FULL PDF:

LASER EYES

HYPNOTIC STARE

HACK



HEART



POWER CELL

COST: 100 GP

RAM: N/A

This mod adds 1 Cell to your collection of Cells. *You can purchase and install this Mod multiple times.*

OVERDRIVE: n/a



GREEN CELL

COST: 1000 GP

RAM: N/A

This mod adds 3 Cells to your collection of Cells. *You can purchase and install this Mod multiple times.*

OVERDRIVE: n/a



INCLUDED IN FULL PDF:

NUCLEAR CELL

HEARTSTOPPER

ENGINE

SELF DESTRUCT

TOXIC EXHAUST



ARMS



MANTIS BLADE

COST: 1500 GP & EACH UPGRADE COSTS 3000

RAM: EACH UPGRADE REQUIRES 1 CELL

You install a blade into your arm that can be released in an instant upon making an unarmed melee attack. When you do so, your melee attack deals an additional 1d6 slashing damage.

Installing a Mantis Blade uses up 1 of your arm slots, however it can be upgraded, adding additional benefits to your Mantis Blade, with each upgrade requiring additional allocated cells to power them. During a long rest you can choose to “power off” any number of upgrades in your Mantis Blade(s) to free up Cells.

Additional upgrades:

- *Deep Wound:* If your attack roll with your Mantis Blade surpasses a creature’s AC by 5 or more, they gain the Bleeding Condition (See below). This Upgrade Cannot be paired with “Laser Cutter”
- *Gamma Strike:* (Requires a Nuclear Cell) When you deal damage to a creature with your Mantis Blade you also deal 1 Radiation to them.
- *Charged Blade:* Your Mantis Blade deals an additional 1d6 lightning damage.
- *Folded Steel:* Your Mantis Blade now deals 1d8 slashing damage instead of 1d6.
- *Laser Cutter:* When you score a critical hit on a creature with your Mantis Blade you remove a limb from them so long as their AC is lower than 20. All damage dealt with your Mantis Blade becomes fire damage and it ignores resistances and immunities to fire damage.

OVERDRIVE: You can spend 1 energy to increase the damage dealt by your Mantis Blade by 1d10 for 1 minute.

INCLUDED IN FULL PDF:

GRAPPLE ARM
MOBILE HAND
GORILLA ARMS

CONSTRUCTION CREW
SCORPION JAB
HANDY



LEGS



DOUBLE JUMP

COST: 2500 GP

RAM: N/A

Your jumping height and distance is doubled and you are immune to falling damage if falling from a height of 100ft or less.

OVERDRIVE: You can spend 1 energy to have your jump height and distance tripled, and gain immunity from fall damage from any height of 200ft or less, until the end of your next turn.

INCLUDED IN FULL PDF:

JET BOOSTERS

SIDE STEP

GROUNDED

RAVENCLAW

OIL SPILL

RADIATION



Cool new DAMAGE TYPE (that acts differently to most).



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