ANGEL

A CARBON 2185 CLASS

A DESIGN BY SAM PROULX

ANGEL

Alone in a dark room of an old apartment, a figure wearing a VR headset is plugged to dozens of wires that keep it alive without the need to ever go offline. Remotely copying a code into the neurolink of its allies, it provides a much-needed boost as the combat draws to a close.

Sitting in a VR Café, a sharply dressed gentleman sits down in a private room, not knowing that the lives of his closest friends hinge on him connecting soon.

Leaning back into a large chair, an elegant aristocrat watches the works of her hired mercenaries from her remote location, ready to deposit a large amount of wonlongs in their account as soon as they upload the data that she has been searching for decades.

Angels are master planners, with their sights always set on the "bigger picture". They are at their most efficient while working from the shadows, hidden behind a veil of usernames and animated avatars. They seldom offer their identity to people, and when they do, they tend to do it in a very secure way. An efficient angel is an angel safe from harm, and they are intent on keeping it that way.

SELECTIVE FRIENDS

Most people willing to spend their lives behind a screen tend toward a recluse lifestyle. The more time you spend in the cyberspace, the less you need to interact with other people: usually for the better. After all, databases and programs tend to be far more logical and comprehensible than most of the people you know. But not everyone is bad, and angels make sure that those they deem worthy of their attention stay safe from harm. Through complex algorithms, most likely illegally acquired, they are able to link a limited amount of neurolinks to their interface, allowing them to provide remote help directly to the connected individuals.

CREATING AN ANGEL

When creating an angel, take some time to think about these questions. How did your angel get their skills? Does the veil of anonymity have an effect on your character's behavior? If it does, in what way? Why do they do what they do? What do they get out of it? Who might be skillful enough to track your online activity, and why do they do it?

HIT POINTS

Hit Dice. 1d6 per angel level

Hit Points at 1st level. 6 + your constitution modifier

Hit Points at Higher Levels. 1d6 (or 4) + your constitution modifier per angel level after 1st

STARTING PROFICIENCIES

You are proficient with the following, in addition to any provided by your origin or background.

Armor. None

Weapons. None

Saving Throw. Mind

Skills. Choose four from Bureaucracy, Computing, Deception, Engineering, Hacking, Persuasion, Sense Motive and Tracking.

LEVEL	PROFICIENCY BONUS	FEATURES	Boost Die
1st	+2	Neural Network, Remote Boost, Weak Point	d4
2nd	+2	Angel Angle, Neural Guardian	d4
3rd	+2	Ephemeral Presence	d4
4th	+2	Improved Improvement	d6
5th	+3	Angle Feature, I Know This!	d6
6th	+3	Please Click On This Link	d6
7th	+3	Autopilot	d6
8th	+4	Improved Improvement	d8
9th	+4	Boosted Boost, Weaker Weak Points	d8
10th	+4	Angle Feature	d10

NEURAL NETWORK

At 1st level, you are able to create a network connecting the neurolinks of a few individuals and to, from whichever computer you are working from, interact with those individuals. As an action, a willing creature can connect its neurolink to a device connected to your signature, whether it be a neuro-drive, a computer connected to your network or even directly to your own neurolink. You can have a number of creatures connected to your Neural Network equal to your proficiency + technology modifier.

A creature connected to your Neural Network will be able to see your avatar and username in the corner of their vision, through the use of their neurolink. In return, you are granted access to the vision and sense of hearing of the connected creatures as long as the connection is open. While you are connected to a creature's neurolink, any electrical or psychic damage dealt to it is also dealt to you.

This neural connection allows for the transfer of certain traits that you possess, that you are able to condense and send via the web. Each creature connected to your neural network can be granted one of your racial trait or proficiency, with the exception of the ability score improvements. The same trait can be given to any number of creatures, but each creature connected to your network can only receive one. You can change the trait given to a single creature at the end of a long rest.

You, or a willing creature connected to your Neural Network, can temporarily close the neural connection and reopen it as a bonus action. A creature can permanently disconnect from your Neural Network if you allow it, or by succeeding on an opposed technology (computing) check.

REMOTE BOOST

At 1st level, you can give the help action to any creature connected to your Neural Network performing a task in which you are proficient.

Additionally, you can provide help to a connected creature by rapidly uploading some of your lines of code to their neurolink. As a reaction to a creature attempting to perform an ability check or attack roll, expand one of your boost dice and add it to their roll. This die starts as a d4 and increases in size as you gain levels in this class, as indicated in the Boost Die column of the angel class table. You have a number of boost dice equal to twice your levels in the angel class. You regain all of your dice at the end of a long rest.

WEAK POINT

Starting at 1st level, your ability to lean back in your chair and calmly observe your opponents without the stress of combat allows you to analyze the situation with a keen eye. Once per turn, at the beginning of your turn, you can roll 2d6+ your intelligence modifier. The result is your weak point damage. If you do so, you can, as an action, choose one creature that you can see within 30 feet of a creature connected to your Neural Network and target them. After your turn, but before the beginning of your next turn, the first

time a targeted creature takes damage, add your weak point damage as bonus damage. Your weak point damage is the damage type that triggers the bonus damage.

Starting at 3rd level in this class, your weak point rolls increase to 3d6, and again at 5th level (4d6), and finally at 10th level (5d6).

NEURAL GUARDIAN

At 2nd level, you can further assist your allies in combat by giving them rapid directives. As a bonus action, you can give a creature connected to your Neural Network the dash, disengage or help action.

You can also, as an action, grant a creature connected to your Neural Network faster reflexes, granting them with a bonus to AC equal to half your technology modifier, rounded down. You can only grant this bonus to one creature at a time, and applying it to another creature will remove it from the previous one.

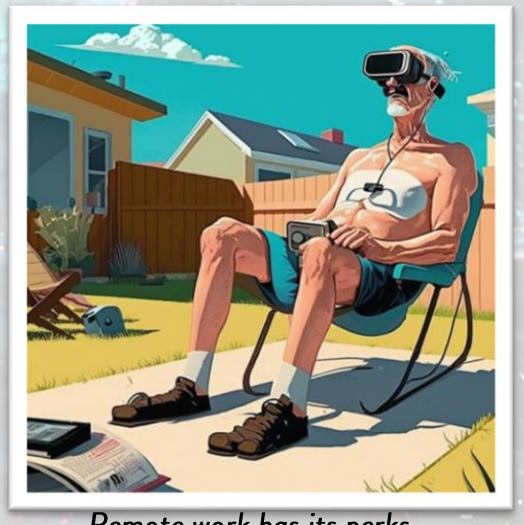
Additionally, you can, as a reaction to a creature connected to your neural network taking damage, expand one of your boost die to heal said creature. The healing is equal to the roll of the die + your technology and intelligence modifiers.

EPHEMERAL PRESENCE

At 3th level, the tinkering you do at your computer during your spare time finally paid off. You have created a small palm-sized device that you can send to your team by means of your choice. When a creature activates the object as an action, the device projects a 3D holographic version of your avatar, which you can use to communicate with creatures outside of the neurolink. You can use the voice modulator installed within your computer to alter your voice while using ephemeral presence.

IMPROVED IMPROVEMENT

When you reach 4th level, you can provide one of your proficiencies to each creature connected to your neural network. You can forgo this bonus to instead increase one of your ability scores of your choice by 2, or two ability scores by 1. At 8th level, you can increase one ability score of your choice by 2 or two ability scores by 1, or instead increase two of your proficiencies to expertise.



Remote work has its perks

I KNOW THIS!

After reaching 5th level, your long hours on the internet start paying off. Once per long rest, as a reaction to a creature connected to your neural network taking damage, failing a saving throw, or failing an

ability check, you can instead make the creature take no damage, succeed on its saving throw, or succeed its ability check.

PLEASE CLICK ON THIS LINK

At 6th level, a creature connected to your neural network can try to connect its neurolink, or any other device connected to your Neural Network, to the neurolink of another creature, provided it has one and that the creature is of a CR equal or lower to your Neural Network capacity. An unwilling creature must be grappled and lose an opposed strength (athletic) check against a creature trying to force the connection. An unconscious or paralyzed creature fails this check automatically. On a successful connection, you try to hack into the neurolink if the creature. The target must succeed on a mind saving throw against a DC equal to 8 + your proficiency modifier + your technology modifier or become dominated by you. A dominated creature is completely under your control as long as it is connected to your neural network.

You can act, move and speak through the body of the creature as if it was you. This very involved process makes it difficult to focus on other tasks, and thus reduces the number of creatures you can have on your neural network by an amount equal to the creature's CR.

While you control the body of a creature, this creature's mental ability scores are replaced by yours, and its proficiencies are overridden by yours, with the exception of proficiencies to weapons and armor. You remain in control of the dominated creature for a maximum of 7 days, after which it repeats its mind saving throw. On a failure, the creature is dominated for another 7 days.

If the dominated creature succeeds on its saving throw, falls unconscious, dies or has its connection to your neural network broken, the creature is completely disconnected from your Neural Network.

You can attempt to dominate a creature once per long rest.

AUTOPILOT

Starting at 7th level, you can leave the neural network running while you are on the go. Sometimes, life gets in the way, but yours won't slow down the rest of your team. While you are not at the computer, the creatures connected to your neural network can spend your boost dice themselves, by using their own reactions, giving you some much needed freedom to be somewhere else.

BOOSTED BOOST

At 9th level, you can, as a free action, add your boost dice to a creature's damage roll, provided it is connected to your Neural Network. This die is maxed when attacking a creature that was targeted by your weak point feature.

ANGEL ANGLE

At 2nd level, you choose your angle of approach to being an angel. Each angle provides different abilities as you continue to level up.

BLACK ANGEL

A Black Angel usually works to satisfy its needs or its greed, aware that the consequences of its decisions might put some people in danger. Black Angels are not necessarily evil, simply more pragmatic and oriented toward helping themselves and their kin.

I KNOW A GUY

When you choose this angle at 2nd level, you make any checks related to finding addictive substances with advantage and pay 10% less for every 3 street influence you have.

SURGES

At 5th level, you can expand your action to give an action that must be used immediately to a creature connected to your neural network. You can use this feature a number of times equal to your technology modifier per long rest, and each creature connected to your network can beneficiate from this surge only once per long rest.

MALWARE

When reaching 10th level, you have perfected your code. Creatures targeted by your Please Click On This Link feature have disadvantage on their saving throw to resist the effect. A dominated creature now costs only half of its CR in regards to your neural network capacity.

Additionally, as an action, you can decide to have the dominated creature die instantly.

WHITE ANGEL

A White Angel is, by its very nature, a benevolent individual that works for the betterment of society. It seeks to help and defend, and tries to be the change it wants to see in the world. Receiving help from a White Angel is a rarer opportunity than ever, as benevolence and selflessness can prove scarce in a world as unforgiving as the one, they live in.

THERE'S ONE ON YOUR SIX

When you select this angle at 2nd level, creatures connected to your neural network cannot be surprised as long as you are connected to them.

YOU'RE LUCKY I'M HERE

At 5th level, you gain 3 luck points. Whenever you or a creature connected to your neural network makes an attack roll, an ability check, or a saving throw, you can spend one luck point to roll an additional d20. You can choose to spend one of your luck points after you roll the die, but before the outcome is determined. You choose which of the d20s is used for the attack roll, ability check, or saving throw.

You can also spend one luck point when an attack roll is made against you or a creature connected to your neural network. Roll a d20 and then choose whether the attack uses the attacker's roll or yours.

GOT YOUR BACK

Starting at 10th level, any creature connected to your neural network has a bonus of +2 to all of its saving throws and cannot get frightened.

Designer's note

Hi! I'm Sam, aka SamTheOkayDM. When I started designing the Angel, I knew that this class would not suit most of the player base. As an Angel, you spend a lot of time in a remote location, interacting through your teammates. This provides an opportunity for interesting roleplay interactions, but will require some creativity in combat encounters, as you may have to think outside of the box to avoid a repetitive gameplay. Maybe your character is focused on the details and spends some of its actions investigating the battlefield, throwing some perception and investigation checks to find weaknesses in the line of defense or an escape route that would make combat more relevant? Or you could surf the web, trying to find information about your opponents while your team takes care of the dirty business.

Additionally, this class provides a lot of narrative possibilities in regards to having a remote character. And, since most angels are hidden behind a username and an avatar, it allows for some mystery and intrigue within the bounds of the party.

I also wanted to let you know that the art found within this document was made by AI art. My personal opinion on AI art is that it is a very low-effort way to art that is, in the long run, hurtful to the wonderful community of artists that we have. This is why this class will always be free, so that no one beneficiates monetarily from the hard-work that "inspired" the AI tool.

I sincerely hope you enjoy the Angel, and would like to hear your feedback if you have any! Have fun!

Sam, The Okay DM

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