



ART:
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AMBASSADOR

SOLDIERS OF JUSTICE, PEACE, AND LIBERTY



CORE AMBASSADOR TRAITS

Primary Ability	Strength or Dexterity
Hit Point Die	1d10 per Ambassador Level
Saving Throw Proficiencies	Strength and Dexterity
Skill Proficiencies	Choose 2: Athletics, History, Medicine, Perception, Persuasion, Survival, Technology
Weapon Proficiencies	Simple weapons, Martial weapons, all Firearms
Armor Training	Light, Medium, and Heavy armor and Shields
Starting Equipment	Choose A, B, or C: (A) Chain Mail (Chain Suit), two Martial Melee Weapons, Musket, 20 Bullets, Explorer's Pack, and 5 GP; (B) Studded Leather Armor, two Martial Melee Weapons, Early-Age pistol, 20 Bullets, Explorer's Pack, and 5 GP; (C) 325 GP

On the magical frontier, there are those that are gifted with incredible powers from gods, archfey, and other powerful beings of the multiverse. Some are born to bloodlines of great magic while others are capable of learning the weave through years of dedicated training.

Ambassadors, contrary to their name, are not political diplomats or emissaries of peace. Ambassadors, in this regard, are soldiers, scientists, and specialists all focused on being ambassadors of the nonmagical world, in a world full of the arcane.

Those who take on the role of an ambassador understand the risks and dangers of the magical worlds and are willing to leave their home, and even their entire planet, behind to bring about the core tenants of an ambassador: Science, Liberty, and Justice.

BECOMING AN AMBASSADOR

AS A LEVEL 1 CHARACTER

- Gain all the traits in the Core Ambassador Traits table.
- Gain the Ambassador's level 1 features, which are listed in the Ambassador Features table.

AS A MULTICLASS CHARACTER

- Gain the following traits from the Core Ambassador Traits table: Hit Point Die, proficiency with Simple weapons and Modern-Age Firearms, and training with Light and Medium armor.
- Gain the Ambassador's level 1 features, which are listed in the Ambassador Features table.

AMBASSADOR CLASS FEATURES

As an Ambassador, you gain the following class Features when you reach the specified Ambassador levels. These features are listed in the Ambassador Features table.

LEVEL 1: FIGHTING STYLE

You adopt a style of fighting as your specialty. Choose a Fighting Style feat. Whenever you gain an Ambassador level, you can replace the feat you chose with a different Fighting Style feat.

LEVEL 1: IMMUNIZATION BOOSTERS

Breakthroughs in science and medical technology have prepared you for life on foreign worlds. You have Advantage on saving throws you make to avoid or end the Poisoned condition and are Immune to Magical Contagions. Additionally, whenever you roll a saving throw to avoid or end the Poisoned condition, you can reroll one of the dice, once.

LEVEL 1: WEAPON MASTERY

Your training with weapons allows you to use the Mastery property of two kinds of Simple or Martial weapons of your choice. Whenever you finish a Long Rest, you can practice your military training and change one of those weapon choices. When you reach certain levels in this class, you gain the ability to use the Mastery properties of more kinds of weapons, as shown in the Weapon Mastery column of the Ambassador table

LEVEL 2: FIELD SCANNER

Your Field Scanner, a Tiny, nonmagical object, has been delivered to you. Each ambassador is equipped with a Field Scanner, capable of scanning the immediate area for Beasts, Constructs, Monstrosities, Giants, or Undead. For the next 10 minutes, or until you have the Incapacitated condition, you know the location of any creature of the chosen type within 60 feet of yourself, and you know the creature's size. If you ever lose your Field Scanner, you can call down another one with your Dropship Supplies.

You can use the scanner twice. You regain one of its expended uses when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest. You gain an additional use when you reach Ambassador level 11.





AMBASSADOR FEATURES

Level	Proficiency Bonus	Class Features	Orbital Deployment Options	Dropship Supplies
1st	+2	Fighting Style, Immunization Boosters, Weapon Mastery	-	-
2nd	+2	Dropship Supplies, Field Scanner	-	+2
3rd	+2	Specialization feature, Orbital Deployment	1	+2
4th	+2	Ability Score Improvement	1	+2
5th	+3	Extra Attack	1	+3
6th	+3	Beacon of Liberty	1	+3
7th	+3	Specialization feature	2	+3
8th	+3	Ability Score Improvement	2	+3
9th	+4	-	2	+4
10th	+4	Survival Expert	2	+4
11th	+4	Tactical Precision	2	+4
12th	+4	Ability Score Improvement	2	+4
13th	+5	-	3	+5
14th	+5	Ability Score Improvement	3	+5
15th	+5	Specialization feature	3	+5
16th	+5	Ability Score Improvement	3	+5
17th	+6	-	4	+6
18th	+6	Inspiring Presence	4	+6
19th	+6	Ability Score Improvement	4	+6
20th	+6	Specialization feature	4	+6

LEVEL 2: DROPSHIP SUPPLIES

You have access to a wide array of nonmagical equipment stored on your Dropship. When you finish a Long Rest, you can select up to two pieces of equipment from the “Dropship Supplies” section. Any item obtained from your Dropship is nonmagical and lasts until it is destroyed, consumed, or you use this feature again, wherein you return the previously called items for new ones. Equipment requested this way cannot be sold or exchanged and you cannot call in new items from your Dropship Supplies if you do not return the previously called items.

Once you have called in your Dropship Supplies you cannot do so again until the end of your next Long Rest.

LEVEL 3: SPECIALIZATION

You have sharpened your focus into a particular Ambassador Specialization. Whether that be as a medical officer, explosives expert, or quartermaster, you play a vital part in the greater cause. For the rest of your career, you gain each of your subclass’s features that are of your Ambassador level or lower.

Your choice grants you features at level 3 and again at levels 7, 15, and 20.

LEVEL 3: ORBITAL DEPLOYMENT

You have earned the right to call down deployments from your Dropship. These deployments take a variety of forms and a full list of deployments can be found in the “Orbital Deployment” section. At level 3 you have access to one Orbital Deployment option and any provided from your Specialization, and gain access to more Orbital Deployments as you gain levels in this class.

You can call down an Orbital Deployment a number of times equal to your Proficiency Bonus, and regain all expended uses when you finish a Long Rest. You also regain one use of your Orbital Deployment when you finish a Short Rest. You can have no more than one deployment active at a time.

Saving Throws. Some of your orbital deployments require your target(s) to make a saving throw to resist the deployment’s effects. The saving throw DC is calculated as follows:

$$\text{Orbital Deployment save DC} = 8 + \text{Intelligence modifier} + \text{Proficiency Bonus}$$

Orbital Deployments can only be accessed if the area or creature you target has an unobstructed path 100 feet above them. When you finish a Long Rest, you can replace any deployments with another deployment you are the proper level to access.





LEVEL 4: ABILITY SCORE IMPROVEMENT

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify. You gain this feature again at Ambassador levels 8, 12, 14, and 16.

LEVEL 5: EXTRA ATTACK

You can attack twice, instead of once, whenever you take the Attack action on your turn.

LEVEL 6: BEACON OF LIBERTY

You stand as a beacon for your ideals, and instill hope in a 10-foot Emanation that originates from you. You and your allies in the aura have Advantage on Wisdom saving throws and saving throws against the Grappled, Restrained, Paralyzed, or Prone conditions.

At Ambassador level 18 this aura increases to 30 feet.

LEVEL 10: SURVIVALIST EXPERT

You gain Expertise in two skills and two Artisan Tools.

LEVEL 11: TACTICAL PRECISION

You are precise with your weapon attacks and deadly with their aim. Once per turn, you can give yourself a 1d4 bonus to an attack roll and a 1d8 bonus to the damage roll of a weapon attack. The damage is the same type as the weapon.

LEVEL 18: INSPIRING PRESENCE

At the start of your turn (no action required), you can choose a creature within your Beacon of Liberty to gain a Heroic Inspiration. The inspiration lasts until the end of your next Long Rest or you use this feature again.

LEVEL 19: EPIC BOON

You gain an Epic Boon feat or another feat of your choice for which you qualify. Boon of Peerless Aim is recommended.





DROPSHIP SUPPLIES

Ambassadors have access to an elite array of non-magical equipment, relying on scientific progress and ingenuity, rather than artifice or raw, arcane magics. These items can be incredibly powerful, but easily destroyed, broken, or rendered obsolete against enemies with immunities to nonmagical damage. While every piece of equipment isn't perfect for every situation, the right mix of equipment and armaments can turn any situation into a favorable one.

The following list outlines the name of each piece of equipment that can be requested and the required ambassador level to access it. Rules and descriptions for the various armor integration, attachments, specialized ammunition, equipment, grenades and explosives, and weapons can all be found in the respective sections.

Any firearms requested via your Dropship Supplies can only be used by yourself or other Ambassadors, unless your GM says otherwise.

DROPSHIP SUPPLIES LEVEL 2

- Nonmagical object worth up to 100 GP and weighs less than 50 lbs.
- Armor Integration (Minor): Shield Bracer
- Attachment (Optic): Enhanced
- Specialized Ammunition: Blank x10
- Specialized Ammunition: Compartment x10
- Specialized Ammunition: Paint x10
- Equipment: Thermal Goggles
- Grenade: Smoke x2
- Integration (Minor): Adaptive Storage
- Integration (Minor): Integrated Thigh Holster
- Weapon: Pistol, modern

DROPSHIP SUPPLIES LEVEL 6

- Nonmagical item worth up to 150 GP and weighs less than 100 lbs.

- Armor: Auto-Stitching Kevlar
- Armor: Full-Spectrum Battle Equipment
- Attachment (Barrel): Stabilizer
- Attachment (Barrel): Suppressor
- Attachment (Choke): Basic
- Attachment (Optic): Long Range
- Attachment (Optic): Night Vision
- Specialized Ammunition: Armor Piercing x10
- Specialized Ammunition: Hollow Point x10
- Specialized Ammunition: Incendiary x10
- Specialized Ammunition: Phase x10
- Specialized Ammunition: Rubber x10
- Equipment: Emergency Shield
- Equipment: Minesweeper
- Equipment: Rocket Attachment
- Equipment: Short-Range Messenger
- Equipment: Threat Detector
- Grenade: Caustic x2
- Grenade: Flash x2
- Grenade: Fragmentation x2
- Integration (Minor): Magnetized Bracers
- Integration (Minor): Speed Boosters
- Integration (Minor): Spring Jumpers
- Integration (Major): Major Adaptive Storage
- Weapon: Automatic Turret + 50 bullets (requires 2 dropship supplies)
- Weapon: Revolver

DROPSHIP SUPPLIES LEVEL 14

- Nonmagical item worth up to 300 GP and weighs less than 150 lbs total.
- Attachment (Choke): Narrow
- Attachment (Choke): Precision
- Attachment (Optic): Thermal
- Specialized Ammunition: Pepper x10
- Specialized Ammunition: Plasma x10
- Specialized Ammunition: Tracer x10
- Specialized Ammunition: Tesla x10
- Equipment: Grenade launcher
- Equipment: Ambassador's Assistant
- Equipment: Anti-Grav Boots
- Equipment: Cel-Sat Phone
- Equipment: Deadeye Visor
- Equipment: Expanded Field Generator
- Equipment: Jetpack
- Equipment: Proton-Charged Ethereal
- Entrapment (PCE)
- Equipment: X-Ray Spectacles
- Integration (Major): Impact Absorption
- Integration (Major): HB-2249 Guardian
- Integration (Major): Shoulder-Mounted Cannon (requires two dropship supplies)
- Weapon: Rifle, Hunting





ORBITAL DEPLOYMENTS

You have earned the right to call down deployments from high-orbiting vessels. These deployments take a variety of forms as described below.

At Ambassador level 3 you have access to one Orbital Deployment option and any provided from your Specialization and gain access to more Orbital Deployments as you gain levels in this class.

You can call down an Orbital Deployment a number of times equal to your Proficiency Bonus, and regain all expended uses when you finish a Long Rest. You also regain one use of your Orbital Deployment when you finish a Short Rest. You can have no more than one deployment active at a time.

LEVEL 3 ORBITAL DEPLOYMENTS

Bombardment. You call down an orbital bombardment. As a Utilize action, you choose a point that you can see within 60 feet of yourself. Creatures in a 10-foot radius Sphere must make a Dexterity saving throw or take 1d8 Fire damage and 1d8 Bludgeoning damage on a failed save or half as much on a successful one.

The Fire and Bludgeoning damage both increase by 1d8 at Ambassador level 7 and again at 11.

Precision Beam. You designate a target to be struck with a precise beam of high-intensity lasers. As a Utilize action, choose a creature that you can see within 60 feet of you. A beam drops from the sky directly above the target. On the start of its next turn, the creature takes 2d8 Radiant damage. At the end of the target's turn it must make a Dexterity saving throw or take 2d8 Radiant damage.

The Radiant damage at the beginning and end of the creature's turns increase by 1d8 at Ambassador level 7 and again at 11.

Target Highlight. You call in exploding canisters of glowing paint to mark your targets. As a Utilize action, choose a point you can see within 60 feet of you. Creatures in a 10 foot radius of the point must succeed a Dexterity saving throw or be marked for 1 minute, or until they use an action to remove the paint. While a creature is marked, creatures have Advantage on attack rolls against them.

LEVEL 7 ORBITAL DEPLOYMENTS

Firebomb. You call in two Firebombs to annihilate areas of the battlefield. To call in this Orbital Deployment, you must use a Utilize action and Bonus Action. Choose two points you can see within 100 feet of yourself. Creatures in a 20-foot Sphere centered on each point must succeed a Dexterity saving throw or take 8d6 Fire damage. A creature in the area of more than one Firebomb is affected only once.

Exploding Sentries. You call upon the powers of automation to empower you on the battlefield. As a Utilize action, you call down three special Automatic Turrets to three unoccupied spaces you can see within 100 feet of yourself. The turrets have an AC of 15, 25 Hit Points, and have Immunity to Poison and Psychic damage.

The turrets remain active for 1 minute or until they are destroyed. After 1 minute, or when the turret is reduced to 0 Hit Points, it is destroyed and explodes. Creatures within 10 feet of an exploding turret must make a Dexterity saving throw or take 2d6 Piercing damage from the exploding shrapnel.

Aerosolized Tranquilizers. Canisters of tranquilizing gas rain down upon your enemies. As a Utilize action, you can choose a point you can see within 100 feet of you. Creatures in a 20-foot radius Sphere must succeed a Constitution saving throw or have the Unconscious condition until the creature takes damage or someone within 5 feet of it takes an action to shake it out of the spell's effect.

Creatures that do not breathe are unaffected by this orbital deployment.

LEVEL 13 ORBITAL DEPLOYMENTS

Disorientation Strike. You call down a cluster of concussive blasts upon an area, eliciting mass confusion. As a Utilize action, choose a point you can see within 120 feet. Creatures in a 30-foot radius Sphere centered on the area must make a Constitution saving throw or be placed under the effects of the *Confusion* spell for 1 minute.

At the end of each of an affected creature's turns, they can either make a Wisdom or Constitution saving throw (their choice) to end the effect.

Conjunctive Lockdown. You call down an invisible dome blocking teleportation and planar travel. As a Utilize action, choose a point on the ground you can see within 120 feet of you. A 30-foot radius Sphere, centered over the point, appears for the next minute or until you lose Concentration. In the sphere, teleportation and planar travel is impossible, and creatures cannot cast Conjunction spells. During this time, you can use a Bonus Action action to move the Sphere 30 feet in any direction along the ground.

Vitriolic Bombardment. You deploy a barrage of acidic globules onto the battlefield. As a Utilize action, choose a point you can see within 120 feet of you. Creatures in a 30-foot radius Sphere centered on that point must make a Dexterity saving throw or take 10d4 Acid damage and 5d4 Acid damage at the end of its next turn. On a successful save, a creature takes half the initial damage and no damage at the end of its next turn.



LEVEL 17 ORBITAL DEPLOYMENTS

Beacon of Dawn. You call forth an illuminating light which replicates the effects of a miniature sun. As a Utilize action, you can choose a point you can see within 150 feet of you. Bright light shines in a 40-foot-radius Sphere from the point and Dim Light for an additional 90 feet for 1 minute, or until you lose Concentration. This light is sunlight.

When the beacon appears, each creature in the radius of Bright Light must make a Constitution saving throw or have the Blinded condition until the start of their next turn. A creature must also make this saving throw whenever it ends its turn in the Sphere, taking 5d10 radiant damage on a failed save, or half as much on a successful one. Undead have Disadvantage on these saving throws.

While the beacon is called, you can use a Bonus Action to move the beacon 60 feet in any direction.

Plague of Locusts. You call forth a horrid plague of locusts in timed released capsules. As a Utilize action, you replicate the effects of the *Insect Plague* spell, with a 40-foot radius, without requiring Concentration. This effect lasts for 1 minute or until you dismiss it (no action required).

Electrical Disturbance. Your Dropship unleashes devastating electromagnetic pulses capable of disturbing electrical signals in both machines and the brain. As a Utilize action, you choose a point you can see within 150 feet of you, and each creature in a 40-foot radius Sphere centered on the point must make an Intelligence saving throw or take 8d6 psychic damage or half as much on a successful one and subtract a 1d6 from any D20 Test it makes for the next minute.

If the creature is a Construct that has Immunity to Psychic damage, it must instead make a Constitution saving throw or have the Stunned condition for 1 minute on a failed save.

Creatures can repeat this saving throw at the end of each of their turns, ending the effect on a success.



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