

CPU (5e Race)

Physical Description

CPU's have a human form, and a goddess form. When in their human form, they usually appear to be young females of varying age and appearance. They are usually cute but determined, and will stop at nothing to make sure those they care about are safe. They usually will wear adornments representing their favorite games, believing it brings them good luck.

However, they can undergo a flashy transformation sequence which grants them mighty powers.

Society

CPUs live in normal society, but often secluded in their own temples, to keep protected, study and practice. They prefer to be around other CPUs, though they can sometimes join in huge arguments, sometimes even coming to blows. They also hate eggplants with a burning passion.

CPU Traits

Humans with hidden abilities of a goddess.

Ability Score Increase. Your Charisma score increases by 2 and your Dexterity increases by 1.

When in human form: Intelligence score decreases by 2

When in CPU form: Constitution increases by 2

Age. CPUs are (theoretically) timeless beings, generally staying physically near the same age forever, but no one knows whether they eventually die of old age, or other problems.

Alignment. CPUs are generally lawful good, but some exist of nearly any alignment.

Size. When in human form: that of a young human. When in CPU form: older, up to 7 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Tough Skin. While you are not wearing any armour and wearing no shield, your Armour Class equals 10 + your **Dexterity** modifier + your **Constitution** modifier.

Call of Nature. You learn the *druidcraft* cantrip.

Ancient Magic. You have proficiency in the **Arcana** skill.

CPU Transformation. You possess the ability to transform into a 'goddess' form, where your powers are greatly increased.

At lv 1, you can do this once every 2 days.

At lv 3, you can attempt to transform after 1 day, but have a 50% chance of failing, resetting the timer.

At lv 5,

At lv 7,

At lv 9,

Your CPU form lasts for 2 turns, plus one turn for every 2 levels past lv 1. It lasts for that number of minutes if not in battle.

Besides the attribute bonuses above, on each attack, and each hit you receive, random effects may be applied, depending on a d20 roll: (if you roll on an ability you have not learned, nothing happens)

d20	On attack	On damage	Lv Learn
1	+1 damage	-1 damage	1
2-3	+3 damage	-3 damage	3
4-5	Gain advantage on Attack		5
6-7	Gain advantage on Attack	Attacker knocked prone after	7
8-9		Attacker has disadvantage	10
10-11	Hit second enemy (basic)	Make an counter-attack	10
12-13	Hit enemy no matter what	Make an counter-attack	7
14-15		Take half damage	5
18-19	Deal Double damage	Attacker has disadvantage	3
20	Roll 2x as much damage	Block attack if you describe how	1