DUALINK

David Martinez

BBEG



Cyberpunk Edition

David Martinez

Medium humanoid (human), chaotic neutral, Solo

"I promised her the moon. Nobody said I'd survive the launch."

~ David Martinez

A street kid from Santo Domingo whose body accepts chrome like no one else's. Ripperdocs call it a miracle tolerance, and fixers call it a business model. He wears his mother's paramedic jacket over a frame packed with military-grade implants, and every time the Sandevistan kicks in, a little more of the kid is gone.

Armor Class 17 (subdermal armor)
Hit Points 180 (19d8 + 95)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	20 (+5)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Dex +8, Con +9
Skills Acrobatics +8, Athletics +9, Intimidation +6, Perception +5
Senses passive Perception 15
Languages Common, Spanish
Challenge 12 (8,400 XP)

Humanity (6). David starts each fight with 6 Humanity, and Overclock abilities spend it. When it reaches 0, he makes a **DC 15 Wisdom** Psychosis Save (flat DC). On a failure, he enters a **Psychotic Break** for 1 minute:

- He has advantage on weapon attack rolls and resistance to bludgeoning, piercing and slashing damage.

- He must attack the nearest creature he can see, **friend or foe**.
- He can't use First Responder.
- He repeats the save at the end of each of his turns, ending the Break on a success.

At 0 Humanity, he can Overclock only **once per round**. If he isn't already in a Psychotic Break, each Overclock forces another Psychosis Save. Immunosuppressants don't end a Psychotic Break.

Natural Tolerance. Each of David's Overclocks costs exactly 1 Humanity, and he never Glitches.

Sandevistan Speed. David takes **two turns each round**, one at his initiative and one at his initiative -10. He regains his reaction at the start of each turn. "His next turn" always means his next turn on either initiative count.

Restless Chrome. At the end of each of his turns, David can end one effect on himself that is making him stunned, paralyzed or restrained.

Gloria's Jacket. While David wears his mother's jacket, he has **advantage on Psychosis Saves** (Her Dream).

Actions

Multiattack. David makes two Gorilla Fist attacks.

Gorilla Fist. *Melee Weapon Attack:* **+9** to hit, reach 5 ft., one target. *Hit:* **14 (2d8 + 5) magical bludgeoning** damage.

- **Haymaker Combo.** Once per turn, when David hits the same creature with two Gorilla Fists in one turn, it must succeed on a **DC**

17 Strength saving throw or be **pushed 10 feet and knocked prone**.

- **Piston Strike.** Once per round, when David hits a creature that is prone or that he pushed this turn, it takes an extra **11 (2d10) bludgeoning** damage. If it was pushed into a wall or another solid object, it takes an additional **5 (1d10)**.

Bonus Actions

Sandevistan Burst (Overclock, 1 Humanity). David makes one Gorilla Fist attack.

Immunosuppressants (3/Day). David regains **1d4 Humanity** (maximum 6) and takes **1d6 poison** damage that can't be reduced in any way.

Reactions

Time Dilation (Overclock, 1 Humanity). When David is hit by an attack, he takes half the damage and moves up to 10 feet without provoking opportunity attacks.

First Responder. When an ally David can see within 30 feet drops to 0 hit points, he moves up to half his speed toward it without provoking opportunity attacks. If he ends within 5 feet of it, it regains **1d8 + 1** hit points.

Mythic Trait: Cyberskeleton (Recharges after a Long Rest)

If David is reduced to 0 hit points, he doesn't die or fall unconscious. Instead, a Militech cyberskeleton locks around him, and all of the following happen:

- He regains **120 hit points**.
- He becomes **Large**. His reach increases to 10 feet and his speed becomes 30 feet.
- His Humanity drops to 0, and he enters a **Psychotic Break that no save can end**.
- Gloria's Jacket tears away. He loses **Her Dream** and **First Responder.**
- He can't Overclock or use Immunosuppressants. The skeleton locks out his Overclocks.
- He keeps Sandevistan Speed and gains the following action.

Projectile Launch System (Recharge 5–6; roll only at the start of his first turn each round). A missile streaks from David's arm toward the nearest creature he can see within 120 feet and detonates in a **20-foot radius** centered on it. Each creature in the area must make a **DC 17 Dexterity** saving throw. A creature takes **35 (10d6) fire** damage on a failed save, or half as much on a success. David isn't affected by his own missile.

This is a mythic encounter: defeating David in this form awards an additional 8,400 XP.

Special Weakness: Sandevistan Stall (Phase 1)

Discovery. Whenever David Overclocks, his spinal port flares and throws sparks. When he takes lightning damage below 15, his afterimages flicker. As an action, a creature that has seen either tell can make a **DC 15 Intelligence (Investigation)** or **Wisdom (Medicine)** check. It has advantage if it's proficient with tinker's tools or

has Cyberoptics installed. On a success, it learns how Sandevistan Stall works.

Trigger. David takes **15 or more lightning damage from a single damage roll** while the Stall is armed. The Stall re-arms each time he uses an Overclock.

Consequence. His Sandevistan crashes and he **loses his next turn**.

Special Weakness: Lucy's Voice (Phase 2)

Discovery. As the cyberskeleton locks on, Gloria's jacket tears away, and David keeps muttering Lucy's name and something about the moon. As an action, a creature that can hear him can make a **DC 15 Wisdom (Insight)** check. On a success, it learns that someone could still reach him, and how Lucy's Voice works.

Trigger. As an action, a creature within 30 feet of David that he can hear reminds him of Lucy, his mother or the moon, and makes a **DC 17 Charisma (Persuasion)** check. Only one creature can attempt this each round.

Consequence.

- **On a success:** David's Psychotic Break is suppressed until the end of his next turn. He loses its advantage and resistances, but he still must attack the nearest creature.
- **On a failure:** David must direct all his attacks at the speaker on his next turn, even if it isn't the nearest creature.